

# Being Thief

Sensut (Szabo Csaba)  
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A loot list is included in the zip file.

There are 14 secrets in this mission:



1. Frob this brick on the museum roof.  
(Most of the secrets involve identical bricks spread throughout the mission.)



2. Frob the book. It opens a door that you can see through this pass-through.



3. A small banner opened by a switch in Karass' portrait above the desk.



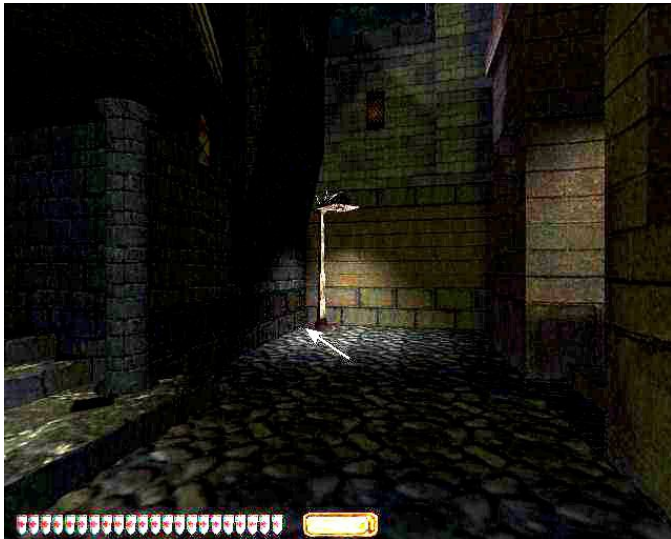
4. A brick near one of the Mechanist railway entrances.



5. A brick on the balcony of the old library.



6. Another brick.



7. Another brick in the wall. Near the museum front entrance.



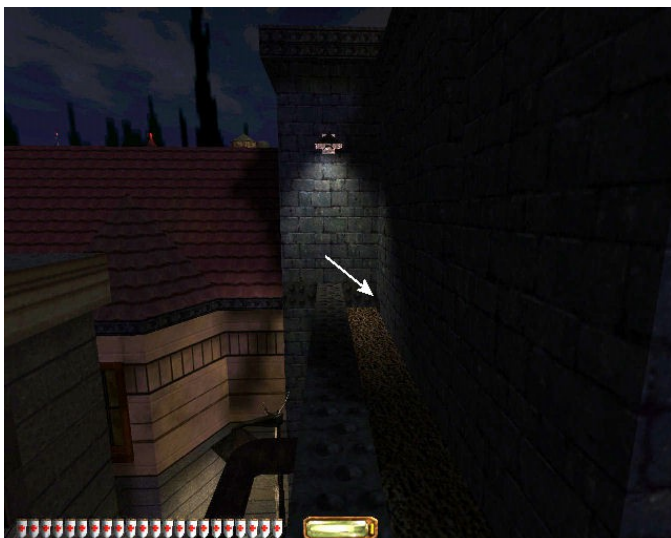
8. Thick as a brick (near the police station).



9. A brick (Near the hanging man.)



10. You won't be able to slash this banner until you've got your sword from the Hammerite armory.



11. A brick on the bank's roof.



12. A brick near the bakery.



13. A banner in the old library. You'll need heat to open it.



14. A brick.

Objectives:

- First of all get into the Hammerite armory for weapons and learn what they want in exchange for help.
- Find an explanation for the power failures.
- Find a way into the railway.
- Loot Goal: 4000 (Normal), 6000 (Hard), 12000 (Expert)
- Don't harm any innocents!
- Don't activate any alarms in the district!
- Don't alert or harm any guards! (Hard only)
- OPTIONAL: Find all of the secret places. (14) (Hard, Expert)
- Once you have completed your goals, wait for Aldo in the Hammerite barracks.

Key List

(In "general" order of appearance.)

