

Season 3 Roulette Strats

Dubai:

A. ISO's

Marcus:

- Security Room ISO: While Marcus is in the security room until :45, use a blue egg or tranq to sedate two guards by Marcus and subdue the third, then knock out Marcus
- Hallway ISO: After Marcus exits the security room, knock out him, his guard, and the wandering security in the hallway; if the wandering security is already standing by the elevator shaft, use a silenced pistol to distract him to the nearby crates, then knock out him and the maintenance lady
- Emetic: Emetic Marcus before he leaves the security room; do not isolate, kill and box his body in the bathroom that he goes to; alternatively, knock out the wandering security and the maintenance lady, knock out Marcus's guard and kill Marcus when he gets back to the hallway

Carl:

- Balcony: Use tranqs and knock outs as necessary to clearout the NPC's on Carl's balcony before he moves at 3:40
- Emetic: Sieker Carl when he is on the balcony, immediately run up and knock out the maintenance staff upstairs and change into his disguise, knock out the wandering penthouse guard after Carl and his two guards walk by, then knock out Carl's guards and the penthouse guard on the phone, then knock out Carl; alternatively use a distraction to get past the wandering penthouse guard, gunflash Carl's guard outside the bathroom to get past him, then kill Carl and box him, then gunflash past the guard again to exit

B. Disguises:

- Suit
- Art Crew:
 - A. Start
 - B. Chain lure the art crew outside the hallway out of sight and knock him out, then change disguise
 - C. distract and knock out the two art crew in the control room, then change disguise
- Event Security:
 - A. Start
 - B. Isolate Marcus
 - C. Free event security in the laundry room downstairs from the hallway where Marcus is isolated
- Event Staff:
 - A. Start
 - B. take down in the laundry room downstairs from the hallway where Marcus is isolated
- Famous Chef:
 - A. Tranq or snail the famous chef in place in Carl's dining area

- B. knock out the penthouse staff in the pantry and use a throw to lure the famous chef out of sight, hide the penthouse staff's body and then knock out the famous chef
- Helicopter Pilot: knock out on the helipad
- Ingram's Bodyguard: Isolate Carl
- Kitchen Staff: knock out the kitchen staff in the downstairs kitchen
- Maintenance Staff: knock out in the maintenance room of Carl's balcony
- Penthouse Guard: Isolate Carl
- Penthouse Staff:
 - A. Start
 - B. use vacuum near penthouse agency pickup and knock out the penthouse staff that investigates
 - C. knock out in upstairs dining area pantry and change disguise
- Skydiving Suit: navigate to the bottom floor of the atrium, hide behind the coat rack and change disguise, body shot an NPC and wait for all of the NPC's to panic, then run and climb up the nearby elevator shaft
- The Assassin:
 - A. From security start, tranq the guard standing at the top of the stairs overlooking the garden, grab the nearby banana and place it for the assassin to slip on and change disguise
 - B. Obtain a banana from the map or save a tranq dart, bump the NPC sitting on the bench by the garden and then use a throw to lure the assassin into the bushes nearby, use the banana or tranq to knock him out and change disguise in the bushes

C. Kill Methods:

Carl Ingram:

- Fiberwire: All ISO's viable
- Electrocuting: Balcony ISO + taser; create a water puddle using the nearby water cooler, drag Carl over and place a taser in the puddle next to him
- Drowning: Emetic
- Fire: N/A
- Explosion accident: Balcony ISO + propane; grab propane in art show control room or in downstairs kitchen
- Explosive weapon: Balcony ISO
- Loud Ballistic: Balcony ISO
 - A. shoot Carl from the conference room by the door to the penthouse agency pickup; use as an exit kill
 - B. shoot Carl from the balcony next to the hallway where marcus is isolated; use as an exit kill
- Consumed Poison: N/A
- Injected Poison: All ISO's viable
- Fall: Balcony ISO; dump or push Carl over the railing

- Falling object: Lockdown Carl and shoot the chandelier down onto him in his lounge; can also be made remote by tossing a micro explosive onto the chandelier from penthouse start
- Loud Ballistic Live: All ISO's viable
 - A. Leave Carl up, shoot him from the conference room by the door to the penthouse agency pickup; use as an exit kill
 - B. Leave Carl up; shoot him from the balcony next to the hallway where Marcus is isolated; use as an exit kill
 - C. Emetic: knock out the two penthouse guards and both of Carl's guards, then shoot Carl in the bathroom
- Impact Explosive: Balcony ISO: shoot to Carl's right from the maintenance room to lock him down, knock him and the maintenance staff as Carl runs by the maintenance room, then drag Carl inside and kill him with the explosive

Marcus Stuyvesant:

- Fiberwire: All ISO's viable
- Electrocution: Hallway ISO + taser, drag Marcus upstairs to the water cooler near Carl, create a puddle and place a taser next to his body
- Drowning: Emetic
- Fire: N/A
- Explosion accident:
 - A. Hallway ISO + propane; grab propane in art show control room or in downstairs kitchen
 - B. Security Room ISO; grab propane in art show control room or in downstairs kitchen
- Explosive weapon:
 - A. Security Room ISO
 - B. Hallway ISO
- Loud Ballistic:
 - A. Security Room ISO: Shoot Marcus from either inside the security room or from the conference room upstairs; use as an exit kill
 - B. Hallway ISO: Shoot Marcus; use as an exit kill
- Consumed Poison: N/A
- Injected Poison: All ISO's viable
- Fall:
 - A. Hallway ISO: Drag and dump in the elevator shaft
 - B. Security Room ISO: Drag and dump in the elevator shaft
- Falling object:
 - A. Hallway ISO: clear out the NPC's in the art crew hallway, drag Marcus under the speaker and shoot it down
 - B. Distract the art crew in the staff hallways just before Marcus walks out to have a conversation with him, shoot the speaker down onto Marcus as he walks underneath

- Loud Ballistic Live: Emetic: emetic/double emetic marcus depending on how much time is needed and then clear out the hallway, hide the bodies out of sight, kill carl and grab Marcus disguise and wait for him to walk back through the hallway, knock out his guard and then kill Marcus, exit elevator immediately
- Impact Explosive:
 - A. Security Room ISO; use as an exit kill
 - B. Hallway ISO; use as an exit kill

Dartmoor:

