

Rise of the Mechanists

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A 2-mission campaign.

Part One: Mechanist Tribulation

Objectives:

- Find your way into the Mechanist Facility.
- Steal the Mechanist Regeneration Canister and the Enhancer Prototype.
- Find Mr. Gonnig to collect the reward from his wife.
- Loot Goal: 1500 (Normal), 2500 (Hard), 3500 (Expert)
- Don't kill unarmed Mechanists. (Expert)
- Exit to the area in which you will board your ship to go home.

Reading *Pedro's Notes* and the *Mech Spy Notes* open up the remaining objectives:

- Destroy the Mutant Predecessor Egg before the Mechanists can plant it!
- Destroy the pipes that feed the 2 Enhancer machines. Watch out for floor plaques!
- Destroy the 5 Human Enhancer Canisters before the Mechanists use them.

Cardial has provided a laundry list of steps the player should/must take in order to successfully complete the mission, which is in keeping with his other recent FMs. Let's break them down.

From *Pedro's Notes*:

- x Sabotage one of the new frog eggs with something called 'quinic' to make it spoil.
- x Mrs *Dramia* will pay a reward for find Mr. *Gonnig*, her husband. Different last names? They must be divorced.

These two objectives appear at the beginning, while the other goals become visible *after* reading the remaining notes.

From the *Mech Spy Notes*:

- x Find the Regenerator Canister code lost by Mr. Heckerd in his own house.
- x The Human Enhancer is at the lab.
- x Shut down both generators, once near the cistern by the bathroom, the other in the creature pen, at the end of "the hall."
- x Get the codes for all six shield doors.
- x Take a total of seven canisters to London Town.
- x Destroy five Human Enhancer Canisters in the big machine at the factory.
- x Destroy the Enhancer Feed pipes with a time bomb. There are two specific locations.

- x Take the shortcut to London Town when you've completed all of this stuff.
- x Finally, these are from *Pedro's Instructions*, which are not to be confused with *Pedro's Notes*!
- x Steal the new regenerator canister from the processor at the lab in the Mech facility.
- x Sabotage the Human and Creature Enhancer machines.
- x Steal the regenerator canister (Redundant, since that is already listed above.)
- x Go find Julia at the brothel and give her the Human Enhancer. This is confusing, since you're supposed to sabotage this machine.
- x Find the bakery, where a Keeper will provide a fake passport so you can escape.
- x Find Tobias at the local market and give him the Regenerator Canister.
- x Go to the Wellington Hotel in order to secure a ticket and trip supplies.
- x Find a pass for a Keeper scientist who goes by the name Marado.

The above make for a total of 18 virtual objectives, which extend out to 33 if broken down into separate tasks. The ones **highlighted in blue** indicate goals assigned to mission 1. The others are for mission 2.

Key List
(Listed in order of appearance.)

Key Name	Location	Opens
1. Lift Motor 2. Pressure Door	1. Mechanist's belt on opposite side of pressure door. 2. On generator in mechanical room.	1. Door near skeleton crushed by pipe. 2. Lockbox at end of nearby crawlspace.
Mechanist Quarters Key	Female Mech standing before terrarium.	Basement pressure door near small flooded mechanical room.
Unnamed Key	Small flooded mechanical room.	Nearby door, south end of hall.
Egg Neutralizer	Syringe located in experimentation room	Egg in animal cell area.

How do I get out of my room?

After reading the three scrolls in your inventory, there's another on the floor to read. Then read the book on top of the cabinet. This will cause a scroll to appear beneath your door, which warns you to get out quickly, as the Mechanists are on your trail.



A small switch moves the bed. (Fig 1) A valve hidden behind the grass opens the floor grate. (Fig 2)



Fig. 3 – A small switch between the electrical console and wall opens the grate. The console does nothing.

How do I open the other two grates in the room above? (Figure 3)

Frob two underwater pipe valves on the bottom of the structure in the room's center. Now look for a small switch in the center crawlspace that will take you further inside.

The key laying on this generator (circled) is nearly invisible. (Fig. 4)



Figure 4

In the crawlspace (Fig. 5) there are two jumper switches and a lockbox. I can't frob any of them.

