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Dishonored 2 safe codes vascos office

Next Mission 3 Find Vasco Prev Mission 3 Find Dr. Hypatia's office Collect the ether bottle and throw it next to the enemies to knock out both of them at the same time. The next step is to find information about Sokolov's whereabouts. In order to do so, you have travel two floors below your actual position and open the previously locked doors with Dr. Hypatia's key. This will allow you to get to Hamilton. Afterwards, you will end up in a place shown on the above screenshot. Crouch, hide behind the table on the right side and collect a bottle of ether from the top of it. Wait for the elite guard (wearing red clothing) to approach the regular one standing near the window and throw the bottle right next to them. This will knock both of them out at the same time. In the room on the right side you will find Bloodflies and a number of nests - the latter might drop a blood amber. The room on the left side contains an audiograph and will give you access to a room where Hamilton is located. After the short conversation ends, collect his belongings, together with a key to the room, and head to the uppermost floor of the building. From here you will be able to see Vasco's office, located at the end of the lab room - the office contains a safe. Vasco has the access code to the safe, but given the fact that the man is lying in a room with Dr. Hypatia you can ignore it for the time being. Disarm the traps before entering the apartment. Before you enter Hamilton's office you must disarm the traps located in the opposite corners. Hamilton's room contains a number of valuables, as well as a blueprint - Memory Vapor Distillation. You must also collect his note - it can be found on top of the second desk. Next Mission 3 Find Vasco Prev Mission 3 Find Dr. Hypatia's office Next Mission 3 Get back on the Dreadful Wale Prev Mission 3 Find Vasco Before you travel to Vasco's office, collect a note with the safe code from his corpse. There are two routes that you can follow to complete this objective. The first one is a direct confrontation with Dr. Hypatia, while the second one requires you to create a serum that will heal her. If you want to retain your Ghost status you have to decide for the latter one. After the conversation with Vasco ends, search his body and you will receive a note containing the code to the safe - the safe located in his office, where you've met with Hamilton not long ago. Be careful while on your way to the safe, as the Crown Killer will try to find you and kill you. Collect the notes about the serum for Hypatia. The safe contains Vasco's Journal, containing information about the serum for Dr. Hypatia. If you haven't explored Vasco's room before now's the time, as it contains a number of valuables worth quite a large sum of coins (especially the ornament located in the cabin and a silver bar lying in the next one). Once you've collected everything, head into the nearby room, listen to the audiograph lying on the table, collect the syringe and head towards the nearest corpse to acquire a sample required to create the serum. Afterwards, get back to the table and create the medicine. Insert the sample into the database, turn on the torch and wait until the vessel on the right side is filled. When everything is done, collect the medicine and head to Dr. Hypatia. Stand on the balcony, wait for a perfect opportunity and jump behind Hypatia to inject her with the serum. Note! It's crucial to sneak until you notice Dr. Hypatia, as you have to surprise her. If you won't be able to do it, a combat phase will initiate and the objective associated with injecting her with the serum won't be completed, depriving you of the Ghost status at the end of the mission. Wait for Dr. Hypatia to turn her back towards you, use Blink to get behind her and inject her with the syringe containing the serum. This will heal Dr. Hypatia, you will complete the task and won't lose the chance to receive Ghost status at the end of the mission. Next Mission 3 Get back on the Dreadful Wale Prev Mission 3 Find Vasco Safe Locations / Codes By FHDA Safe codes in order of encountering them.DLC will come with time. Work in progress.My own work plus community generated.If you don't find the codes, it's possible to go through the numbers 001-002-003---999 it opens automatically when the right number appears so you don't need try open it each number. Dishonored 2 Review Dishonored 2 Images Dishonored 2 Soundtrack Dishonored 2 walkthrough leads the players to the most tricky and hard to get assets of the game chapters. How to get safe codes, runes, rob black markets and more. Exploration is one of the key elements of raising the completion rate of game chapters in Dishonored 2. This means to visit and enter every room, every street or passage, to search every corner, chest or drawer, to talk with every civilian. Dishonored 2 game has an intuitive style of leading the player to all of possible assets of a mission, as long as the gamer has the patience to do it. The combat type is every player choice, but using a destructive style by killing most of the non-player