- A. ISO's
 - Fast Forward Start: start suit fast forward behind mansion and run towards the mansion, bump and run around the mansion guard to get past him if necessary, throw the briefcase to get past the mansion staff if still trespassing and then run to the hallway left of the sitting room, tranq the butler in the hallway and then stay wide right as you run into the mansion and grab the token, wait for alexa to walk down the stairs and then emetic her, then head to the trophy room and tranq Rebecca for her token, then tranq the bodyguard outside on the patio if necessary and then climb into the window of the nearby bathroom to kill Alexa
 - PI Start: Emetic Alexa by wallbanging her as she walks up the stairs with the gas grenade from PI start and she will navigate to the bathroom, drop a blue egg on her guard after she walks by and close the door behind her, then kill Alexa
 - Office ISO: navigate up to the balcony outside Alexa's office, tranq one guard and sedate the two guards by the casefile, then tranq the remaining guard and knock out Alexa
 - Hallway ISO: let Alexa and her guard walk past the guard at the top of the stairs to the office hallway, tranq the guy they walk past and then tranq the maid, knock out/tranq Alexa's guard, knock out Alexa, and then knock out/tranq the remaining guard, close the double doors on the left to Alexa's room
 - Additional Objective:
 - A. retrieve the case file in Alexa's office by pressing the button on her chair, and then entering the code "1975" into the safe combination
 - B. Rebecca and the butler who both carry a bank vault token can be tranqed on the bottom floor of the mansion
- B. Disguises:
 - Suit
 - Bodyguard:
 - A. Isolate Alexa
 - B. Obtain in lawyer room
 - C. Tranq outside on the patio by the hearse during fast forward start
 - Gardener:
 - A. Start
 - B. Tranq the gardener and knock out the maid from suit fast forward start

- Lawyer: Start PI, knock out the lawyer and bodyguard across the hall from the starting position
- Mansion Guard:
 - A. Start
 - B. Tranq in garden
 - C. Knock out in garden near trophy room from suit start
- Mansion Staff:
 - A. Start
 - B. Tranq in the garden
- Photographer: Start FF Suit or gardener, use tranqs to pacify the photographer and the maid and change disguise
- Private Investigator: Start
- Undertaker:
 - A. Tranq and change disguise in the graveyard immediately from gardener start
 - B. Tranq both the Undertaker and the female gardener in the graveyard after grabbing both tokens from fast forward start

C. Kill Methods:

- Fiberwire:
 - A. Fast Forward
 - B. PI start
- Electrocution:
 - A. Fast Forward + taser: use the sink in the bathroom to create a puddle, then drag Alexa to the puddle and leave a taser next to her
 - B. PI start + taser: turn on the tap closest to the toilet in the bathroom to create a puddle and drop a taser in it, activate the taser and obtain the kill disguise
- Drowning:
 - A. Fast Forward
 - B. PI start
- Fire: N/A
- Explosion accident:
 - A. Fast forward; smuggle an oil can and grab the free pistol outside the bathroom, place the oil can next to her, then shoot the oil can
 - B. Hallway: smuggle an oil can and bring a breacher, emetic Alexa to the bathroom and driveby kill Alexa with the breacher and oil can
- Explosive weapon:
 - A. Fast forward
 - B. PI start
- Loud Ballistic:
 - A. Fast forward: gunflash Alexa's guard outside the bathroom and kill her, then immediately exit house
 - B. PI start: knock out the mansion staff outside the bathroom and box him, blue egg the guards outside the lawyer room after Alexa walks past, then kill and box Alexa once she walks into the bathroom

- Consumed Poison: start mansion staff or obtain one and head up to Alexa's bedroom, emetic gas grenade the male mansion staff in her room and poison the teacup, grab the case file tokens using tranqs and then change back into required disguise before 2:30
- Injected Poison:
 - A. Fast forward
 - B. PI Start
- Fall:
 - A. Hallway: drag and dump Alexa over the railing to the stairs
 - B. Office ISO: drag Alexa to the balcony and dump her body over the railing
- Falling object:
 - A. Fast forward: shoot the chandelier that she walks under naturally from fast forward start, or use the chandelier in the bathroom that she goes to
 - B. PI start: shoot the chandelier that she walks under at the top of the stairs from PI start, or use the chandelier in the bathroom that she goes to
- Loud Ballistic Live:
 - A. Fast forward: gunflash Alexa's guard outside the bathroom and kill her, then immediately exit hearse
 - B. PI start: knock out the mansion staff outside the bathroom and box him, blue egg the guards outside the lawyer room after Alexa walks past, then kill and box Alexa once she walks into the bathroom
- Impact Explosive:
 - A. Fast forward: gunflash Alexa's guard outside the bathroom and kill her, then immediately exit hearse
 - B. PI start: after emeticing Alexa, blue egg the guards outside the lawyer room after she walks past, close the door to the bathroom behind you and then kill and box Alexa once she walks into the bathroom

Berlin:

- A. ISO's
- Banner (Carries Injected Poison):
 - A. From the roof of the club, shoot 3 times beside him through the skylight to lure him up to the roof, meet him halfway on the first set of stairs up to the roof from the main club floor, or let him run all the way up to the roof and knock him out
 - B. Triple shot lure Banner from downstairs by the DJ booth, wait for him to run down and knock him out, then drag his body out of sight from the wandering DJ by the box
- Chamberlain (Carries Loud Explosive Weapon):
 - A. Knock Chamberlain out in the basement security room immediately from DJ start then drag his body into the boiler room, can also be done at 3:30/7:30; if Chamberlain is already in the security room, knock out the two guards and then Chamberlain
 - B. Use a throw to lure him by the DJ booth just after leaving the security room at 4:00