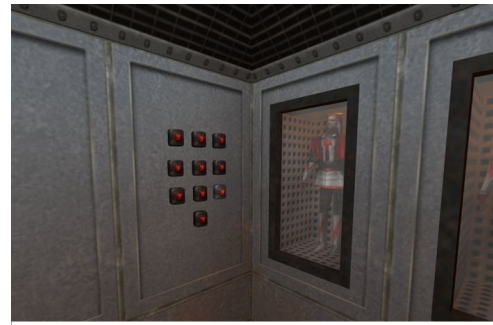


Fig. 5

They are indeed linked to the two small turbines in the same room, and the key on the generator (Fig. 4) is supposed to open the lockbox. However, you'll notice that once you use the **LIFT MOTOR KEY** on the elevator door, *both* keys will disappear from your inventory.



Fig. 6 –For shutting down the nearby security camera.



**Fig. 7 – What year did WWII end?
1945**

Once you enter the code, the “experiments” will disappear and be replaced by the enhancer canisters. Take all of them.



Fig. 8 – This lever does nothing.



Figure 9

Find the egg that frobs and then “use” the syringe on it.



Figure 10

Throw this jumper (Fig. 10) located in the basement. See Fig. 12 for the location of the second jumper.

Climb this ladder (arrow) to get into the cistern and other parts of the map.

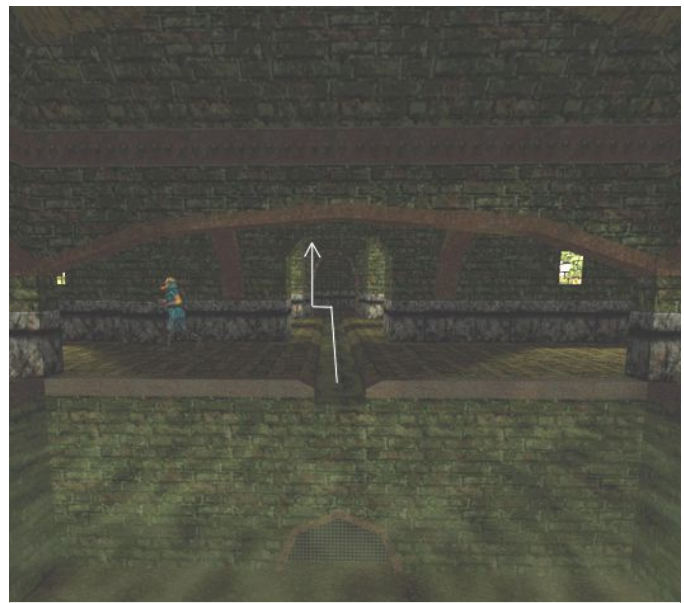


Figure 11



Figure 12 – This jumper is located in town, once you climb out of the cistern. Enter the nearby building, which has the only frobbable door. Go right and to the end of the hall. The room in the screenshot is located to the right of the stairs going up.

Once you've thrown both jumpers, return to the labs and retrieve the Regeneration Canister (Fig. 13) to complete the objective.



Figure 13

Finding the Bombs

Navigating your way through this mission can become confusing and frustrating. You may find yourself traveling back and forth between the labs and the city, which can get tedious real fast.

Here's how to find the two bombs needed to complete one of the objectives:



Figure 14

In Figure 14, notice the two X's. One identifies the creature room, which you should have uncovered by now. The two creatures will battle it out. They have nothing to do with any objectives and you cannot kill them.



Figure 15

The second X identifies a wooden table that's hanging oddly in the air. It too serves as a reference point. So once you've found this particular hall, follow the white arrow down and around the corner to a set of double doors that lead outside.

Upon exiting the building, go left and look for a hole in the wall partially hidden by bush grass. Head south through two sets of double doors. Keep south and go through another set of double doors.

Keep south, crossing over the green, radioactive water and into the next building. Stay south until you come to the wall and see some stairs leading up on your left. At the top of the stairs you'll see a window. Crawl through it and you should be in a room with a green safe. (Fig. 15) Throw the small switch (circled) and go back out through the window.

Go around the corner and you'll now see a ladder extending up to the ceiling and an opening into the attic. You now have the two bombs. (Fig. 16)

Where do I place the bombs?

Placing the wrong bomb will have no results. Each is targeted toward a specific location. Place the bombs on the glass, where the X's are, and run. The one shown in **fig. 17** is up in the clean lab, near the security cam and elevator. The one shown in **fig. 18** is just outside of where the two creatures fight.



