

Strife II Walkthrough – The Prison (Hard)

NOTE

This mission is very easy to complete without a walkthru. All objectives except one are completed in the lower part of the prison. If you want more weapons, you'll have to scour the cellblock area.

Objective #1: Free the town folk from Meech's prison

Lift the key from the mechanist. There's a crossbow dart in the chest in the room to the left.

Open the door where you see the two zombies hanging. Read the scroll. A new objective will appear.

Objective #2: Kill Warden Montag

Open the next door. Toss away enough crates so you can get into the Warden's hallway where he's patrolling. When an opportunity presents itself, shoot him with the crossbow. OBJECTIVE COMPLETE.

Objective #3: Find out what terrible things are going on

The warden's got a key on him. Grab it.

Use the warden's prison key to open the big door. (You can get rid of the other key.)

Enter the next room and go RIGHT (north). Stay north until you see what looks like a well. Go down the ladder.

Take the key from the Hammerite and open the big door on the West wall. Head West to the end of this hall. Duck through the opening and go down the stairs where there are 3 footlockers. In one of them is the information on what is going on inside the prison. OBJECTIVE COMPLETE.

Objective #1: Free the town folk from Meech's prison

Go back where the Hammer and spider were patrolling and head through the North exit. In this hall there is door to your West with some goodies inside. In the two small rooms showing the night sky, look on the floor for other stuff.

Head east. You'll see the Main Control Room.

There are two Hammers guarding Judge's quarters, so you need to use gas arrows or some other silent means to take them out. Any noisy killings will bring the Combat Bots, which will clog the entry way. If you kill these combat bots, they will block the entry. Fire arrows will dismantle their corpses so you can get through.

To the north of where the Bots are, you'll see a child laying on a sacrificial altar. There's a note there, which will trigger a new objective.

Objective #4: Kill Judge Wolenick

Go up the stairs, kill the judge and take the Main Control key from his belt.

Objective #1: Free the town folk from Meech's prison

Take the key and head back down to the Main Control room. Work your way around to the four switches to open the cells and free the people.

MISSION COMPLETE.