- C. Use a chain lure to bring him by the bin under the main stairs to the dance floor at 6:00
- Davenport: Can be isolated at 1:50 using a thrown distraction to lure him behind the curtain near the back entrance to the club, then knock him out
- Green (Carries Concealable Knife): Can be knocked out on the roof at anytime; make sure to knock out other NPC's as necessary
- Lowenthal (Carries Loud Explosive Weapon):
 - A. knock out Lowenthal and the other biker on the first floor of the biker area after proxying his cycle, make sure to shoot out the camera
 - B. can be made sick and knocked out in the bathroom of the biker area
 - C. After proxying Lowenthal, chain lure him into the stairwell of the biker area that leads down to the club and knock him out
- Montgomery: Can be knocked out on the stairs leading down to the basement at 1:30/5:20
- Swan:
 - A. emetic immediately from club crew start and knock out at the porta potties; can be emetic'd whenever he is near the toilets or standing at the juice bar
 - B. chain lure into the chill out smuggle room at 1:00 and knock him out; or do a throw to lure him out of sight behind the tank and knock him out
 - C. chain lure to the porta potties at 2:10 and knock him out
- Thames:
 - A. Can be knocked down when he is standing out under the crane
 - B. Use a throw distraction/pistol shot onto the white sedan to lure him out of sight when he is standing by the club back entrance, then knock him out; can be done immediately from biker start or again at 3:00
- Tremaine: throw an object on the outside stairs leading up to the third floor of the biker area and take him down
- Rhodes:
 - A. Can use a peekaboo/throw/subdue to lure him to the balcony outside the security room in the biker area and knock him out
 - B. Use a peekaboo/throw distraction to lure him out of sight when he is in the grow house and knock him out
- B. Disguises:
 - Suit
 - Biker:
 - A. Start
 - B. Grab Lowenthal's disguise
 - C. Free in bathroom of biker area
 - D. Take down in Rolf's office
 - Club Crew:
 - A. Start
 - B. Grab Thames's disguise
 - C. Free in wardrobe room

- Club Security:
 - A. Isolate Green, Montgomery, or Chamberlain
 - B. Free in basement security room
 - C. Knock out any of the guards on the roof and take their disguise
 - D. After Isolating Thames, knock out the two club security by the back entrance of the club and change disguise
- Dealer: located near the bathrooms by the dance floor, grab the free sedative syringe out of the cabinet behind the DJ booth and navigate towards the club bathroom, open the door to the tech only area downstairs and bump the female NPC talking to the dealer, then trigger the conversion with him and run back through the door to the tech only area, hide behind the wall next to the ladder, poke the dealer when he starts walking back to the club and then change disguise while crouched
- Delivery Guy: throw an object near the dumpster he stands by, knock him out and box him
- DJ:
 - A. Start
 - B. Knock out both NPC's in the DJ booth and change disguise
- Florida Man:
 - A. knock out the tech crew and florida man coming down the projection bar stairs at 1:00, immediately isolate Montgomery afterwards; alternatively can be done again at 5:00 when Florida man is coming back up the stairs
 - B. Emetic by the downstairs security room at 4:00 and knock him out in the security room bathroom
 - C. After already having isolated Montgomery, grab and place the coin and banana from the downstairs bar on the projection bar stairs behind the technician to remotely knock out Florida man
 - D. Emetic florida man when he is at the projection bar, then knock out and box his body at the bin that he goes to; can be done immediately from projection bar start or at 5:30 during his second cycle
- Rolf Hirschmüller:
 - A. Place a distraction shot on the wall in front of the box and shoot from where the free keycard is picked up, knock out the biker investigating the sound of the pistol, then knock out the remaining biker and then Rolf
 - B. Use a throw to lure Rolf near the box and corner subdue him as he investigates, box his body and then knock out the bikers in the room
 - C. Throw an object by the grandfather clock, knock out Rolf first followed by both of the bikers before they turn around, then change disguise
- Technician:
 - A. Isolate Banner
 - B. Knock out the tech crew and florida man on the stairs to the projection bar at 1:00/5:00 followed by a Montgomery isolation; can be tranqed or banana'd at any time
 - C. When the wandering club security is away in his cycle, knock out and box the sleeping tech crew near the stairwell up to biker area from the club

C. Kill Methods:

- Fiberwire: All targets viable
- Electrocutation:
 - A. Emetic Lowenthal to the biker area bathroom, create a puddle using the sink and then place a taser or the nearby car battery in the puddle to electrocute him
 - B. After isolating Chamberlain in the downstairs security room, sabotage the water cooler and drag his body into the puddle, then sabotage the power strip to kill Chamberlain
 - C. Isolate Thames by the back entrance of the club, drag his body into the puddle by the white sedan and leave a taser for his body
 - D. Swan has puddles by the chillout smuggle room, chillout area, and porta potties that can all be sabotaged with a taser or EMP; use throws as necessary to lure him into the puddles, then use the taser/EMP to kill him
- Drowning:
 - A. Emetic Lowenthal and drown him in the bathroom of the biker area
 - B. Emetic Chamberlain when he is in the downstairs security room, then drown him in the bathroom
 - C. Emetic Swan immediately from club crew start, when he is standing by the juice bar, or walking past the portapotties, then drown him in the portapotty; can be killed emeticless with a chain lure to the portapotties at 2:10
 - D. Knock out Montgomery's guard on the stairs, then emetic Montgomery when he gets to the bottom of the staircase and drown him in the downstairs security room bathroom
- Fire:
 - A. Incinerator: infiltrate the biker area from the juice bar side and sneak past the wandering biker, knock out the biker by the incinerator and knock out Lowenthal as he walks by, drag and dump him into the incinerator, then activate it to kill Lowenthal
 - B. All targets viable + oil can
- Explosion accident: All targets viable; bring oil can, or propane located on the club roof, by the bikes in the biker area, or near the stairs by the DJ booth; can use a car to kill Thames
- Explosive weapon: All targets viable; Lowenthal or Chamberlain carry a loud explosive
- Loud Ballistic:
 - A. Kill Lowenthal after using an emetic to bring him into the biker bathroom
 - B. Isolate Davenport in back entrance to club at 1:50, shoot and dump his body in the box
 - C. Knock out all NPC's on the roof, then kill Green or Banner
 - D. Knock out the two club security in the downstairs security room, then drag Chamberlain or Montgomery into the boiler room and kill them
 - E. After luring Banner downstairs and isolating him, climb up to the vents above the DJ booth and shoot Banner from the vents
- Consumed Poison:

