

City Conflict 1

Silencium18
August 20th 2009

Objectives:

- Find Manus and his information.
- Loot Goal: 700 (Normal), 1000 (Hard), 1500 (Expert)
- Don't kill anyone.
- Go back to the streets.

Where are my lockpicks?

You don't need them. There are only two locked doors, both of which require a key.

City Conflict 2

August 26th 2009

Objectives:

- Find information about the mechanist spies.
- Loot Goal: 1000 (Normal), 1500 (Hard), 2000 (Expert)
- Return to your starting position.

There's nothing difficult in this mission. The AI don't seem to want to give up their purses or keys. They are also especially sensitive, so be prepared.

City Conflict 3

September 13th 2009

Objectives:

- Steal the cursed mask.
- Loot Goal: 500 (Normal), 900 (Hard), 1400 (Expert)
- Return to your starting position.

How do I get into the Hammerite cathedral?

Got rope?

Where's the key to the catacombs door?

Check the priest's room.

How do I open the door inside the catacombs?

See a red hole nearby? Drop something down into it.

City Conflict 4

September 27th 2009

Objectives:

- Steal the mask.
- Loot Goal: 800 (Normal), 1300 (Hard), 2000 (Expert)
- Go back from where you started.

Where's the key to the wall safe?

The book on the nearby desk provides a clue as to its whereabouts. Check near the fallen chair in the music room.

What does the blue key open?

In the maze garden is a statue. In front of that statue is a lockbox.

City Conflict 5

Silencium18

May 19th 2010

Objectives:

- Find and kill the leader of the mechanists.
- Loot Goal: 500 (Normal), 1000 (Hard), 1500 (Expert)
- Return to the time portal.

Where's the mechanist leader?

When you enter the Mechanist compound, look for a priest wearing blue.