

## Mission 9: *Enemy*



### Starting Objectives

*Find out where the City entrance to the underground tunnel leading to the Citadel is.*

**Solution:** Read the scroll on the NE desk, Counts Apartment, third floor.

*Find the key to the tunnel door*

**Solution:** On the table in the Child's room in the Sealed wing.

*Do not touch well-dressed people, the Count and his guests, at all.*

**Solution:** But it's OK to kill or KO the guards.

*After completing all tasks, leave the palace territory*

**Solution:** Return to where you started and enter the sewers.

### Triggered Objectives

*The Baron is in Blackbrook? Find out what the two bloodsuckers have in common.*

**Trigger:** Return to the Hall after you have been to the Royal apartments.

**Solution:** Go to the elevator winch room on the second floor to overhear the conversation.

*Find out what has happened. An unexpected incident could change the whole situation. But do it quietly, without making a fuss.*

**Trigger:** Mantle up onto the ledge in the vent above the ladder, Counts apartment, first floor.

**Solution:** Mantle into the Counts bedroom, second floor via the window and watch the cut scene.

*The Mechanists are too addicted to the war. This information might spoil things a bit.*

**Solution:** Place Lady Faul's letter and her ring in the secret compartment in the Mechanist's Temple.

Bonus

### Hints + Solutions

*How do I get into the mansion?*

There are some hatch doors on the west side of the front doors that get you into the basement. See screenshot below

*I'm running around the first and second floor but don't know what to do?*

You need to find 3 keys (Attic, Scribes + Pump room), a number of scrolls and a book before the mission opens up fully

*Where's the Attic key?*

Find Lady Faul's letter behind the wardrobe in the SE suite of the guest wing.

*Where's the Scribes key?*

In the lock of the wardrobe in one of the servant's bedrooms, but you need to read the note in his room before you can take it.

*Where's the Pump room key?*

Climb up onto the prompters box in the actors room under the theatre and watch a cut scene of a guard hiding the key.

*What's with the colour coded buttons on the desk in the room above the theatre?*

Nothing, they are only the controls for the floodlights in the theatre, but they don't work.

*Where's the attic?*

Look above the wardrobe in the small bedroom, family wing.

*I bashed away some boards in the family wing attic but my path is blocked by a wardrobe, how do I move it?*

That wardrobe is only there on expert and you can't move it.

***What does the Scribes key open?***

The scribes room is found on the upper level of the library, there's an important book in there for you to read.

***How do I get into the Hospital?***

Use the beams in the corridor.

***I found a big lever in a hidden passageway in the SW guest suite, what does it do?***

It flips the bed in the SE suite

***How do I get into the royal apartments?***

Via the secret passageway accessed from the library or the guest attic, frob the arc lever under the spiral staircase to open a door next to the elevator.

***I've got the code from the swimming pool and tried to enter it into the number pad in the Chief's office but Garrett says 'Why would I want to do that?'***

You can't enter the code until after lockdown, you need to get into the Counts bedroom first.

***I been everywhere that I can, what do I do now?***

If you have found the pump room key, the attic key, read the secret passages book and the scroll on the west desk in the library return to the Hall to watch a cut scene.

***How do I complete the bloodsuckers objective?***

After the Hall cut scene Garrett says he heard an elevator move, remember where he said if someone called the elevator he could see through the spy hole?

***Yes but I can't remember where.***

Elevator winch room, second floor, family wing, go there and watch the conversation.

***Now what do I do?***

Now you can access the Counts Apartment, on the first floor.

***How do I turn off the security camera in the corridor leading to the Counts apartments?***

There's a switch in the valet's quarters, look for a switch in the art display rooms in the north corridor to access his rooms.

***How do you get into the Counts second floor rooms?***

Climb the ladder in the main room of the counts apartment, first floor and mantle up onto the higher ledge.

***How do I call the elevator in the Counts apartment?***

You can't, you can only open the doors from the inside, it's confusing yes, but you need to find other ways to get up and downstairs.

***I've got to the top floor of the Counts apartment but have triggered all the guards, appears that the count is dead, what now?***

Use the maintenance shaft and/or the elevator to get down to the second floor, and mantle out of the window and creep round ledge to next open window.