Key Name	Location	Opens
An Electrician's Key	Box on floor in maintenance room near secret #6 and your hotel	1. Gray door in bank basement hallway near elevator. 2. Door next to room where you find key.
Bank Elevator Key	Sword guard patrolling near bank	Bank side door.
Museum Ventilation Key	Table in small room around the corner from museum curator's office.	Gate on museum roof (where you find secret #1)
Museum Key	Corner alcove in museum atrium	Museum front door
Jeweler's Key	Take through open window in upper apartment behind jeweler's shop.	Door behind jeweler's place
Banker's House Key	Window sill in Teler Banker's house entryway.	Banker's house front door
Library Key	Desk in Teler Banker's house	1. Upper doorway to old library. 2. Library entrance near banker's house.
Banker's Cellar Key	Cellar below banker's house, near wine cask.	Door down the stairs from banker's front entry door
Banker's Gear Key	Vault in banker's cellar behind armoire	Right gear box near vault door
Bakery Key	Under counter in bakery	Bakery front door
Janitor's Key	Through small upper apartment window near woman and drunk man.	Metal door just west of tavern
Stone Castle Key	Castle foyer, west wall, plant stand, under shield	Castle entrance.
Warehouse Key	Small wall niche below light switch in NE corner warehouse office.	Gray metal door into food storage warehouse between library and Mechanist factory
Beacon Key	Top of electrical control box (hard to see) in octagonal building where watchers are	Entry door to octagonal building.
Karrass' Gear Key	"Gear" house, on desk in plans room	1. Gearbox near door top of metal ramp. 2. Gearbox behind gray mechanist banner. 3. Left gear box near vault door

Hangar 18 Key	Control panel in machine room	West green warehouse door
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Once you get into the old library, find the balcony where you get secret #5 (see screenie above). Go down to where the guard is patrolling. There's a pipe on a nearby wall. Hop over, enter the doorway and pick open a shutter. Doing so will bring up a new goal:

- NEW: Obtain information about the Mechanists' activity.

After you enter the Hammerite facility, reading a scroll will garner you these three goals:

- NEW: Steal the Hammerite scroll from Lady Dove in the Stone Castle, and leave it in the weaponry.
- NEW: Lady Dove is not your enemy. Don't kill anyone in the castle.
- OPTIONAL: Get the artifact and leave it in Lady Dove's bedroom.

*How do I open the display cases in the jeweler's store?*

Near the tools are some switches.

*I entered a small room in the canal area that has a jumper switch. When Garrett throws the switch, he says, "Doesn't do much." What does the switch do exactly?*

It turns out the light on the nearby wall above the water so the guard doesn't see you.

*How do I get into the banker's house?*

Look up. There's a ledge behind the house where you need to fire a rope into. Once in the attic, look for a trap door.

*What's the combo to the vault?*

In the banker's house, look at the gold plaque on the bed's head board.

*How do I get into the banker's cellar?*

Check the bathroom floor.

*Where's the vault?*

Once you're in the cellar under the banker's house, there's an armoire that moves. However, you can't frob it until you move the adjacent two crates.

*Where's the Hammerite armory?*

Jump in the canal (where the No-KO guard overhead truss work is) and swim south. Climb the ladder in the SE corner. The gate is to your west.



*I got up to the big jackal statue in the museum. When I frob the jackal's collar, Garrett says, "This looks interesting."*

You first need to open Lady Dove's safe in the bank's vault area. It contains something that relates to the jackal's collar.

*How do I get into Lady Dove's castle?*

There's a small balcony near the front door.

*How do I open the chest in Lady Dove's closet?*

You need the Hammer Key, found in the Hammerite Armory.

*How do I get into the Mechanist area?*

Go to the Mechanist forge and take the elevator down. At the end of the tunnel is a pool of water. Jump in and follow the tunnels. Each pool leads to another, and the tunnels are somewhat hard to see.

When you break the glass in the observation windows in the Mechanist area, one final goal will appear:

- NEW: Find out how this machine works.

*Where's the information about the Mechanists' activity?*

Open the vault in the bank's basement.

*Where do I find an explanation for the power failures?*

Open the vault in the bank's basement.

*How do I figure out how the machine works?*

Find the room with the machine with the wire mesh guard. There are two fuses on the North wall, along with a jumper switch marked, "Do not use!" Throw the switch and the left fuse will blow. Frob the burned out fuse and throw it away.

Now go to the spider machine that's hanging from the ceiling. In the cockpit you'll find a replacement fuse. Put it in the place of the bad fuse. Now go to the ship with the spider legs and frob the three control boxes.

### Bank Card List

(All cards are in the city; there are none in the Mechanist area.)

<b>Card Name</b>	<b>Location</b>
Hanged Man	Under hanged man
Janitor	In janitor's room behind locked metal door near tavern
Museum Curator	Paper tray on curator's desk
Stolen	Desk in police station
Toy Merchant	Inn room with Teddy Bear, top of armoire
Casino Chief	Small window above balcony next to Banler's Casino
Lady Dove	Desk in Lady Dove's closet
Jeweler	Work bench in jeweler's shop