

BEFORE WE START TALKING ABOUT THE MISSION



Plutonia

[50:20](#) I think that regardless of whether the Guild is a good or bad mission, Alex' criticism of it is unfounded. There is only one viable route to the guild from the Overlord's Fancy. The very first thing you hear (from none other than Benny and his grumpy friend) is a conversation that tells you where the "lock" is, and where to find the "key". So, it's not reasonable to hate the mission if you went the wrong way first. That right there is 100% the player's fault, for not listening to blatant hints that are actively difficult to avoid listening to. However, ultimately this is still an indictment of the level design, because it's completely linear with no possibilities for sequence breaks. Not exactly something that should be in a Looking Glass game.

[1:45:19](#) Training missions were rather new in games back then. You were expected to read the paper manual that shipped with the game. Lockpicking is not taught in the training mission, not just because you don't get to use that tool from the beginning, but because every aspect of it is intricately described in page 20 of the manual.

[1:57:17](#) Thief 1 has code precedent for arrows affecting the properties of other objects. Namely, water arrows can wash away blood stains. So having the behavior in a holy water arrow that it can bless objects wouldn't have been too far out of scope in the programming. It would have just been an entire separate system useful for only a single objective.

[2:18:15](#) You can in fact mantle on top of the pedestal under the sword from ground level using OldMantle. Psych0sis brought that up in a recent speedrunning stream.

[2:37:30](#) It's heavily implied that the keeper glyph magic is indeed more powerful than the Trickster. The Trickster is probably just a demon that was more powerful than stone-aged humans. He couldn't even manage against them after they crafted hammers and built brick walls. He needed the power of The Eye to turn the raw chaos of the Elements against the world. (And The Eye didn't even want to help, which is why the Trickster needed the alchemy that is referenced in his books)

Color=positive about this mission

Stealth_Docs >>> [StealthDocs YOUTUBE CHANNEL](#)

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Thief II is a story in two parts. The first part focuses on the City, Truart's corruption and the rise of the Mechanist Order, and concludes with Truart's death. The second part focuses on the growing threat posed by the Mechanists and why they need to be stopped. In many respects, "Tracing The Courier" is like an opening mission. It feels very rudimentary and basic, but to me this is appropriate. Garrett had his own agenda for Truart, which was derailed at the end of the previous mission, "Blackmail". His efforts at the Mechanist Seminary, First City Bank and Trust, and Truart's mansion—all wasted. His only lead is a keyring found at the scene of Truart's murder, but essentially he is back to square one and has to open a new line of inquiry: who killed Truart and why? I liked that about this mission: the detective element. I enjoyed sneaking through the city, picking pockets and waiting for my chance to read Mosley's letter to her conspirators. While there isn't a mansion to rob at the end of the trail, like in "Assassins", "Tracing The Courier" does something more interesting on a narrative level by making players take a breath after the intense curveball thrown in the previous mission. We wonder who got to Truart before we could and the mystery, at least in my opinion, holds this mission and its sister mission "Trail of Blood" together nicely.

Zulu One

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From a gameplay/engine perspective its not my favourite mission, and I'm trying to explain why. Most time I play without saving/loading, because this is how I can immerse into the Thief world the most. My playstyle is trying to ghost until it fails, and then using tools. No casualties and as few knockouts as possible. In 95 % of missions this works well and (in my opinion) this is what Thief was created for. But this is really hard, if there is a critical objective forcing you, not to be seen. When I'm picking up the original missions "Assassins" and "Tracing the Courier", most of the time its long ago since I played them before, so I don't perfectly remember the spots to hide. Or bugs occur and (as often in the dark engine) you get seen without any reason. For me, that means that I have to restart a mission or a whole campaign. Yes, this is painful, feel free to criticise, but that's how I like to play. From a storytelling perspective the mission is brilliant. As Stealth_Docs already mentioned, until that point in the plot the whole tension is built around Truart and blackmailing him and his sudden death leaves you with nothing. The last hope Garrett has to following Mosley and see who she is conspiring with. And when she actually drops the letter you ask yourself who will it be to pick it up, only to end with more questions then answers, that it is a pagan collecting it. In the last segment of the mission, because of the ambushing mechanists, you are losing track of the courier. But you are sure, he has to be cornered inside of the graveyard. Confident of your victory

you step into that last double door, to find that mystical portal and only to be transferred to another, more unsettling place. This is one of the missions, you wish you could play it for the first time again just to re-experience the excellent narration.

