



Introduction

Ex-special agent Ethan Thomas, stripped of everything remotely respectable and seemingly doomed to drink himself to oblivion on the streets, is pulled out of his humble hobo lifestyle by a desperate police force: there's a riot afoot, and a series of gruesome and familiar murders have them seeking aid from the slovenly sleuth once again.

While the media cite civil unrest and mass hysteria as the cause of the city's ills, mysterious sonic devices, impromptu surgeries and creeping black ooze point to a larger, more sinister force at work. Armed with two fists and a bad case of the shakes, you're tasked with not only taking it all on, but digging up some answers as well. But like any good detective, you'll need a partner, and that's where we come in. Sherlock Homes has Watson, Mulder has Scully, and you have IGN Guides on your side to help you crack the case.

In this Condemned 2: Bloodshot strategy guide, you'll find:

- **BASICS** // All the help you need to get back on your feet and in bum-fighting condition.
- **WALKTHROUGH** // A step-by-step guide to each mission with the locations of every News Report, Response and Sonic Emitter, to boot.
- **SECRETS** // All the unlockables you can shake a blunt object at.

Guide by: Samuel Claiborn

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Condemned 2 Basics

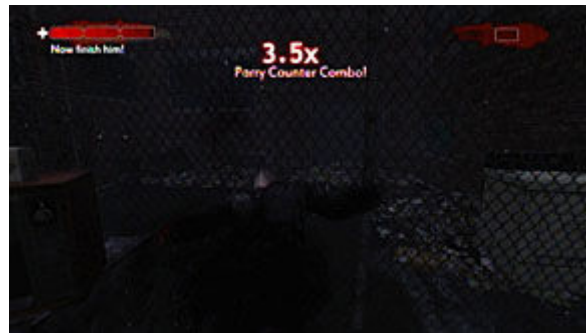
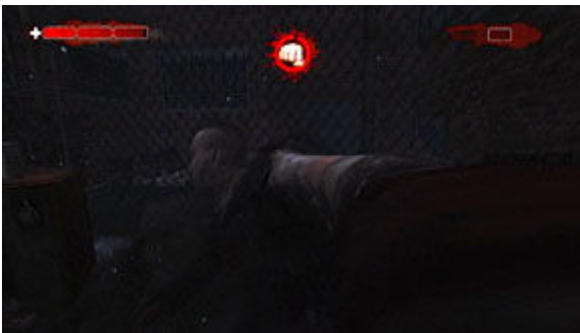
<<	Combat	Forensics	Other Objectives	Weapons	>>
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Combos

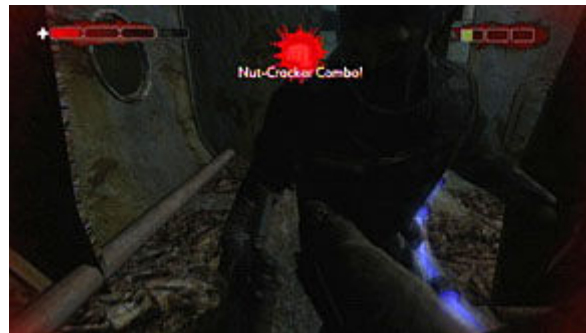
While most enemies in Condemned 2: Bloodshot can be taken out with a few good swings of a 2x4, there is a combo system in place to spice things up a bit. You should become familiar with the Advanced Attacks listed in the Strategies and Tips section of the pause screen (Hook Attack, Sprint Attack, Kick Attack, Block, Firearm Melee and Parry) in case you find yourself without a weapon (or without ammo).



Kicks and punches can be linked together to form combos, which will deal more damage than normal attacks. These can be initiated with bare hands or with melee weapons. We found the Parry Counter (Block then Punch) particularly useful. Alternating blocks with punches repeatedly is the best way to ensure you don't take damage while brawling.



Blocks must be timed to be effective-begin a block just as an enemy attacks or your block will be ineffective.



Several combo attacks involving kicks can be unlocked after beating Mission 7 and receiving the Steel Toe Boots. To perform these combos you'll need to aim your kicks just right (at an enemy's feet, for example for the Toe Stomp Combo).

Chain Attacks

The apex of hand-to-hand combat are Chain Attacks, which, when initiated, require a series of buttons to be pressed at timed increments. These attacks do a great deal of damage, but can only be performed if at least one segment of the Chain Attack meter is filled. The Chain Attack meter can be filled by killing enemies, and the total number of segments can be increased by performing Chain Attacks.

The type of Chain Attack you perform depends on the size of your Chain Attack meter. Level 1 attacks deal a head blow, Level 2 attacks allow you to break an arm or leg, and Level 3 attacks result in an instant kill.

Environmental Kills

In the tradition of Mortal Kombat, a finishing move can be performed on a dazed (kneeling) enemy. If an enemy is dazed, any additional hit will be lethal, but if you initiate an Environmental Kill you'll fill your Chain Attack meter a bit more than you would otherwise.



Press the ANALOG TRIGGERS to grab an enemy and walk him or her to a nearby skull icon that appears on your HUD. If you don't reach an icon within a few seconds, the enemy will escape your grasp.



In certain sections of the game, you may perform a no-kill attack on dazed enemies in order to fulfill an optional objective (such as the "don't kill any guards" objective in the City Museum).