***I've got into the Counts bedroom and watched the cut scene, what now?***

Return to the Chief of Palace Guards room in the barracks and now you can enter the code

***What's the code for the control panel in the Chief of Palace Guards room?***

It's randomised there are 10,000 possible combinations, you need to get into the control room by the swimming pool.

***How do you get into the Control room in the basement?***

Once you have read the scroll in the pump room frob the door and George will ask for more wine and drop some coins by the door.

***But I still can't get in.***

Drop the bottle George gave in the swimming pool to fill it up with stagnant water and try again.

***I'm in but there's nothing in here but a couple of switches that don't really do anything.***

Turn the swimming pool backlight on (down) so the pool is bathed in purple light, then return to the control room to see a code written on the window pane.

***I've entered the code in the Chief's room, there's been an explosion and I'm back outside in the grounds but I still haven't found the key.***

Return to where you started the mission, you'll find part of the fence has fallen over, behind that you'll find the Sealed Wing.

***I found a small lever in the NW room with the 2 chairs but it doesn't work.***

You need to turn on the lights, there's a generator in the basement.

***Where's the fuel for the generator?***

Back in the main house, in the fuel storage room behind the generator room.

***How do I finish the mission?***

Once you have the Key to Citadel return to where you started, frob the grating in the ground and enter the sewers.

***How do you complete the bonus objective 'The Mechanists are too addicted to the war. This information might spoil things a bit.'***

Put Lady Faul's letter and her ring in the secret compartment in the Mechanists temple.

**Note:** This objective only works if you read the letter about Lady Faul's disappearance in mission 3: Spy

*How do you collect the Phoenix painting in the gallery?*

You need to turn off the electricity.

*How do you do that?*

In the nearby room with the gramophone on the table, frob the chandelier a few times to fuse the lights.

*I heard about the Phoenix Ashes, where are they?*

Frob the panel of the picture frame once you have stolen the Phoenix painting.

**Note:** The ashes are only available if you have collected the book in the alchemist in the previous mission.

Location		Position	Loot	Value	Total	
<b>Basement</b>						
Barrel rooms	small room	bookcase	2 fine wine	100	100	
NW Maintenance Shaft	bottom of maintenance shaft	toolbox	drill bit	100	200	
NW Elevator	bottom of elevator shaft	by spring	serpentyle torc	350	550	
Control room	after George asks for wine	by door	scattered coins	20	570	
<b>First Floor</b>						
Hall		small table	indigo vase	100	670	
Trophy room		east pedestal	statuette	50	720	
NE room		chest drawers	2 gold goblets	50	770	
Library	lower level	SW pedestal	spectacles	50	820	
"	east end	"	desk	50	870	
"	secret west room	upper level	table	50	920	
Theatre		coffee table	3 opera glasses	60	980	
"	room under stage	prompter's stand	scattered coins	20	1000	
"	room above stage	behind curtain	fine wine	50	1050	
Storage room		behind painting	tapestry	90	1140	
Temple	east wall	wall safe	2 candelabras	200	1340	
"		above door	statuette	15	1355	
Kitchen	west wall	dresser unit	cutlery	50	1405	
"	scullery	sink	cutlery	50	1455	
"	head chef office	dresser unit	spice bag	25	1480	
Servant's quarters	dining room	on wall	2 decorative plates	20	1500	
"	4 bed barracks	footlocker	gold stack	25	1525	
"	bedroom by toilet	footlocker	silver stack	5	1530	
Great Hall		SW table	2 gold plates	100	1630	
Valet's Quarters	living area	bookcase	purse	100	1730	
Counts Apartment	main room	NW side table	purple goblet	50	1780	
"	"	"	fine wine	50	1830	
"		cabinet by fireplace	gold plate	50	1880	
NW Display rooms	south room	SW pedestal	necklace	200	2080	
"	"	SE pedestal	crown	50	2130	
"	"	2 x north pedestals	2 masks	60	2190	
"	"	after explosion	central pedestal	Talisman	100	2290
Barracks	NE barracks	footlocker	gold stack	25	2315	
"	north barracks	footlocker	gold stack	25	2340	
"	NW barracks	table	scattered coins	20	2360	
"	Chief of Palace Guard	safe	purse	100	2460	
Art Wing Gallery		SE corner	Phoenix painting	200	2660	
<b>Second Floor</b>						
Ball room		SE window	fine wine	50	2710	
Winch room	in corridor	above door	statuette	15	2725	
Front of house Balcony	west side	under table	purple goblet	15	2740	
<b>Second Floor Guest Wing</b>						
Landing		table	green vase	50	2790	
Sitting Room	south side room	table	gold goblet	25	2815	
"	"	"	fine wine	50	2865	
"		noble man	purse	100	2965	
SW suite	throne room	above door	mask	25	2990	
Noble Lady suite		noble lady	purse	100	3090	
"	dining room	west wall	decorative plate	10	3100	
"	bathroom	table	gem ring	100	3200	
Attic	central area	big crate	drill bit	100	3300	
Royal apartments	dining room	dining table	gold plate	50	3350	
"	"	mantelpiece	gold plate	50	3400	
"	bedroom	SE table	fine wine	50	3450	
"	office	top west wardrobe	purse	100	3550	