character (NPCs) cause an increased Chaos level. This mean in later chapters players may find themselves outnumbered by the enemies. On later chapters when you benefit from your upgraded skills and acquired supernatural powers, trying to complete the mission as clean as possible (by not killing anyone or, even harder, not detected) may bring the challenge that increase the entertainment. Most of the resources need attention and patience to get them. Also once you find a way to get some of the runes, paintings or safe codes/combinations, you will form an idea on how to obtain next ones you discover. Since is not very comfortable to interrupt the game and search the Dishonored 2 walkthrough online, i will focus on what it may raise difficulties on how to find certain safe codes or how to enter black market rooms. All the actions described in Dishonored 2 walkthrough should be done after you cleared the areas from NPC. A Long Day in Dunwall – Chapter 1, Dishonored 2 walkthroughs How to open the safe in Dr Galvini's Laboratory from the Chapter 1 – A Long Day in Dunwall – Dishonored 2 After arriving in Dunwall Streets, check out Galvani's apartment (located to the right of the Armory). Inside is a safe and a Sokolov Painting. Collect Painting: The Obtuse Arguments of Lady Boyle and the number written on the wall inside the frame is the code/combination for the safe. Edge of the World – Chapter 2 Dishonored 2 walkthroughs How to take the rune from the sewer in the Chapter 2 – Edge of the World Next to the Overseer Barracks look for the gate where water enters the Canal. There is a wooden plank that is blocking the sewer. Shoot the plank with the crossbow or with the pistol and the rune will came out from the sewer. You can take the rune now. Dont' forget that hints and clues described in this Dishonored 2 walkthrough should be done after you have cleared the area from NPCs. How to find the safe code in the Overseer Barracks from the Chapter 2 – Edge of the World After the Overseer building have been cleared of NPC's make sure to read/take all the documents you find inside the building. On the desk that holds Processed Whale Oil you must open/read the following documents: The Ancient Music and Strictures to Keep You Safe. In the small prayer room, you will find the book Litany on the White Cliff on the floor and you also must read the inscriptions from the wall. All these clues, together, will update the mission hints within the Dishonored 2 game with the code / combination of the safe from the Overseer building. How to find the safe code in the Winslow Safe Company shop from the Chapter 2 – Edge of the World Inside the Winslow Safe Company shop find the cash register, close to the main door. Open the cash register and take the document Safe Contest Combination. The mission hints will be updated with the code / combination of the safe. How to rob / enter the Black Market from the Chapter 2 – Edge of the World On the right of the black market there is an infested building. Go inside, take the stairs up. Crawl through the hole in the wall. Climb on the shelf blocking the door to the left of the piano. Go upper on the stairs. Clear the area of bloodflies. Smash the aquarium to find the hidden black market key. You can now return to the black market. Make sure before robing the black market to buy all the upgrades you need. Once black market is robbed upgrades won't be available anymore on that chapter. The Good Doctor – Chapter 3, Dishonored 2 walkthroughs How to take the rune from the flooded basement Lost and Found in area Addermire Institute from the Chapter 3 – The Good Doctor The access to the flooded basement in the Addermire Institute can be done using the elevator. Call or go with the elevator on the top floor. Climb in the elevator shaft above the elevator. Use the metal boxes to get a safe position (so you won't be in danger to fall with the elevator). Use your sword to cut the two red support cables. It will fall and it will create a hole in the ground. Use the hole to gain access in the flooded basement Lost and Found area. here you can take the rune and the other goods hidden in this place. How to get safe code in the disease treatment recuperation area in the Addermire Institute from the Chapter 3 – The Good Doctor To get the code / combination of the safe from Recuperation Area on second floor you need to speak with Vasco. Vasco can be found on 3rd floor, in the back of the lab area. Dishonored 2 players should know that right after they will speak with Vasco they will face the Crown Killer. You can use the save game anytime it feels some important action is about to start, of course. Dont' forget that hints and clues described in this Dishonored 2 walkthrough should be done after you have cleared the area from NPCs. To access certain assets, you must complete some other in-game tasks and missions. The Clockwork Mansion – Chapter 4, Dishonored 2 walkthroughs How to get safe code in the office building in Lower Aventa from the Chapter 4 – The Clockwork Mansion Two of the three numbers of the combination are written on a nearby blackboard. Spin the third dial until the number matches the safe code / combination. How to power up the electroshock machine in the Laboratory from the Chapter 4 – Clockwork Mansion In order to eliminate Kirin Jindosh in a non-lethal way, you must use the electroshock machine. It is located in the Laboratory. The problem is to find a way to give the right amount of power. After you have put Jindosh in his invention – the electroshock machine you need 7 units of power to activate the chair. You change the power available by choosing the pair of the platforms. For the lowest amount of power (7 units) you need Anatomy and Optics platforms paired. You can select each of these two platforms from the nearby control panels. The Royal Conservatory – Chapter 5, Dishonored 2 walkthroughs How to rob / enter the Black Market from the Chapter 5 – The Royal Conservatory As you enter the Black Market there is a window on the right. You can see a red chain. You have to shoot that chain with an arrow to break it. The broken chain opens a hatch from the waterway under the Black Market. Opposite the vendor you find a crank-wheel. Take it and go down to the red pole, close to the idle ship from the canal. Attach the wheel to the pole and turn it. You have now access to the the chain. Climb up into the Black Market. Dust District – Chapter 6, Dishonored 2, walkthroughs How to rob / enter the Black Market from the Chapter 6 – The Dust District Right of the black market you find a hole in the wall. Go through that hole and on the alley behind look for a barred window. You will see inside a wood plank that is blocking the door. Shoot the plank to unlock the door. Go back into the building and you can enter the apartment from the second floor. Go to the very end of the room and find the document Wedding Silvergraph that contains the phrase "Wed the month of Rain". You will find a calendar. Rain is the forth month so 4 is the first number of the Black Market door combination. In the same row you the other 2 digits of the code in a red circle. So the final door pin is 4xx. Go on the ground floor and enter the combination. Shoot the wooden plank to unlock the door On the calendar look for the numbers xx in red circle on the Rain (4th row), the Black Market door code is 4xx A Crack in the Slab – Chapter 7, Dishonored 2, walkthroughs How to take the rune from the basement furnace room in the Aramis Stilton's Mansion from the Chapter 7 – A Crack in the Slab To access this well hidden safe you need to switch between now and the past several times. Once you are inside the room you heft to throw the body of the dead hound in the furnace. After you burn it you find that bloodfly infestation is cleared. The safe has been looted and this means the fallen safe door shows the correct combination. Return to the past and enetr the safe code / combination. Furnace room safe code Furnace room safe The Grand Palace – Chapter 8, Dishonored 2, walkthroughs How to rob / enter the Black Market in the Palace District from the Chapter 8 – The Grand Palace You need to take several actions to get into the Black Market in the Palace District. First you need to get the gate code from the Winslow Lock shop. You can find the code inside the shop in the back-left corner. go through that gate and in the back of the Black Market steal the delivery Boat Key from the woman waiting there. Go back to the beach and open the ship on the shore. Use the audiograph you find inside the ship. Return to the Black Market and provide the answer code "Serkonan Wine is Better Than Tyvian Prisons". It is possible that when you go to the ship to find out that The grand Guard have confiscated the Audiograph leaving a note with a clue indicating the new location of the audiograph. Follow the clue – "Look for the target mannequins on the balcony. – just before the Wall of Light checkpoint" and you will find the location. How to get the safe code in seized apartment, in Ravina Boulevard from the Chapter 8 – The Grand Palace Above the desk, in the apartment look for a photo on the wall. Zoom in to find the safe code / combination. The safe code from the picture is the combination for the safe in the apartment from Ravina Boulevard Safe opened with the code from the photo on the wall How to get the safe code in First Captain's Office from the Chapter 8 – The Grand Palace In the fourth floor of the palace, on the corner desk look for the the document First Captain's Safe. open it to get safe code / combination. Document with the code for the safe from the First Captain's Office Death to the Empress – Chapter 9, Dishonored 2, walkthroughs How to get Delilah Copperspoon unconscious in the final battle from the Chapter 9 – Death of the Empress First choose a distant place from Delilah Copperspoon. Surround yourself with traps for the incoming Delilah replicas. Begin the fight and destroy all the replicas. Run using your Blink/Far Reach supernatural power. Find a height from where you can observe the area without being spotted. When you detect Delilah Copperspoon sneak behind and make her unconscious like in the following video. You should know that sleep darts or Bend Time superpower do not affect the Empress.

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