

Mission 1: *Marauder*



Note: Due to the high number of AI's fighting in some areas where there are buildings on fire, players with lower spec machines may experience some lagging, this reduces in severity as you thin out those AI's.

Objectives

Watch and Listen

Grab 2000 loot

normal

Grab 2500 loot

hard

Grab 3000 loot

expert

Hints + Solutions

I'm still in my bedroom, what do I do?

Frob the girl.

How do you get into the grocer?

There's a ladder on the north side of the turreted archway.

Where's the west tower in the grocer?

Go downstairs to the front door and look up.

How do I solve the chess puzzle in the Far Seen's house?

Read the plaque on the edge of the chessboard for the solution, see below for screenshot.

How do I get into the church gardener's house?

Rope arrow up to the over hanging roof in the alleyway at the bottom of the steps by the storage warehouse.

How do you get into Agent Jones' house?

Bash down the planks under the wooden walkway, then frob the arc lever in the alcove under the slope.

How do I get to the east side of the town?

Collect the explosive devise from the weapons store basement and use the catapult.

I went into the hut by the fountain and heard 'I guess the Winds of Change are beyond you powers', what was that all about?

It's a hint that there is an Easter egg in the fountain area.

How do you open the safe in the Captain's house?

hard/expert

Frob the ships wheel on the staircase to reveal an odometer.

What's the code for the Captain's safe?

There's a hidden pile of letters in the Doctor's house

0202

How do I get into the Floodgate Caretaker's house?

Go round the back to the river bank side, there's a window that you can break.

There's a lever and a valve in the Floodgate Caretakers house, what do they do?

They open a trap door and a gate under the Caretakers house.

The mission suddenly finishes when I reach my loot goal, what that all about?

Once you achieve your loot goal you get knocked out by an unseen person, this is why you start the next mission in a prison cell.

So how do you get all the Loot?

Make sure the last piece of loot you collect is one of the pieces valued at 500g.

| Location | | Position | Loot | Value | Total |
|-------------------------|------------------------------|-----------------|--------------------|-------------------|-------------|
| Start area | | running man | purse | 15 | 15 |
| West Archway | with turrets | SE turret | gold stack | 15 | 30 |
| Grocer | west tower | high window | fine wine | 20 | 50 |
| Far Seen, Chess Master | office | display cabinet | gold trophy | 500 | 550 |
| Hanged man house | under stairs | footlocker | candlestick | 10 | 560 |
| Storage Warehouse | alcove above footlocker | ground level | moneybox | 20 | 580 |
| " | via gardener's front garden | attic | footlocker | 20 | 600 |
| Church Gardener's house | bedroom | bookcase | silver stack | 15 | 615 |
| St. Crash Church | o/s front door | collection box | scattered coins | 14 | 629 |
| St. Crash Church area | by leaning lamp post | dead Hammerite | purse | 15 | 644 |
| " | SE archway | archer | purse | 15 | 659 |
| Agent Jones' house | bedroom | under wardrobe | purse | 500 | 1159 |
| | basement | partition wall | by big barrel | 15 | 1174 |
| High Balcony | via railing near water tower | behind rails | fine wine | 25 | 1199 |
| Lean-to building | | bookcase | spice bag | 15 | 1214 |
| Dr. Elves | small room | desk | spectacles | 15 | 1229 |
| Wooden Steps building | | dead body | purse | 15 | 1244 |
| Central Battle area | west derelict building | upper floor | on floor | 15 | 1259 |
| " | | | sword guard | 500 | 1759 |
| " | south area | | by crates | 15 | 1774 |
| Over Street Wooden Hut | north side | | window | 15 | 1789 |
| Weapons Store | shop | under counter | moneybox | 15 | 1804 |
| Dairy | patrolling area | | sword guard | 15 | 1819 |
| Near L.R. Sharpener | | | grinding wheel | 10 | 1829 |
| River Archway stairs | opp L.R. Sharpener | top floor | window | 10 | 1839 |
| Captain's house | sitting room | top floor | table | 15 | 1854 |
| " | office | " | safe | 500 | 2354 |
| Klaus Schmidt | roof top garden | | by bench | 15 | 2369 |
| " | bedroom | | table | 15 | 2384 |
| " | " | | bedpost | 500 | 2884 |
| Fountain | | | in water | 10 | 2894 |
| Floodgate Caretaker | gears room | top floor | wall panel | 500 | 3394 |
| Corner house | bedroom | | table | 10 | 3404 |
| Servant's house | front stairs | north stairs | window | 15 | 3419 |
| " | rear stairs | east stairs | behind wooden wall | 15 | 3434 |
| Gate Control | bedroom | top floor | bookcase | 15 | 3449 |
| Traverse Wall SE house | sitting room | lower level | SW wall | 15 | 3464 |
| " | bedroom | upper level | balcony wall | 15 | 3479 |
| Alleyway house | via window | upper level | desk | 20 | 3499 |
| | | | | Total Loot | 3499 |