Second Floor Family Wing					
Drawing Room		chimney breast	decorative plate	10	3560
Central		2 x side tables	2 statuettes	30	3590
NE Corridor		on wall	2 decorative plates	20	3610
South Corridor		on wall	2 masks	100	3710
Games room		roulette table	scattered coins	20	3730
"	by craps table	male noble	purse	100	3830
"		craps table	scattered coins	20	3850
Games room corridor		on wall	decorative plate	10	3860
Hospital		desk	gold scales	100	3960
Attic	NW area	by chimney stack	sea chest	50	4010
"	SW area		sea chest	50	4060
Great Hall	balcony		NE table	35	4095
Child's bedroom	NW corner		by chair	100	4195
Counts Apartment		bedside table	gem ring	100	4295
Third Floor					
Counts Apartment		north bookcase	gold dice	50	4345
Sealed Wing					
Sitting Room		mantelpiece	green vase	35	4380
NW room		on walls	2 decorative plates	20	4400
Music room		table by piano	silver flute	100	4500
<b>Total Loot</b>				<b>4500</b>	

#### Items of Note

Fuel Can	By barrels in fuel storage room, behind turbine room in basement.
Bottle	Placed outside control room in basement when George asks for more wine.
Bottle of Stagnant Water	Drop bottle in swimming pool.
Phoenix Ashes	Behind Phoenix painting in art gallery, art wing.***
Secret Passages Book	On desk in secret library room.