Figure 16



Fig. 17 – Timed Bomb 1 goes here.



Fig. 18 – Timed Bomb 2 goes here.

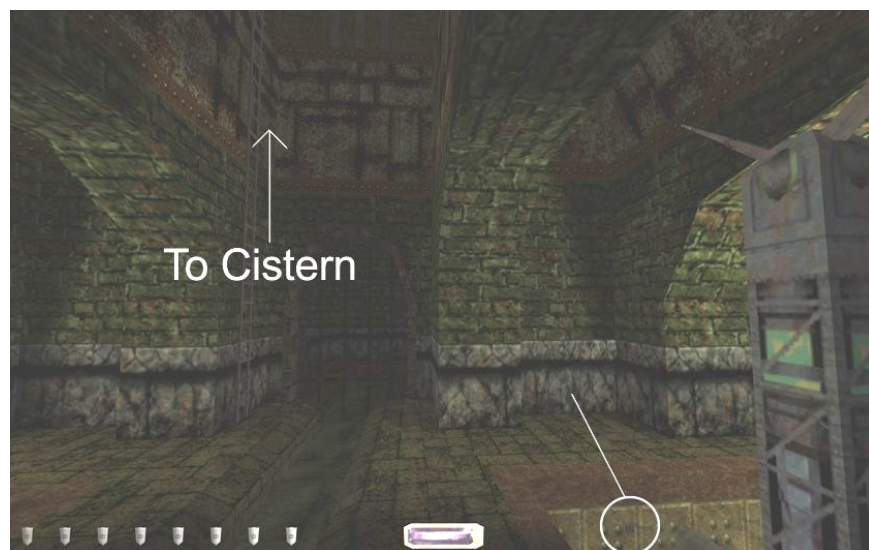


Fig. 19 – Throw the small switch (circled).

Where is Mr. Gonnies?

See figure 19.

How do I destroy the enhancers?

Up until now, you've probably been wondering why there are so many health potions in this mission. If you enter this area or even get close to it, you'll need several to get you through.



Fig. 20 – This is where you destroy the five enhancers.

To destroy the five enhancers, first throw the jumper switch (circled), and then climb on top of the machine (arrow). Drop them in any order onto the rotating gear inside the machine. You should see a small puff of smoke when each one is dropped.

DO A HARD SAVE BEFORE ATTEMPTING.

NOTE

The mission will end as soon as the objectives are met.
For me, it ended when I met the loot goal.

Loot list on next page.

Loot List courtesy Ricebug

Item	Location	Val	Cum
Sewers			
Ramirez ring	Left crawlspace where two dead guys sit	100	100
Basement & Mechanical Rooms			
Drillbit	Toolbox under desk, near personnel lockers	250	350
Scattered coins x 3	Floor near bunk in personnel area	60	410
Scattered coins x 2	In light alcove next to pressure door	40	450
Gold nugget	Under elevator	100	550
Copper coinstack x 2	Left locker in personnel area	10	560
Drillbit	Crawlspace to right of elevator	250	810
Crystal chunk	Top of dirt pile where pipe is atop skeleton	25	835
Cistern, Basement Bathrooms			
Scattered coins	Floor in right toilet stall	20	855
Scattered coins	Soap dish in left shower	20	875
Scattered coins	Right locker next to showers	20	895
Coin x 2		40	935
Coin	Floor next to toilet in left stall	20	955
Gold ring	Soap dish in right shower	100	1055
Spice	Left locker next to showers	40	1095
Purse	Next to Mr. Gonnig	100	1195
Gold dice	Toolbox in south cistern hall (where rope hangs)	50	1245
Gold nugget	Footlocker near Mr. Gonnig	200	1445
Purse	SE corner of central water pool	100	1545
Upper Labs			
Coin x 3	On floor to left of mechanist floating in tank	60	1605
Gold ring	Planter box in terrarium room	100	1705
Fine wine	End table in terrarium room	50	1755
Gold goblet		25	1780
Eyeglasses	Shelf in autopsy room	50	1830
Fine wine	Room with sitting mech, next to cheese	50	1880
Gold goblet x 2	Table with sitting mech	50	1930
Purse	Floor near ladder near sparking ceiling panel	100	2030
Town: North Admin Wing, Ground Floor			
Scattered coins	Floor in 2nd toilet stall, ladies bathroom	20	2050
Purse	Office just left of main entrance, by two file cabinets	100	2150
Gem ring	Office just right of main entrance, under desk	100	2250
Town: North Admin Wing, Upper Floor			
Silver flute	Footlocker, in office with stationary mech guard	50	2300
Ramirez ring	Left toilet stall on floor	100	2400