hard/expert

expert only

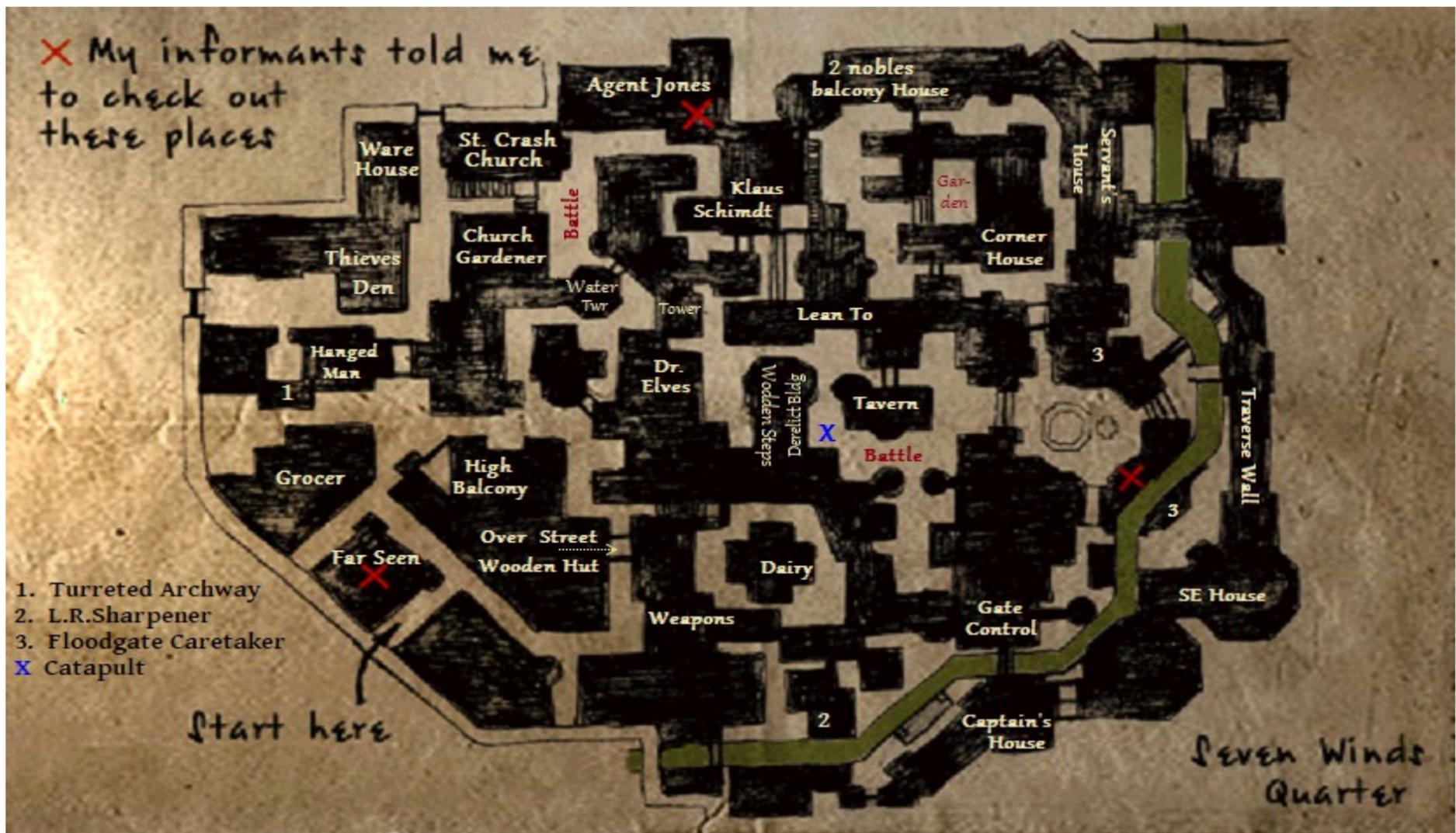
Keys

| | | |
|------------------|---|--------------------|
| Brother's key | On bookcase under stairs in church gardener's house. Lever in alcove with watering can. | Weapons Store |
| Silver key | On wall by front door, Hanged Man's house | Hanged Man's house |
| Captain's key | Under seat in boat o/s Captain's house. | Captain's house |
| Gold key | On table on balcony with 2 nobles. | 2 Nobles house |
| Explosive Charge | On table in basement, weapons store. | Catapult |

Secrets

Moneybox in alcove above footlocker in storage warehouse.
Hanged man's house, footlocker under stairs.
Grocer, fine wine in west tower. Rope arrow up from stairs.
Green vase in alleyway house on other side of river from traverse wall.
Footlocker in storage warehouse attic. Jump across to attic from railing near dead gardener.

Amended map



Screenshot

