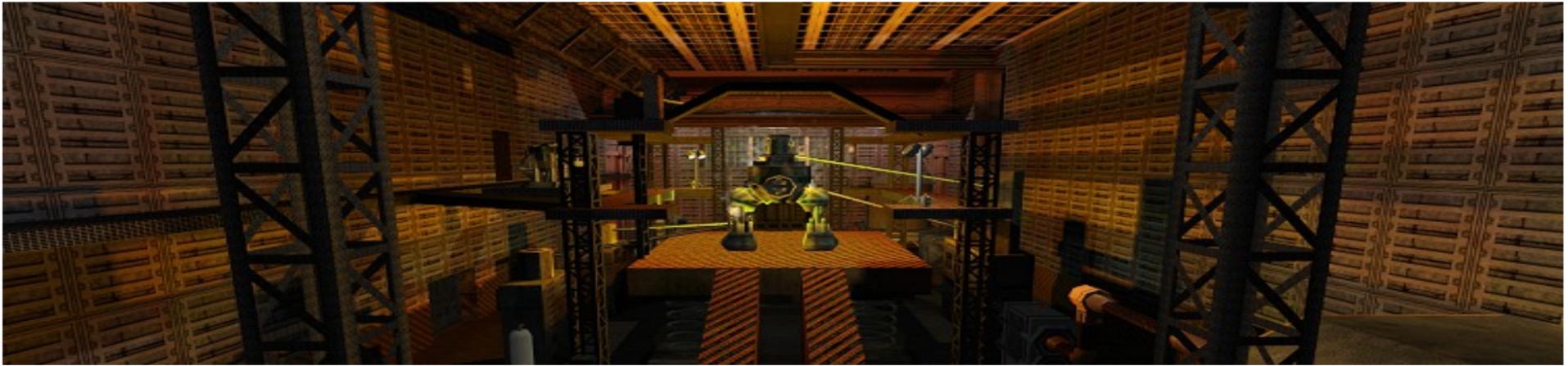


Mission 5: *Saboteur*



Starting Objectives

*Install all 5 explosive charges into the hidden sockets marked on the map
When done, turn on the activating switch in a shed near the South-East gate of the plant.*

Triggered Objectives

Find a replacement for all 5 charges

Trigger: Place all 5 of your explosive charges in the 'Forbidden Items' chute.

Hints and Solutions

Each time I try to enter the plant in the starting room the alert goes off.

You need to place all heavy metal objects ie. All 5 explosive charges, in the *Forbidden Items* chute.

How do you get into the Power Storage room?

Vent at end of walkway in Stamping, use stamping machines to get up onto walkway.

I've only managed to explore the NE area of the first map, how do I access the rest of the factory.

Mantle up onto the conveyor belt in the Armoury.

How do I get into Parts Storage?

Check out the large fireplace in Testing Room.

I've found an Empty Can and a pile of cannonballs, what do I do with them.

Use them on the Shell Calibration Device in the armoury, but you need one other item to turn it into an explosive device.

I've made the Full Can with Dangling Detonator, how do I fix it?

Use the stamping machine in the Stamping room, Experimental area.

How do I turn the Empty Shell into an Explosive Device?

Frob it against the explosive power on the floor that has leaked out of one of the corner red barrels in the Armoury, or shoot a fire arrow at the barrels.

How do I get into the Experimental area?

You need an access card, it's on the desk in the Director's office.

How do I get into the Armoury in the Experimental Area?

You need to move the ceiling gantry and jump in through a hole in the wall by the elevator, use the control panel buttons by the NW ramp to move the gantry.

How do I get into the Stamping room in the Experimental area.

Mantle through the hole in the wall on the north side.

Where's the last explosive device?

Inside the big bot in the test area, you have to destroy him to get it.

How do I do that?

There's a readable on a table in the south side corridor that tells you what to do.

This looks very dangerous I can't get anywhere near him without him seeing me.

There's a light switch on one of the upright metal beams, on the north side of the room.

He stops at the entrances to the side corridors, so lay a trap for him by putting down a path of moss arrows so you can sneak up on him
 whilst he's static, then use your wrench #5 to remove the panel on his back and collect the Impulse Source from inside him.

Now what?

Take the Impulse Source to the fuse box at the east end of the south corridor and replace the fuse with the Impulse Source to activate a self destruct sequence.

He's still not dead.

You need to lure the big bot closer to the self destruct power source, once close enough he'll self detonate, now you can grab the Robot Shell from the debris.

But the Robot Shell is too long, how do I shorten it?

Use the saw blade in the armoury in the experimental area.

How do I get into the outside area where the fountain and last location for placing the explosive device?

Mantle up into any of the vents in the side corridors of the Test Area.

OK, I've placed all the bombs, how do I get to the SE Gate?

Mantle up to the vents in the Armoury in the Experimental area.

Where's the switch?

In the l/h hut behind one of the crates.

Keys		
Office key	On desk in office, lower level walkway, Assembling.	Stairs to offices.
Parts Storage key	In wall cabinet in Parts Storage.	Parts Storage.
Access Card	On desk, Director's office, Directorate.	Blast door to Experimental Dept.

Items of Interest			Use
Empty Can	By NE coil, power storage.		Shell Calibration Device, Armoury, lower level.
Pile of Cannonballs	In open crate, alcove under slope, NW Raw Material storage.		"
Detonator	l/h shelves, bottom shelf, Parts Storage.		"
Explosive Device	On desk in Director's office, Directorate.		
Explosive Device	l/h safe, laboratory.		
Wrench #5	On Mech worker in Packing and Shipping.	expert	On Big Bot in Test area.
"	On r/h machine in Armoury, Experimental area.	normal/hard	"
Empty Shell	In garbage skip in outside area SE of Sorting.		Gun Power
Gun Power	On floor by red barrels in Armoury, main building.		Empty Shell
Robot Shell	Collected from the big bot once you have destroyed him.		Saw Blade Machine

Location of Useful Machines	
Manual Shell Calibration Device	In Armoury, main building.
Moulding-Loading Machine	In Armoury, main building.
Stamping Machine	Stamping in Experimental area
Saw Blade Machine	Armoury in experimental area.

Locations to place Explosive Devices
Inside Moulding-Loading Machine in Armoury. Frob panel from below machine.
Fuel Storage, NE corner pipes.
Outside area, east side, pipes at base of silos. Accessed via vents in corridors, Test Area
Amongst green barrels, bottom shelf of shelving unit in Armoury, Experimental area.
NW ceiling beam, Test Area.

Secrets
Footlocker under NW steps, Water Power Station.
3 mines in half open crate, west wall, upper level, east Raw Material Storage.
Open the base of the 3 cylinder unit, SE corner, Laboratory. Frob lever at base of r/h cylinder.
Healing potion on high west metal beam in Assembly Line. Need to move gantry to reach it, button at ground level.
Fire arrow on high east beam behind gantry in Armoury, Experimental area.
Health potion under east bench by fountain.
Footlocker behind wall south of rooftop walkway connecting stairs by foundry with upper floor corridor of Designers.

A Few Useful Screenshots