Town: South Admin Wing, Ground Floor			
Scattered coins	Table with chess board	80	2480
Town: South Admin Wing, Upper Floor			
Purse	Room with sleeping Mech, behind bed	100	2580
Purse	Library on east end, in book case	100	2680
Town: Admin Building Yard			
Silver nugget	Planter box near big gates	50	2730
Gold nugget	Planter box near hole in wall	100	2830
Purse	Planter box on west end	100	2930
Contaminated Areas			
Fine wine	Inside commercial oven in large room with carpenter tables	50	2980
Spice	Inside dumpster near south entrance of above room	40	3020
Destroyed House			
Necklace	Behind partition in upstairs bathroom	200	3220
Gold ring	Floor beneath sink in upstairs bathroom	100	3320
Fine wine	Kitchen pantry on shelf	50	3370
Indigo vase		100	3470
Spice	Kitchen pantry inside footlocker	40	3510
Gem ring	Floor beneath nightstand in small bedroom	100	3610
Noh mask	Inside Vic chest in child's bedroom	50	3660
Building with Contaminated Water			
Crystal chunk	Upstairs corner office on top of book shelf	225	3885
Spice	NW upstairs storage room on storage shelf	40	3925
Spice		40	3965
Crystal chunk		25	3990
Tapestry	NE upstairs storage room on shelf	150	4140
Wax cylinder		50	4190
Gold coinstack	Near toilet behind NW upstairs storage room	25	4215
Mask	Inside safe in upstairs room	150	4365

Total: 4365

Part 2 continues on next page.

Part Two: Homeward Bound

NOTE

Although one secret is reported in the stats screen, it's a carryover from a previous mission. The player cannot access the secret nor the area where it's located.

Objectives:

- Meet up with Julia at the London brothel.
- Meet up with your contact to deliver the regenerator canister.
- Meet up with Mr. Macado to help with his revolutionary cause.
- Acquire 2 precious artifacts to help with your travel expenses.
- Loot Goal: 3000 (Normal), 5000 (Hard), 7000 (Expert)
- Don't kill unarmed people.
- Board the ship in the cavern docks when all of your goals are completed.



Fig. 21 – A red light identifies the brothel.

Once you find Julia, a new “double” objective will appear:

- Steal Julia's passport/visa from the pimp and return it to her, as a favor. Place the enhancer in her hope chest.

You have to complete the passport quest *first* before dropping the enhancer into her hope chest.

Where do I find Julia's passport and Visa?

Diagonally across from the bakery is a gate. To the right of this gate hangs an astrology chart. Enter the gate and locate the pimp's room upstairs. Place the documents in the two trays on Julia's dresser. When you frob the footlocker, the enhancer will be automatically deposited. Once this is all done, a new goal will appear:



Figure 22 – The pimp's apartment is through this gate.

- Meet up with Keeper Pedro at the bakery to get your fake passport.



Figure 23 – Placing the docs and canister in Julia’s apt.

Where are the two artifacts?

First of all, find this house, located on the hill. (Fig. 24)



Fig. 24 – This home on the hill holds the artifacts.



Figure 25 – The two artifacts are upstairs.

They are the twin *Masks of Aldremo*, sitting opposite each other on coffee tables upstairs in the fancy house. (Fig. 24)

Don’t worry about the trap door shown in figure 25—it’s a fake.



Figure 26 – Your contact for the canister delivery.

Where do I find my contact so that I can deliver him/her the canister?

He's in the outdoor market (fig. 26). Drop the canister into the produce bin (white arrow). Once this is done, the contact will give you a **HOTEL ROOM 5** key and a new goal will appear:

- Gather your boat ticket and supplies for your trip home.

Where do I find the boat ticket, etc?



Figure 27 – Once you've got your room key, come here to get your passport from your room.



Figure 28 – Mr. Macado is near the marketplace.

Where do I find Mr. Macado?