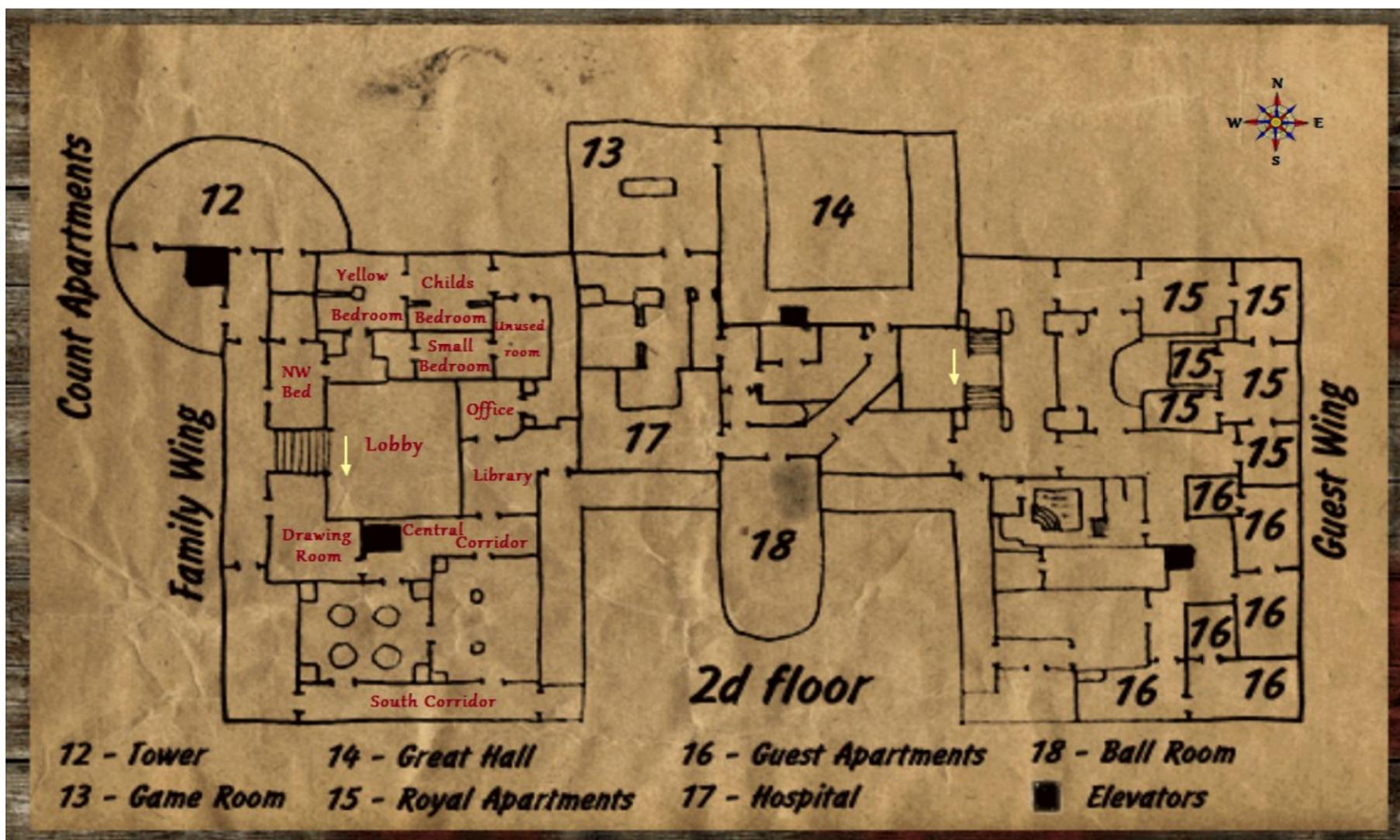
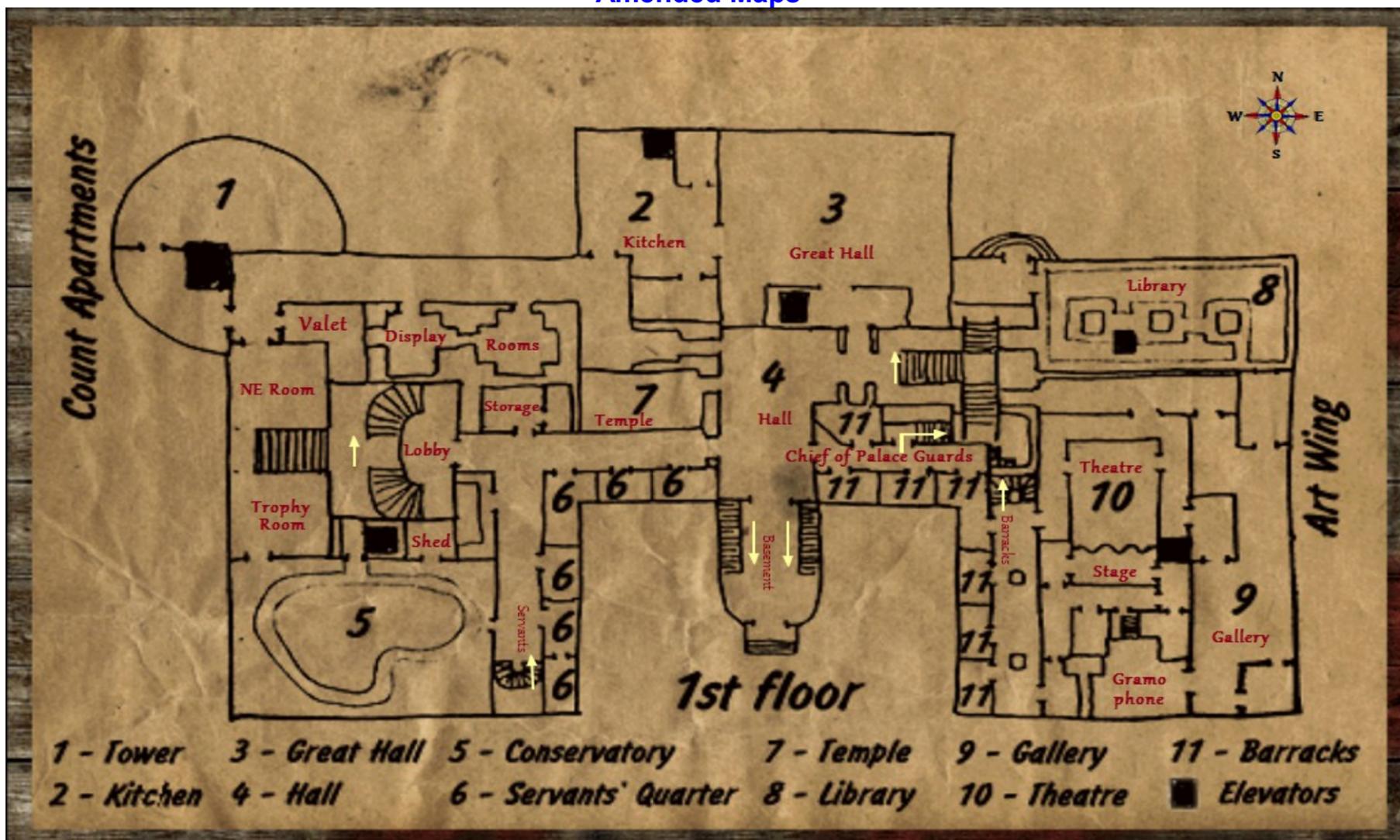
#### Keys