- A. Poison Davenport's cup in the chill out area, Davenport will die at 1:05/5:05; is possible 1st cycle in every disguise if suit is not in the spin
 - B. Knock out the delivery guy and take his keys, open the back of the scooter and poison the food, ring the doorbell and wait for Lowenthal to consume the food, he will die around 1:30 after ringing the bell
- Injected Poison: ALL ISO's viable; can be obtained from knocking out Banner
- Fall:
 - A. Dump Green or Banner over the railing on the roof
 - B. Chain lure Lowenthal into the first floor stairwell of the biker area and dump him over the railing
 - C. Wait for the nearby NPC on the bench to walk away, then push kill Swan at 1:00 by the chillout smuggle
 - D. Isolate Tremain on the outside staircase to the third floor of the biker area, then dump his body over the railing
- Falling object:
 - A. Kill Thames by dragging his body or luring him under the crane then shoot it down
 - B. Drop bricks from the club roof on Davenport at :45/4:45
 - C. Kill Banner on balcony above the dance floor, use a chain lure to bring him under chandelier and shoot it down; try not to leave his weapon on the floor if possible
- Loud Ballistic Live:
 - A. Kill Green or Banner after clearing out the rooftop
 - B. Emetic Lowenthal into the biker bathroom, close both doors behind you and then kill Lowenthal
 - C. Emetic Chamberlain or Montgomery into the downstairs security bathroom, clearout the NPC's in the security room, ensure all doors around you are closed and then kill the target; alternatively, throw distract into the boiler room and climb back into the security room, knock out the two sitting club security and close the door to the boiler room behind you, then kill the target
 - D. Lure Banner downstairs, climb up to the vents above the DJ booth and shoot him from the vents
- Impact Explosive:
 - A. Isolate Davenport in back entrance to club at 1:50, kill and dump his body in the box
 - B. Knock out all NPC's on the roof, then kill Green or Banner
 - C. Knock out the two club security in the downstairs security room, then drag Chamberlain or Montgomery into the boiler room and kill them
 - D. Isolate Swan outside the chill out smuggle room, kill him behind the tank and dump him off the edge out of sight behind the tank
 - E. Lure Banner downstairs, kill and box banner

Chongqing

- A. ISO's

Hush:

- Conference Room ISO:
 - A. Hush can be isolated in his conference room until 1:35, knock out Mogwai and distract Hush away from the computer, then knock out Hush
 - B. Hush can be sent into the therapy room for an earlier isolation by shooting a drone, knock out Hush and the researcher, then knock out the block guard in the room and Mogwai outside the room
 - C. After Hush leaves the conference room at 1:35, he can be peekaboo'd back into the conference room after proxying his conversation before 1:55, knock out Mogwai and then Hush before he stops investigating the peekaboo
- Hallway ISO: Hush can be isolated in the hallway by the stairwell down to the benchmark lab, he can be taken down on the way down at 2:30 or when he comes back up at 4:00, take out the camera in the hallway, then knock out Mogwai and Hush
- Satellite Lure: Sabotage the satellite on the roof of the block to lure Hush down to the roof; certain types of accidents can be performed with this lure
- 2 Drone: shoot the hidden drones from block start, after Hush finishes his phone call with Imogen, knock out Hush and Mogwai and leave their bodies behind the staircase railing; can be done from balcony start for suit conditions

Imogen:

- Early 1 Drone Lure: Shoot a drone on your way up to Hush to lure Imogen up to the back entrance of the facility, use a lockpick to open the door and tranq or shoot a distraction shot to turn her guard around, then knock out Imogen and her guard; if you don't have a lock pick to open the door, you can run around to the c-train entrance and use the code 0118 to enter and approach from behind; once she hits the top of the stairs, she will be there for 90s
- Late 1 Drone Lure: When Imogen is between her office and when she is inside the data core at 1:25-2:55, a drone can be shot so she can be isolated by the facility exit, or to be emetic'd into a facility bathroom
- 5 Drone Lure: Shoot all 5 drones on the facility rooftops, Imogen will take approximately 2:00 to get there, and then wait at the top of the stairs for another 2:00
- 2 Drone: after dealing with Hush or letting him walk, navigate down to the facility exit and knock out the wandering facility security in the alley, then knock out Imogen and her guard on the stairs up to the block

B. Disguises:

- Suit
- Block Guard:
 - A. Start
 - B. Knock out both block guards in the breakroom of Hush's lab
 - C. Knock out the block guard and the researcher in the therapy room
- Dumpling Cook:
 - a. Start
 - b. Bullet impact panic the two dumpling cooks by default start from floor level or the rooftop, then knock out/box or tranq the cook that runs down the stairs
 - c. Knock in the restaurant kitchen

- Facility Analyst:
 - A. Start
 - B. Knock out the lone analyst in the resting capsules room of the facility
 - C. Use a throw to lure one of the analysts behind the planter near the break room in the facility, then knock him out
- Facility Engineer:
 - A. Start analyst and grab the nearby banana, throw an impact explosive down the data core at the wall of the lower level where the engineers work, place a banana on the outside of the data core for the engineer to slip on and change disguise
 - B. Catch Imogen as she comes out of the data core, use weapons/items to keep the doors open, navigate down to the west server room and do a throw distraction to lure an engineer into the core when the wandering guard is away in his cycle, knock him out and change disguise
 - C. Navigate down the block using the north stairs down to the gated courtyard, use the keypad to use the secret entrance to the facility and navigate towards the server room, make sure to grab the screwdriver as you pass by it and use it to open the window into the facility, use the camera to black out the window and knock out the two facility engineers and the guard in the west server room, then change disguise
- Facility Guard:
 - A. knock out Imogen's guard and take his disguise
 - B. alternatively start analyst and grab the banana, triple shot panic one of the guards in the security room from analyst start and place a banana for him to slip on outside the door when he investigates
- Facility Security:
 - A. knock out in the tunnel to the inner courtyard of the back entrance to the facility, hide his body behind the barrels that the stands by
 - B. Sedate both of the checkpoint NPC's near the facility exit
- Homeless Person:
 - A. shoot the wall near the outside balcony window of the recruitment station in the block, knock out the homeless man when he investigates and change disguise; note to make sure to be a little ways away from the wall when changing due to a wallhack
 - B. Blue egg the group of homeless people underneath the block and change disguise while crouched
 - C. Lure one of NPC's in the group of homeless people by the arcade, use a thrown distraction at the tail end of the truck, then knock out and box the homeless person that investigates
- Perfect Test Subject: knock out and box in top floor bathroom of Hush's lab
- Researcher:
 - A. knock out the researcher and the block guard in the therapy room
 - B. free in benchmark lab bathroom
- Street Guard:
 - A. Start

- B. use a thrown distraction by the dumpster in the inner courtyard of the back entrance to the facility, then knock out and box the street guard that investigates; if the facility security is already knocked out in the alleyway, use a pistol shot/throw distraction to lure a street guard by entrance to the facility, then tranq or knock him out and change disguise
 - C. Use a throw distraction to lure a street guard into the bottom of the stairwell in the apartment building and knock him out
- The Board Member: throw an item near the window to the bar in the restaurant and knock him out; watch out for the wandering dumpling cook in the restaurant during late grabs