He's sitting at a table near the marketplace. He will give you a key to the doctor's house. (Fig. 29)

Once Macado gives you the key to the doctor's house, a new goal will also appear in your list:

- Steal the Mechanist pass from the doctor's house and bring it to Mr. Macado.



Figure 29 – The doctor's house.



**Figure 30 – For some reason, the mechanists remain in alert status throughout the mission.
Notice the three in fig. 30 above.**

Loot List on next page.

Loot list courtesy Ricebug

Item	Location	Val	Cum
Brothel			
Fire poker	Leaning against fireplace	200	200
Gold dice	Gambling table	50	250
Fine wine	Next to Victrola	50	300
Fine wine	Serving bar	50	350
Gold goblet x 2		50	400
Purple goblet x 2		30	430
Purple vase x 2	Fireplace mantle	100	530
Pimp's Apartment			
Green vase x 2	Dining table	100	630
Purple goblet x 2	Side table	30	660
Fine wine		50	710
Indigo vase x 2	Hallway	200	910
LC Jar x 4	On two coffee tables in upstairs hall	80	990
Canopic Jar x 2		150	1140
Purse	Floor behind partition in bathroom	100	1240
Gold goblet x 2	Coffee table in dining room	50	1290
Gold plate x 2		100	1390
Gold eyeglasses	Hope chest in upstairs bedroom (occupied)	50	1440
Silver flute	Nightstand in upstairs bedroom (occupied)	50	1490
Gold ring		75	1565
Julia's Hotel Room			
Fine wine	Table cabinet	50	1615
Purple goblet x 2		30	1645
Hotel Room Next to Julia's			
Fine wine	Table cabinet	50	1695
Purple goblet x 2		30	1725
Tiara	Nightstand	125	1850
Bakery			
Loot	Moneybox beneath counter	320	2170
Ornate plate x 6	Beneath counter	60	2230
Hotel Wellington			
Fine wine x 2	Coffee tables in main lobby	100	2330
Purple goblet x 2		30	2360
Fancy mirror x 6	Upper floor restrooms (where concierge stands)	450	2810
Painting x 3	Hotel office walls	225	3035
Gold goblet x 10	Beneath bar in hotel lounge	250	3285
Purple goblet x 8		120	3405

Coin	Moneybox beneath reception counter	50	3455
Gold eyeglasses	Beneath reception counter	50	3505
Decorative plate x 6	Hotel kitchen	60	3565
Silverware x 7		875	4440
Painting x 2	Hotel lobby walls	150	4590
Painting x 3	Stairwell	225	4815
Painting x 6	Upper hallways	450	5265
Doctor's House			
Gold candlestick x 2	Dining table	100	5365
Fine wine	Side table in dining room	50	5415
Purple goblet		15	5430
Painting	Upstairs bedroom wall	75	5505
Necklace	Inside LC chest in upstairs bedroom	200	5705
Indigo vase	Dresser in upstairs bedroom	100	5805
Gemstone	Inside LC chest in upstairs bedroom (occupied)	100	5905
Decorative plate	Dining room wall	10	5915
Townhouse Across from Doctor's House			
Painting x 2	Master bedroom wall	150	6065
Green vase	Fancy cabinet in dining room	50	6115
Indigo vase	Side table in dining room	100	6215
Purple vase	Round table in dining room	50	6265
Fine wine	Shelf in kitchen	50	6315
Painting	Downstairs foyer wall	75	6390
Coin x 3	Upstairs bathroom, on floor in corner	60	6450
Tiara	Upstairs bedroom dresser	125	6575
Scattered coins	Upstairs bedroom nightstand	20	6595
Ship's Harbor			
Serpentile Torc	Inside sea chest at bottom of harbor	350	6945
Gemstone	In coal car in ship's hold	100	7045
Miscellaneous			
Purse	Beneath tree in yard directly across from bakery	100	7145
Painting	Garrett's hotel room	75	7220
Gold nugget	End of alley to right of mission start	100	7320
Coin x 10	Street fountain near mission start	50	7370
Fine wine	Round table on balcony at bottom of street hill	50	7420
Gold goblet		25	7445
Gold nugget	Flower garden in yard across from Hotel Wellington	100	7545
Spice	Flower garden near east arch approaching Hotel Wellington	40	7585

Loot Total: 7585