Pump Room key	Behind house window in the theatre's backdrop.	Pump room, basement
Attic key	Collected when you read the scroll behind the cabinet, SE dining room, guest wing.	Ceiling hatch, small bedroom, family wing
Hospital key	In lock in door, hospital side.	
Scribes key	In wardrobe lock after reading note in sleeping servant's bedroom, west corridor.	Scribes room, SE corner, upper level, library.
Valet's keys	On door post by west door, Valet's quarters, first floor, family wing	
Key to Citadel	On table in the Child's room, Sealed house.	

#### Secrets

Find the hidden elevator in the library	Arc lever on furthest east bookcase of central bookcase, upper floor.
Access the secret long passageway	Frob book in central bookcase in secret library <b>or</b> arc lever under railing, bottom level by spiked elevator
Open the secret wall safe in the Temple	Arc lever on side of middle pew.
Enter the hospital, family wing	Rope up to beams in corridor.
Access the secret room, west end, upper level, library	Arc lever under SE rail post.
Access secret passageway in throne room, SW suite, guest wing	Arc lever behind curtain next to throne.
Find Lady Faul's letter and her ring at bottom of secret elevator	See attic key and secret 7
Collect the drill bit from the big crate in the guest wing attic.	
Access the royal apartments from the hidden wooden panelled passageway.	Frob lever under steps of spiral stairs to open secret door in wooden panelled corridor.
Access the hidden passageway in the display rooms, first floor, family wing.	Lever on rear of west statue.
Move the middle free standing bookcase, Counts apartment, third floor.	Lever on back of bookcase.
Drill bit in toolbox, bottom of NW elevator shaft, elevator by big cog	Accessed via elevator shafts from Count apart, third floor.
Serpentyle torc at bottom of NW double door elevator, basement	Accessed via elevator shafts from Count apart, third floor.
Access the secret passageway in the NE room (red vase), first floor.	Lever in wall panel, SW corner.
Access the child's room in the Sealed house.	Lever on wall panel in room with 2 chairs.
Turn off the lights in the Art Galley.	Stand on table in south room with gramophone and frob chandelier.

Amended Maps



## Screenshots