21:06

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What could make this mission better? So at first we have to look at the fact, that its a "recycled" map. It was already used in mission 4 "Ambush". When we look at fanmission campaigns, there are often recycled maps too, but what gives them a flavor, is when there is partially something new to discover. Like a completely new area (could be the graveyard, although its a bit small and a sequence of approximately 2-4 minutes). An example of "good recycling" could be the city/cathedral missions from "keeper of the propheices". Most of the levelmesh was completely reused, but its a different season. Where at first a river was frozen, later there was not. It is not too hard and too time consuming to achieve this effect (by simply changing some textures, which are already in the game files). The question is, would that fit the Thief timeline, but iirc it is never mentioned, how much time is passing between the missions. So after Truard's death and Garrett figuring out that he has to carefully watch Mosley, even Mosley contacting her co-conspirators, it could be weeks, even months, which would not make that other-season thing not completely impossible.#



Blue Jay

vor 19 Stunden

For me, the best Thief missions are the ones which give you a lot of rooms, locks, safes, and keys to play around with. That's why I'm not a fan of missions like Trace the Courier, Ambush, and Trail of Blood. They are purely for the sake of exposition, and so they funnel you through the story they want to tell, and sacrifice a lot of interactivity. This city map in particular is terrible, even though Shipping and Receiving, and FMs like Seven Sisters prove that wide-open/city maps can have a lot of life to them. Assassins implemented the tailing aspect really well, because you look forward to finding out who messed with you, and you finally come to a mansion for you to play around in. Trace the Courier dedicates an entire mission to that mechanic, and that is a tremendous waste of a mission.



oklosh brokla

vor 1 Tag

i think the mission is great tailing missions are usually shit but with t2s lighting and atmosphere you feel like a noire detective and from what i remember its mercifully shortalso quicksave helps so it isnt comparable to ubisoft or horendous rockstar tailing missions



Forgotten Roots

vor 7 Stunden

Greetings. First of all, I would like to thank you guys for your excellent insights and discussions in the previous episodes. "Tracing the Courier" is certainly one of the weakest levels in both games. Does it have any redeemable qualities? The concept of stalking the target, already known from my favourite "Assasins", is poorly executed here, but at least there is a plot twist with the pagan at the end and the storyline is relatively interesting. The supernatural elements at the cemetery are a welcome addition to the otherwise boring and uneventful design of the city. I don't mind the idea of re-using previous level designs, but there aren't many differences between "Ambush" and "Tracing the Courier". "Tracing the Courier" would have been a better mission if Garrett was forced to complete an additional objective after reaching the cemetery. For example: "You don't want to jump into this strange portal without proper equipment and preparation. Go to X and get Y". This would allow the player to explore the city and stock up on loot and equipment. I would love to see more buildings to enter. It wouldn't have to be anything complex, just some simple apartments or shops to break into. A few additional readables depicting daily life in the city would be another cool bonus.



Adrian J.

[vor 21 Stunden](#)

I don't think that the mission is as bad as it seems at first. But it is more of a connoisseur thing and has indeed not the same appeal as First City Bank & Trust or Life of the Party, obviously. But I love every mission that explores the city life a bit and the streets are actually populated in contrast to Assassins, for example. Azal's Thief II Guide to the Strange and Unusual features some interesting secrets: 1. Once the pagan has disappeared into the portal, you have all the time you want to explore the level, and 2. If you manage to interfere the door of the apartment from where the mechanists emerge (otherwise it cannot be opened), you can enter that place and will find a corpse on the upper floor! I had great fun exploring it for myself. I think the level could be improved by expanding on the cemetery, maybe some little lore tidbit on restless hammerite apparitions patrolling the grounds, as both pagan and mechanist influences are very close - such a sinful neighbourhood is bound to upset some (formerly) devout spirits.



Alex Lokanin

[vor 9 Stunden](#)

I don't mind this mission at all. But I do mind that the dark medieval style of the city in TDP looked phenomenal. This city in T2 looked uninspired in comparison



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Markierter Kommentar

Shane Mullan

[vor 1 Stunde](#)

I loved tracing for the first time playing it all those years ago it's pretty average these days. I like the Boots conversation, Orrr you don't want to stuff your little poor toesies Ahh Taff Off.