C. Kill Methods:

Hush:

- Fiberwire: Use every isolation besides Satellite lure
- Electrocutation:
 - A. Satellite lure: drop taser in the rightmost puddle next to the gate entrance of the satellite, Hush dies at 2:45
 - B. 2 Drone: after knocking out Hush, shoot the sprinkler by the door to the bridge to create a puddle, then drag Hush into the puddle and drop a taser or shoot the socket to kill him
- Drowning: emetic Hush on the top floor of the lab, climb out the window of the therapy room and traverse to the bathroom, knock out perfect test subject and kill Hush
- Fire: N/A
- Explosion accident:
 - A. Conference Room ISO + propane; propane is located on the balcony below Hush's office, or bring an Oil canister
 - B. 2 Drone: Let Hush walk to the bridge between the block and the facility, sabotage the gas canister on the bridge and detonate a taser to kill Hush
- Explosive weapon:
 - A. Conference Room ISO
 - B. 2 Drone; for loud kills, knock out the block guards in the room, then drag Hush into the closet for a soundproof kill
- Loud Ballistic:
 - A. Conference Room ISO, Hush back into the therapy room and shoot from behind the partition by the window; the researcher, Mogwai, and block guard all need to be knocked out for this kill to be soundproof; make sure sister Lei is at one end of her cycle or the other before shooting Hush
 - B. 2 Drone: knock out the block guards in the room, drag Hush into the closet and kill him for a soundproof kill; alternatively shoot Hush from behind the van by luring him to the edge of the bridge with a pistol shot near scooter exit, or shoot him from the roof of the facility while he stands alone on the bridge
- Consumed Poison: N/A
- Injected Poison: Use every isolation besides Satellite lure
- Fall:

- A. Conference Room ISO: knock out the researcher and the block guard in the deprivation room, then drag and dump Hush off of the balcony outside
 - B. 2 Drone: knock out the block guards in the room, then drag and dump Hush over the railing of the staircase; alternatively Hush can be dumped off of the bridge between the block and the facility
- Falling object: Satellite Lure; place a briefcase under the hanging lamp on the balcony to the satellite rooftop, shoot the hanging lamp when Hush picks up the briefcase; can place a micro explosive on the window in the therapy room to drop the object remotely
- Loud Ballistic Live: N/A
- Impact Explosive: N/A

Imogen Royce:

- Fiberwire:
 - A. Early 1 Drone Lure
 - B. Late 1 Drone Lure
- Electrocuting:
 - A. 5 drone + EMP, place EMP in the puddle at the top of the stairs of the facility roof, obtain required kill disguise and detonate the device when Imogen picks it up
 - B. 2 Drone + EMP; place EMP in the puddle at the top of the stairs of the facility roof, obtain required kill disguise and detonate the device when Imogen picks it up
- Drowning:
 - A. Late 1 drone lure + emetic, emetic Imogen as she walks out of the data core, knock out her guard and hide his body, then drown Imogen in the bathroom that she goes to
 - B. infiltrate the facility and obtain a non trespassing disguise, emetic Imogen and then reobtain kill disguise, knock out Imogen's guard and then drown her
- Fire: N/A
- Explosion accident:
 - A. 1 drone lure + propane: tranq imogen's guard, then blow up the propane to kill imogen; nearest propane is on the balcony that connects to the satellite roof outside the block or bring a gas canister
 - B. 5 drone lure: shoot the gas canister at the top of the stairs to the roof and put a micro taser in range for the kill, detonate the taser when Imogen reaches the top of the stairs
 - C. 2 Drone: Let Imogen walk all the way to the bridge between the facility and the block, sabotage the gas canister on the bridge or at the top of the stairs and detonate a taser to kill Imogen
- Explosive weapon:
 - A. Early 1 drone lure
 - B. Late 1 drone lure
 - C. 2 Drone lure; use the loud micro explosive and kill her remotely once she is on the bridge alone
- Loud Ballistic:

- A. Early 1 drone lure: perform as an exit kill, drag Imogen to bottom of the stairs and grab the tier 3 dangle, then go to facility camera exit and shoot her through the ceiling, then exit the map through the facility
 - B. 2 Drone: shoot Imogen from behind the van by luring her to the edge of the bridge with a pistol shot near scooter exit, or shoot her from the roof of the facility while she stands alone on the bridge
- Consumed Poison: N/A
- Injected Poison:
 - A. Late 1 drone lure
 - B. Early 1 drone lure
 - C. 2 Drone
- Fall:
 - A. Late 1 drone lure: knock out Imogen's guard and dump her into data core; for late Hush kills, make sure to tranq the guard instead
 - B. Early 1 drone lure: knock out the facility security in the alley drag her up the stairs to the facility roof until you get an eliminate prompt, then dump Imogen over the railing
 - C. 2 Drone: dump Imogen off of the stairs up to facility, or off of the bridge between the facility and the block
- Falling object: N/A
- Loud Ballistic Live:
 - A. Early 1 drone lure:
 - 1. perform as an exit kill, knock out Imogen's guard, then go to facility camera exit and shoot her through the second panel of lighting in the ceiling
 - 2. navigate to the facility entrance through the restaurant and knock out the wandering female dumpling cook, shoot a drone to get imogen moving and use the camera to activate the frosted glass by the dumpling cooks near the tier 1 security entrance, knock out Imogen's guard once he is on the bridge and shoot imogen from the corner of the bridge before she walks up the small flight of stairs to the facility security checkpoint hallway
 - B. Late 1 drone lure: perform as an exit kill, let Imogen and her guard walk up the stairs towards the facility common area, knock out her guard and shoot Imogen when she is behind cover of the wall, grab the dangle and exit the facility using the camera
 - C. 2 Drone: shoot Imogen from behind the van by luring her to the edge of the bridge with a pistol shot near scooter exit, or shoot her from the roof of the facility while she stands alone on the bridge
- Impact Explosive:
 - A. Late 1 Drone Lure: Perform as an exit kill, knock out Imogen and her guard in the little hallway right next to the facility exit, make sure their bodies are snug against the wall, kill Imogen and take the facility exit using the camera

- B. Early 1 drone Lure: Perform as an exit kill, drag Imogen down the stairs and place a molotov next to her, grab her dongle and navigate to the facility exit, wallbang the explosive and take the facility exit using the camera

Mendoza:

A. ISO's

Don

- Asado Start: Run through the hallway to Don's basement, navigate through the basement and then wait for Don's guards to walk up the stairs, knock them out one by one and then knock out Don, then knock out his wife upstairs; the same knock out sequence can be performed from Shrine start
- Balcony ISO: climb up to Don's balcony at the villa before he leaves at 1:50, knock out his wife and then Don; can also trigger the conversation between Corvo and the Head of Security or proxy the Chief Winemaker's phone call to have extra time to make it up to Don, he will leave the balcony at 3:00
- Lawyer Room ISO: at 5:00, Don will enter the room downstairs in the villa to meet with the lawyer, hide in the bush outside and wait for Don to be alone in the room, then kill him and box his body
- Pump Lure: use for immediate live kills, use a wrench to sabotage the pump in the winery to lure Don down from the villa, throw a briefcase for Don across the secret entrance to the caves as he runs out, kill and dump Don into the maintenance shaft; alternatively use a peekaboo to lure Don out of sight by the entrance to the tech room, kill and dump his body into the maintenance shaft; make sure bodies of the winery worker and Gaucho are hidden out of sight if they are knocked out

Tamara:

- Flowerbed ISO: Can only done from waiter start, bump tamara until she is separated from Diana and the guards and then throw an object into the nearby flowerbed, knock her out when she investigates; can also be done remote with sedative gum for a remote isolation
- Bathroom ISO: Emetic Tamara once she makes it to the party, knock her out in the bathroom that she goes to
- Cliff ISO: from parking lot start, wait for Tamara to walk down the hill, grab the soda can from the nearby cameraman and bump the NPC in the white jacket overlooking the winery when Tamara walks by, throw the soda can onto the cliff walkway and then stall Tamara's guard until he's far enough away, bump the NPC in the white jacket again and then knock out Tamara; can do an earlier cliff isolation by immediately chain luring her down the wooden stairs by the winery view point, knock out her and her guard on the stairs
- Hallway ISO: Tamara can be isolated in the hallway to the villa basement from waiter start by hitting her with a sieker dart, then placing a banana on the stairs for her to slip on; Tamara is safe in this hallway until 5:00
- Winery Lure: cannot be performed from waiter start; place a snail by the grape fields underneath the stairs Tamara walks down to the dance floor before 1:00, Tamara will

hear the snail and walk down to the winery, she will be remotely knocked out at 3:30 when she reaches the snail

B. Disguises:

- Suit:
 - A. Start
 - B. Obtain the tactical wetsuit in the mercenary locker room
- Asado Chef:
 - A. Start
 - B. Use the emetic tool upstairs at the party to make the two asado chefs sick, follow one to their sick spot and tranq or hide in the planter
 - C. Use a phone to chain lure a chef by the asado pit into the hallway to the villa basement, knock him out and box his body
- Bodyguard:
 - A. knock out in the downstairs bathroom
 - B. do a throw distraction into the hallway outside the security room, then knock out and box the bodyguard that investigates
 - C. Cliff isolate Tamara
- Chief Winemaker:
 - A. go down to the winery and place a coin or a briefcase in front of the window the Chief Winemaker is looking at, place a banana on the yellow line on the floor behind the barrels and change disguise when he falls down
 - B. Sieker the chief winemaker and place the nearby banana on his path for him to slip on and change disguise
 - C. When he is out in the fields, blue egg him and the two winery workers and change disguise; watch out for the cycle of the winery worker ahead of you
- Corvo Black:
 - A. At the tables behind Corvo and the Head of Security, bump the HoS and throw an object between the tables, place a banana for him to slip on and change disguise
 - B. Emetic Corvo and knock him out in the bathroom
 - C. After luring Tamara down to the winery, before Diana and the guards arrive to the grape fields, bush lure Corvo in to the nearby planter and use a banana or sedative to knock him out
- Gaucho:
 - A. Start
 - B. Tranq in the lavender fields near the villa and change disguise
 - C. knock out the gaucho and the winery worker in the tech room of the winery and change disguise
- Head of Security:
 - A. At the tables behind Corvo and the Head of Security, throw an object between the tables and place a banana for him to slip on, then change disguise
 - B. Change into a sommelier to trigger the HoS to start walking, can be knocked out in the bathroom quickly after obtaining sommelier or in the hallway adjacent to

the bathroom and boxed; can be done remotely in security room hallway with sedative gum/banana

- C. Emetic the Head of Security and knock him out in the bathroom
- Lawyer: can be throw distracted or use the sound of a pistol shot to lure him into the flowerbed and push pacify him into the planter, then change disguise
- Mercenary:
 - A. After isolating Don on the balcony, do a throw distraction at the top of the stairs to lure a mercenary and corner subdue him,
 - B. Can be obtained during Asado start ISO
 - C. Snail or Tranq the mercenaries in the cave by the wetsuit exit and change disguise
- Providence Herald:
 - A. At the top of the stairs from waiter start, use a well placed throw to lure the Providence Herald out of sight and place a banana for him to slip on, then use the railing of the stairs to change disguise
 - B. Chain lure the Herald behind the planters and dump his body in a flowerbed, then change disguise
- Sommelier:
 - A. Use a non trespassing disguise and access the computer in the security room, activate option number 4 and then go down stairs to the barrel room, tranq on stairs or knock out and box in the hallway to the security room
 - B. Immediately after sabotaging the wine pump, place a banana for the sommelier to slip on when he runs out of the barrel room and change disguise
- Tango Musician:
 - A. Emetic one of the tango musicians and knock them out in the bathroom, then change disguise
 - B. Requires snail + obtain on map banana; do not perform this grab between 1:00-1:20, while the band is playing, place a banana to the right of the tango musician's piano bench, use a snail to sedate the couple dancing on the far end of the dance floor, then change disguise when the tango musician slips on the banana
- Waiter:
 - A. Start
 - B. Tranq or knock out and box in the hallway to villa basement, and change disguise
 - C. Subdue the waiter into the planter on the top floor of the party and change disguise
- Winery Worker:
 - A. Start
 - B. Knock out the winery worker and gaucho in the tech room of the winery, then change disguise; make sure to drag out of sight of the glass door to the barrel room
 - C. Knock out and box the winery worker by the free briefcase in the winery
 - D. Free in winery worker locker room

C. Kill Methods:

Don Archibald Yates:

- Fiberwire: All ISO's viable
- Electrocution:
 - A. Balcony ISO + taser: drag Don into the bathroom of the villa and use the sink to create a puddle, then leave a taser for his body
 - B. Pump Lure: after immediately emeticing Tamara and sabotaging the wine pump from waiter start, trigger the fire alarm in the cave to create an electrified puddle that Don will run through, he will die at 2:55; alternatively use a silenced weapon and triple shot the sprinklers so the mercenaries run away, use another shot to shoot the other sprinkler and let Don run through the electrified puddle
- Drowning:
 - A. Balcony ISO + emetic
 - B. Asado Start + emetic
- Fire: N/A
- Explosion accident: Balcony ISO from shrine start; nearest propane is at the shrine, can be setup remotely in his bathroom which is soundproof
- Explosive weapon: All ISO's viable; knock out the two mercenaries and Don's wife, then drag Don into the bathroom for a soundproof loud kill
- Loud Ballistic:
 - A. Balcony ISO: Shoot Don from his roof; can dump Don onto the roof of the villa for some long range snipes
 - B. Asado Start: shoot Don upstairs in his room
 - C. Pump Lure: Shoot and kill Don so his body falls into the maintenance shaft
 - D. Lawyer Room: emetic Don upstairs and shoot him in his bathroom
- Consumed Poison: N/A
- Injected Poison: All ISO's viable
- Fall:
 - A. Balcony ISO: Hide Valentina's body, then dump Don off of the balcony
 - B. Pump Lure: Dump Don into the maintenance shaft
- Falling object:
 - A. Balcony ISO; Drag Don underneath the chandelier in his room and shoot it down; can place an explosive on the winch to make it a remote kill
 - B. Asado Start: Knock Don out at the top of the stairs and knock out his wife when she walks back inside, then drag Don underneath the chandelier in his room and shoot it down; can place an explosive on the winch to make it a remote kill
- Loud Ballistic Live:
 - A. Balcony ISO: knock out Valentina and aim a gun at Don to keep him in place, jump onto Don's roof and shoot him before he runs away
 - B. Asado Start: knock out Valentina and aim a gun at Don to keep him in place, jump onto Don's roof and shoot him before he runs away
 - C. Pump Lure: Shoot and kill Don so his body falls into the maintenance shaft
 - D. Lawyer Room: emetic Don upstairs and shoot him in his bathroom
- Impact Explosive:

- A. Balcony ISO: knock out Valentina and dump Don onto his roof, drag his body up to the point of the roof and kill him
- B. Asado Start: knock out Valentina and dump Don onto his roof, drag his body up to the point of the roof and kill him
- C. Pump Lure: use the explosive to kill Don and send his body into the maintenance shaft, drag his body snug against the wall by the ladder

Tamara Vidal:

- Fiberwire:
 - A. Bathroom ISO
 - B. Flowerbed ISO
 - C. Cliff ISO
 - D. Winery Lure; use a phone instead of snail to bring her down and kill her as she reaches the phone
- Electrocutation:
 - A. Flowerbed ISO: create a puddle using one of the nearby sprinklers, then drag Tamara's body into the puddle and use a silenced weapon to shoot the garden lamp to kill her
 - B. Bathroom ISO + taser: use the sink in the bathroom that she goes to to create a puddle, cancel any investigations and then drag Tamara into the puddle, then leave a taser for her body
- Drowning: Bathroom ISO
- Fire: N/A
- Explosion accident:
 - A. Bathroom ISO; nearest propane is at the shrine or bring and Oil canister
 - B. Driveby kill; nearest propane is at the shrine, or in the cinema room
- Explosive weapon: All ISO's viable
- Loud Ballistic: All ISO's viable
 - A. Hallway: knock out and box the waiter in the hallway, then shoot and box Tamara
 - B. Bathroom ISO: knock out all the NPC's in the bathroom to make it soundproof, ensure all doors are closed and shoot Tamara
 - C. Cliff ISO: Shoot Tamara from the roof of Don's villa, or position her body on the edge of the cliff to be shot from a flowerbed down in the winery
 - D. Flowerbed ISO: shoot Tamara from the roof of Don's Villa
 - E. Winery Lure: snipe Tamara from default exit
- Consumed Poison: N/A
- Injected Poison:
 - A. Bathroom ISO
 - B. Flowerbed ISO
 - C. Cliff ISO
 - D. Winery Lure; use a phone instead of snail to bring her down and kill her as she reaches the phone
- Fall:
 - A. Flowerbed ISO: drag Tamara to the railing nearby and dump her body

- B. Hallway ISO: dump Tamara over the railing at the top of the stairs
 - C. Cliff: dump Tamara over the wooden railing down to the winery
- Falling object: N/A
- Loud Ballistic Live: Bathroom ISO: knock out all the NPC's in the bathroom to make it soundproof, ensure all doors are closed and shoot Tamara
- Impact Explosive:
 - A. Hallway ISO: knock out and box the waiter in the hallway, then kill and box Tamara
 - B. Bathroom ISO: knock out all the NPC's in the bathroom to make it soundproof, ensure all doors are closed and kill Tamara

Ambrose Island:

A. ISO's

Noel:

- Portapotty ISO: sieker Noel from central hub suit start and then deliver the boom, return to Noel and then kill him immediately; if necessary, drop the durian to get rid of Noel's guards, or do a throw into the nearby bush to knock out one guard, and use another throw to lure one guard to the box by the toilet, then knock him out and box his body
- Fire Barrel ISO: Noel can be isolated at the fire barrel underneath the cinema hut by emeticing him there when he walks by at :30, grab the durian beforehand and drop it on his guards after emeticing Noel, after his guards have walked far enough away, Noel can be knocked out
- Light Lure: activate the light in Akka's compound by pressing or sniping it and go down to their meeting room, jump through the window with the table to peekaboo the pirate in and run around the room again to knock him out, hide his body and then knock out Noel when he comes in the room

Akka:

- Portapotty ISO: From 2:00-3:30, Akka can be emetic'd as she walks near the meeting room, traverse around the corner to the toilet and sieker/bullet distract the guard standing in front of the compound, corner subdue Akka's guard and drag his body back a little, then knock out Akka
- Metal Worker Start: start metal worker and bring a door opening tool, open the back gate by the prisoners and gun aim peekaboo Akka as she walks out of the security room, run around through the prisoner room and knock out her guard and then Akka from behind; can also be done at 1:45 as she leaves her office, use a bullet distraction to turn away the pirate by the c-train, then proceed with the knock outs on Akka and her guard as normal
- Prisoner Room ISO: at 4:00. Akka walks into the prisoner room where she and her guard can be knocked out
- Light Lure: activate the light in Akka's compound by pressing or sniping it and then go to the meeting room, jump through the window with the table to peekaboo the pirate in and run around the room again to knock him out, hide his body and then knock out Akka when she comes in the room

