

Mission 2: *Prisoners*



Starting Objectives

Get out of the Cell

Solution: Find a way to trick the guard into entering your cell.

Get your Weapons Back

Solution: Shelves in prisoner property store.

Escape from Jailrock

Solution: Meet up with Major Srench after you have escaped through the Bureau of Military Intelligence.

Hidden Objectives

An empty cell will attract the guards attention. Deal with that.

Optional

Trigger: Once you escape your cell.

Solution: Place a guard in your cell and disguise him.

The Safest way to your freedom is through the Bureau of Military Intelligence.

Trigger: Read the letter between the prison warden and the chief guard in the waste bin, prison warden's office.

Solution: Enter the Bureau of Military Intelligence

Hints + solutions

How do I get out of my cell?

Wait until the guards taunt you, then check your bedroll, when it highlights your ready. Is there anything outside your cell that you can reach? With your new found tool attach it to a source of electricity, still in your cell? Maybe an idea to try to frob the key off the patrolling guard.

Note: Do not save during the escape sequence until you can frob the bedroll, otherwise you'll break the script and will not be able to proceed.

How do I complete the optional objective 'An empty cell will attract the guards attention. Deal with that.'?

You need to put someone in your cell as a replacement, but if the other guards saw that person in your cell they would become alerted, got anyway of disguising him?

Where are my weapons?

Prisoner Property store, bottom of staircase, lower level.

Where's the key for the Prisoner Property store?

NE office, lower level.

How do I turn off the security camera in the prisoner property store?

Small room, south end of corridor, lower level.

How do I turn off the security cameras in the corridor leading to the main building?

Small room, NW corridor, level 3, but the security camera are only turned off for 1 minute.

How do I turn off the security camera by the 2 guards posts near the prison wardens office?

You can't.

The gate to the north tower makes one hell of a racket and keeps alerting the guards.

Got any oil?

What about the security camera in the north tower, guess you can't turn that off either.

Correct.

I've got into the north pump station and pulled the big lever but can't get under the gate in the fresh water channel

Look at the Jailrock flow map on the wall, see where the fresh water channel flows to?

Got the BMI key, what door does it open?

Bureau of Military Intelligence next to the guard post, east of archives, upper floor, main building.

I'm at the end of the chase in the BMI but am at a dead end.

In the corridor with the fire exit signs frob the button beside the door on the right.

Outright Spoilers

Escaping cell

Frob the broom to get some wire, frob the light outside your cell to attach the wire to the light, try to frob the key off the passing guard, he'll enter the cell and electrocute himself.

Optional Objective: An empty cell will attract the guards attention. Deal with that.

Pick up the electrocuted guard and place him in your cell, cover him with the bedroll, close your cell door.

Where are my weapons?

Find the stairs going to the lower level, the prisoner property store is at the bottom of those stairs, the key is in an office at the north end of the corridor, but you don't want to go that way, instead go for a swim, turn right halfway along the first tunnel and mantle up into a cell, the office is opposite that cell.

