

3 Distinct Adventures

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There's a Spoilers folder included in the zip which has many pictures to help you.

Part 1: Caprica's Outpost

Objectives:

- Get your sword back.
- Get your lockpicks back.
- Try to find something valuable in this spaceship (Optional).
- Try to find a Mechanist tool as a souvenir (Optional)
- Teleport yourself to Caprica's outpost by turning off the spaceship's input teleport channel.
- Kill the leader of the black creatures.
- Get inside Caprica's Planet.

Key List

Key Name	Location	Opens
Lockers	Dead woman in bathroom	1. Window in room near where man is lying on floor. 2. Window at opposite end of same room. 3. Chamber in same room.
Kitchen Keycard	In air duct reached through glass door next to elevator (need both lockpicks to open)	Two large doors leading into kitchen
Priest Agrelos' Keycard	Desk in room where drunk man demands, "What are you doing here? Who let you out?"	Two large doors in same room
Agrelos' Key	Bathroom floor	1. Window in same room. 2. Window at opposite end of same room. 3. Chamber in same room.
Mirror Locker	Upper compartment where Garrett asks, "Have you seen Agrelos' key?"	1. Footlocker in Agrelos' room (the drunk guy) 2. Mirror in bathroom with broken down door.
A Room Keycard	In Agrelos' locker chamber	Two doors leading into room with man needing help
Teleporter Room Keycard	Dining table in kitchen	Two doors leading into teleporter control room

Where's my sword?

When you're released from your cage at the beginning, go around the wall in front of you.

How do I open the floor panel at the mission's beginning?

When you opened the footlocker, you grabbed several items. One of them will work.

Where are my lockpicks?

In Agrelos' footlockers. One key opens the first footlocker containing the first lockpick. The lockpick then opens another footlocker which contains the second pick.

Where do I find "something valuable"?

In the room with the sick guy who asks for your help. Check in an upper compartment.

Where's the Mechanist tool souvenir?

In a air duct running east-west, in a niche on your left under a pipe.

How do I turn off the teleport channel?

First get into the kitchen. Take the elevator up.

Where is the leader of the black creatures?

When you use the teleporter, jump onto the elevator (it's low gravity). Enter the large room where three identical mechanist priests are standing, watching a slideshow of the author's work. There's a red mist surrounding a central structure. He's the one on the opposite end of where you enter this room.

What's the best way to kill this thing?

I softened him up with the mines and then let him have it with the sword.

What's the combination to the thing surrounded by the red mist?

9547

Part 2 on next page.

Part 2: Talismans Temple

Objectives:

- Find some useful information.
- There should be at least 585 loot waiting for you.
- Try to find a precious item.
- Try to find one more precious item.
- Place the Air Talisman in its proper place.
- Return to the starting point.



Getting past this puzzle will test your patience and arrow-shooting abilities.



You have to shoot 7 different locations on each of the two pictures through these bars (14 total buttons). Each time you hit a button, you'll hear a gong sound.

Fortunately, there are 187 arrows (why not an even 200???) in a nearby footlocker. Even so, only the most persistent player will get past this annoying contrivance.



If you play on Expert, you may soon wish you had begun on an easier level after tackling this jumping fiasco.

You have to use a key combination of running sideways (the author provided a YouTube video on this technique) and then quickly turning to mantle up onto each of the columns.

As if to add to this misery, you have another set of four columns beyond the first set. This particular challenge will not only wear your patience thin, but you may wear out your keyboard in the process.



This mission contains some of the best architecture I've seen in an FM. Unfortunately, many players may not get a chance to see it due to the frustration of trying to get past the physical challenges.



The pic on the left involves leaping and mantling onto invisible platforms to get to the other side. The pic on the right shows a room with columns that must be chosen in the correct order. The plaque on the ground offers a confusing clue as to what columns to select. Better write down the directions, or better yet, open up the pic in the spoilers folder.

Part 3: Rescue

Objectives:

- Eat something before you leave the hostel.
- Get inside the Assassins' Guild.
- Rescue Ana.
- Though you are just a thief, you have a great desire to kill the Assassins' Guild leader. It's up to you: do it or not. (Optional)
- Loot Goal: 6195 (Normal), 6395 (Hard), 6595 (Expert)
- Find the Mask of Dreams.
- Find the Necklace of Charm.
- Find the Horn of Quintela.
- Return to the starting point.

By the time you get to this mission, you may be worn out from exhaustion from the previous one. However, this is the best one of the three. Take a break and play it later.

Where is Ana?

In a jail. Look for a scroll on the floor when you get there.

Where's the Guild Leader?

In the compound, upstairs. He's in the room near the gambling tables, facing a fireplace.

Where's the necklace?

Find a fountain in a courtyard. Turn east and look up. You'll see a beam sticking out over an open window.

Where's the Mask of Dreams?

In a blue chest.

Where's the horn of Quintela?

Look for a woman in red standing beneath a street lamp. Get on the roof directly above her.

What's with the techno music?

The music is tied to Victrolas spread throughout the mission. Each one is apparently a sonic "guide" to lead you to the various objectives. If you want to delete the music, go to the Snd/Garrett folder and delete the following files:

Gar0211.wav

Gar0218.wav

Gar0219.wav

Gar0401.wav thru Gar0408.wav

Although the author contends that the music is necessary in leading the player to the objectives, it may lead most to turning off their speakers, as it is too loud and fits badly into the mission's environment.