Satellite:

- Bomb Delivery: throw an explosive near the cave entrance before 1:45 or in the cave near the first set of guards, the guards will put it in the weapon box near the satellite where it can be detonated remotely

B. Disguises:

- Suit:
 - A. Start
 - B. obtain the buccaneer suit from the chest near the cave entrance
- Cook:
 - A. knock out and box in the pantry room of Farah's place
 - B. Free in stilt house near bomb delivery cave
- Engineer: knock out on the dock down the hill from the metal workers outside the compound, drag his body towards the little boat that he stands by
- Hippie:
 - A. tranq at the shrine and change disguise
 - B. do a throw distraction to lure the chemist away, and then knock out the Hippie and drag him into the bushes, then change disguise
- Metal Worker:
 - A. Start
 - B. free disguise at the metal worker's hut outside Akka's compound
 - C. use a thrown distraction to lure to the metal worker at Farrah's place to the box nearby, then knock him out and box his body
- Militia Soldier:
 - A. Isolate Noel
 - B. Emetic at the central hub and knock him out at the portapotty he goes to
 - C. Knock out on the bridge by the Hippie
 - D. Do a throw distraction into the bushes of the central social hub and sedate the soldier that investigates
- Pirate:
 - A. Isolate Akka
 - B. Do a throw distraction into the prisoner room in Akka's compound, then knock out the pirate that investigates and change disguise
 - C. Do a thrown distraction/pistol shot sound for one of the pirates standing by the metal worker's area near Farah's place before :30, then knock out and box the pirate that investigates
 - D. Peekaboo the pirate standing outside the meeting room into the room, then knock him out and box his body

C. Kill Methods:

Noel Crest:

- Fiberwire: All ISO's viable

- Electrocution: Portapotty ISO; drop taser in the puddle by the toilet and kill him live; Noel will die at 1:45
- Drowning: Portapotty ISO
- Fire:
 - A. Fire Barrel ISO
 - B. Portapotty ISO + oil canister, drop a durian to get rid of Noel's guards, pour the puddle of oil and shoot it to kill Noel
- Explosion accident: All ISO's viable + oil canister, drop the durian to get rid of Noel's guards then shoot the canister; nearest propane is at the middle hut closest to the beach in the village, use a pistol shot onto the door or use the coin from the adjacent hut to get a guard to open it
- Explosive weapon: All ISO's viable
- Loud Ballistic: Portapotty ISO, drop the durian to get rid of Noel's guards and make sure chef is away in his cycle and then kill/box Noel immediately
- Consumed Poison: Start stilt village, use a distraction shot or the alarm to wake up the sleeping female chef in the nearby hut, grab the key from her room and use it to open the stilt village kitchen door, prepare and poison the plate, Noel will die at 3:20; Alternatively, do light lure, poison the glass on the right and wait for Noel to die
- Injected Poison: All ISO's viable
- Fall: Obtain required kill disguise and get to the stilt village kitchen by 1:30, use a bullet distraction to lure Noel down to the water and bump his guards away from him, then throw a soft knock out item when he walks into the water
- Falling object: shoot the boat that Noel walks under at 3:20; can be made remote by throwing a micro explosive up to the boat and placing a briefcase under the boat
- Loud Ballistic Live: Portapotty ISO, use a durian to get rid of Noel's guards and wait for the chef to be away from the window during his cycle, kill and box Noel immediately
- Impact Explosive: Portapotty ISO, use a durian to get rid of Noel's guards, wait for them to far enough away after emeticing and the chef to be away from the window during his cycle, kill and box Noel immediately

Sinhi "Akka" Venthan:

- Fiberwire: All ISO's viable
- Electrocution:
 - A. Prisoner Room ISO: Use a silenced weapon to shoot the sprinkler above the empty cell, place a briefcase in the cell and turn on the car battery; Akka will die at 4:00
 - B. Metal Worker start, bring a taser and turn on the water in the prisoner room, drag Akka into the back of the empty cell and leave a taser for her
- Drowning: Portapotty ISO
- Fire:
 - A. Place a breacher on the back of the barrel near the meeting room, detonate the explosive at 2:07 to kill her
 - B. All ISO's viable + oil canister; pour the puddle of oil and ignite it to kill her

- Explosion accident: All ISO's viable + oil canister: nearest propane is in the agency pick up c-train, or grab from the middle hut closest to the beach in the village; use a pistol shot onto the door or use the coin from the adjacent hut to get a guard to open it
- Explosive weapon: All ISO's viable
- Loud Ballistic:
 - A. Emetic Akka's guard and then emetic Akka, she will get sick outside the pantry in the social hub, make sure to box the chef in this room and then shoot Akka from the pantry window
 - B. Portapotty ISO: Drag Akka back to have good line of sight for the shot, climb up the vine to the nearby watch tower and shoot Akka from concealment in the bushes
 - C. Prisoner Room ISO: emetic the guard outside the prisoner room and box Akka's guard, then kill and box Akka immediately
- Consumed Poison: poison the glass in the room adjacent to the meeting room, use emetics and throw distractions in the corner of the room to get around the guards and crouch while poisoning the glass, Akka will die at 3:40
- Injected Poison: All ISO's viable
- Fall: Portapotty ISO: drag and dump her off of the bridge
- Falling object:
 - A. Drop the lamp on her when she rounds the corner just past the wooden palette from metal worker start, be in position by 2:00 to take the shot
 - B. Light Lure: while Akka is near her compound place coins or a briefcase underneath the lamp and activate the light, position yourself to see the lamp, then shoot the lamp onto Akka after when she investigates the coins/case
- Loud Ballistic Live:
 - A. Emetic Akka's guard and then emetic Akka, she will get sick outside the pantry in the social hub, make sure to box the chef in this room and then shoot Akka from the pantry window
 - B. Prisoner ISO: emetic the guard standing outside the prisoner room, knock out and box Akka's guard and lure Akka to the box in the room, then kill and dump her
- Impact Explosive: Prisoner ISO: emetic the guard outside the prisoner room, box Akka's guard, then kill and box Akka