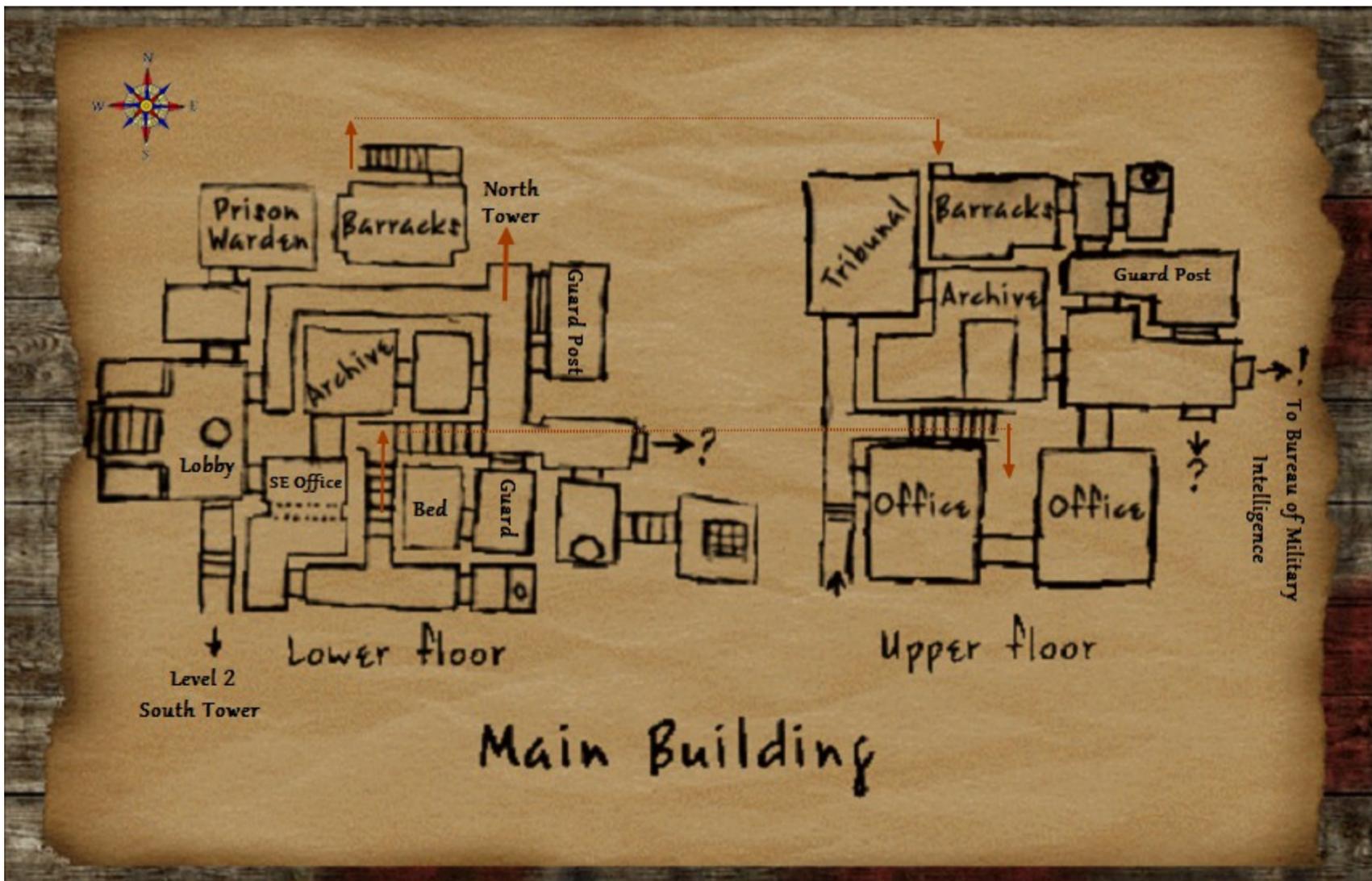
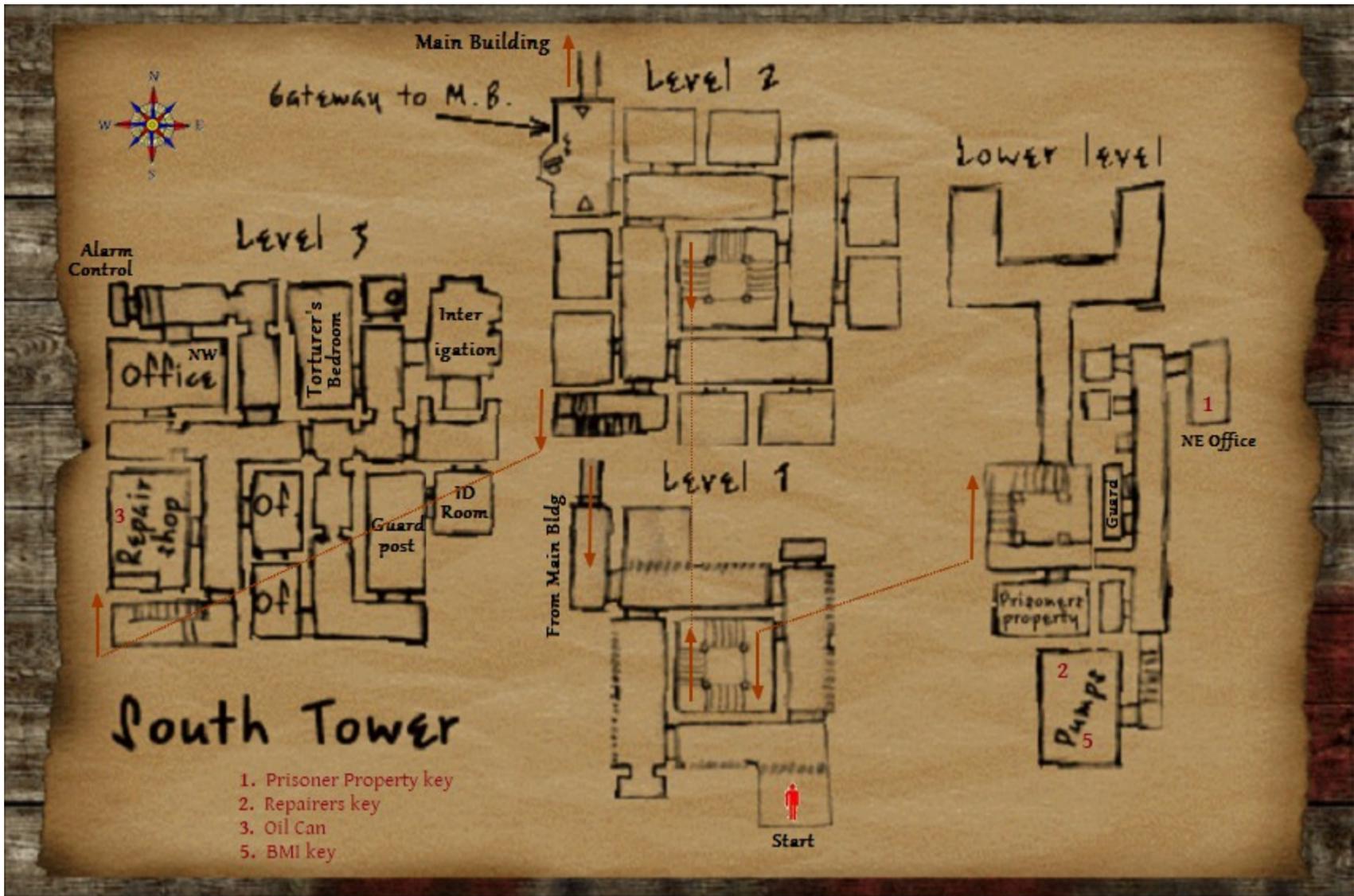
Keys	
Key Ring	1 x sword guard, lower level, south tower.
"	5 x sword guard, level 1, south tower.
"	3 x sword guard, level 2, south tower.
"	2 x sword guard, level 3, south tower.
"	5 x sword guard, main building.
Prisoner's Property key	Table in NE office, lower level.
Repairer's key	Guard in south pump station, lower level.
North Pump Station key	Sword guard, top level of prison, north tower.
BMI key	Under grate in south pump station.
Oil Can	Window, repair shop, level 2.

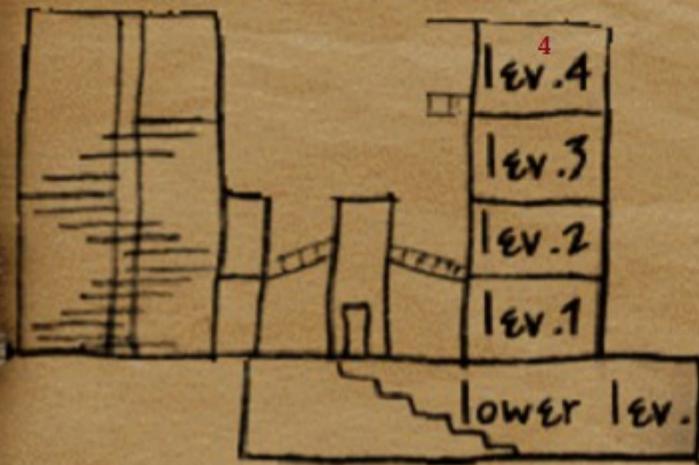
Location	Position	Loot	Value	Total		
South tower	prisoner property room	lower level	beside blackjack	purse	50	50
"	"	"	beside bedroll	scattered coins	20	70
"	guard post	"	sword guard	purse	100	170
"	north central office	level 3	desk	ink well	25	195
"	repair shop	"	work bench	drill bit	20	215
"	torturer's bedroom	"	table	scattered coins	20	235
"	east area	"	bookcase	green vase	50	285
"	NW office	"	bookcase	purple vase	50	335
"	"	"	west desk	ink well	25	360
Main building	SE office	upper level	SW desk	ink well	25	385
"	"	"	wall safe	gold stack	25	410
"	archives	"	desk	ink well	25	435
"	barracks kitchen	"	bookcase	spice bag	20	455
"	barracks	lower level	bookcase	gold stack	25	480
"	archives	"	top bookcase	gold vase	100	580
"	prison warden's office	"	coffee table	gold goblet	25	605
"	"	"	by sofa	fine wine	50	655
"	"	"	safe	purse	100	755
"	SE guard post	"	floor by bed	scattered coins	20	775
North tower	east side empty cell	top floor	behind stone block	gem ring	100	875
Bureau of Military Intelligence	attic warehouse		high crate at start	tiara	125	1000
				Total Loot	1000	

Secrets

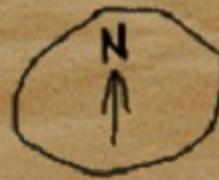
Move the bookcase in the Prison Warden's office.	Frob lever under desk.
Gem ring in empty cell, top level, north tower.	Behind stone block.
Tiara in high crate where you start in attic warehouse.	

Amended Maps

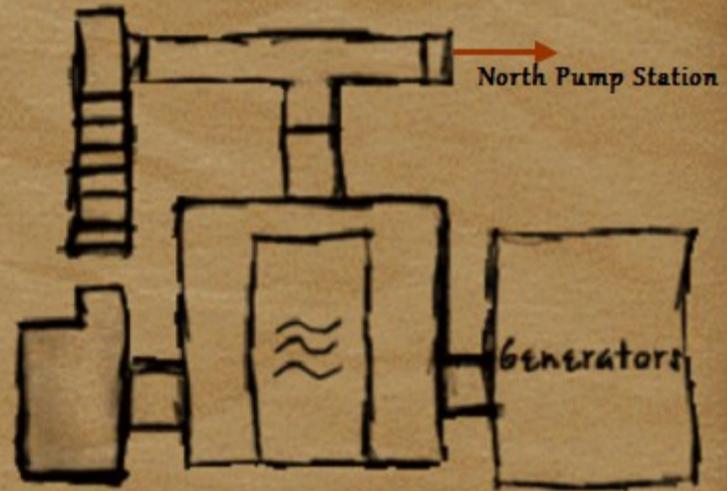




North Tower



Lower level



4. North Pump station key