<<	Combat	Forensics	Other Objectives	Weapons	>>
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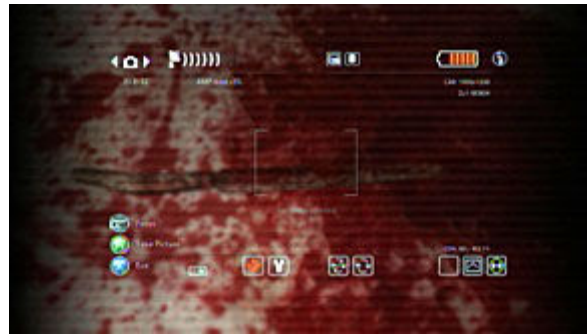
Forensic Investigation

Fists and blunt objects can only get you so far in Condemned 2, occasionally you'll have to use your noggin (and we aren't talking about head-butts). "Study Evidence" prompts allow you to gather vital information by taking photos, collecting samples and making logical conclusions. There is only one correct answer to each evidence submission, and to receive a "Perfect" rating you'll need to know where to look and what to look for (our Walkthrough covers each Study Evidence prompt in detail).



Forensic Tools

To aid in your investigation you'll be equipped with 4 tools in Mission 2 which you'll be able to use at any time. The UV light reveals blood trails, the Spectrometer leads you to Sonic Emitters, the Camera is used in Study Evidence sections and the GPS provides a map complete with SCU locker locations with ammo and health.

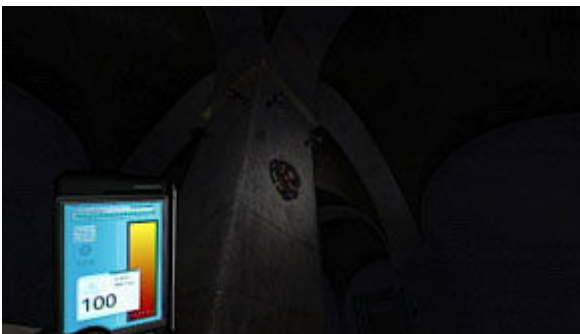


You'll be prompted to use the Spectrometer and UV light by an icon on your HUD, and told to take photos when necessary. You may use your map at your own discretion, but due to the linear nature of levels, it isn't necessary.



Sonic Emitters

There are a finite number of Emitters in each Mission which must be destroyed to achieve a Gold Rating. These devices can be found with the Spectrometer which displays a numerical value from 0 to 100 depending on your proximity. A reading of 100 means you are practically on top of the Emitter.



Emitters are harmful if you get too close, so it's best to shoot them or toss a weapon at them. They can be taken out with a good punch. Areas containing Sonic Emitters are littered with dead birds. You will be prompted to take out your Spectrometer when an Emitter is nearby.



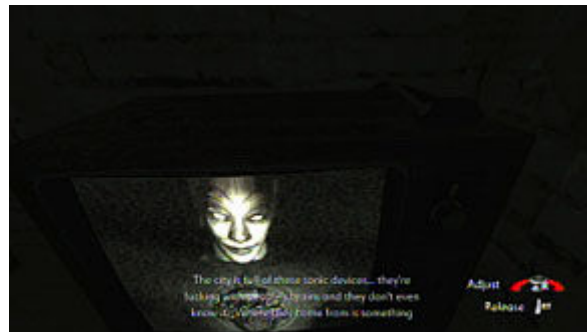
Check out the Walkthrough portion of this guide for the locations of every Emitter.

News Reports

Like Emitters, News Reports are scattered throughout Missions and must be 'collected' to achieve a Gold Rating. Radios and Televisions must be tuned to receive the Report. You'll receive a prompt upon approaching a device with a News Report.

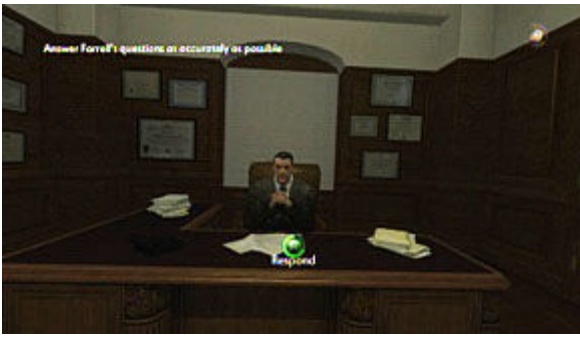


Hold the antennae until you can hear or see the Report—you don't have to listen or watch the entire report to register it. For the locations of all the News Reports, head over to our Walkthrough section.



Player Responses

In each mission you'll have the opportunity to react to unfolding events via a timed Response Prompt. The locations of Responses are included in our Walkthrough.



<<	Combat	Forensics	Other Objectives	Weapons	>>
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Melee Weapons

Blunt objects are your best friend in *Condemned 2*. Any piece of solid detritus can become a tool of destruction more powerful than your fists. Objects are rated by their Damage, Speed, Reach and Condition on your HUD.



Melee weapons can only take so much bludgeoning and blocking before they break. There is no way to gauge when a weapon is about to shatter, so it's best to keep replacing items.

Projectiles

Piles of bricks and other smaller items don't make for good melee weapons, but can instead be tossed at Emitters and enemies. Moreover, piles of projectiles provide an infinite supply of ammunition for all your long-range damage needs.



Guns

Guns play a smaller role in *Condemned 2* than in other first-person games, but they still remain essential tools of destruction. You cannot carry extra ammo, so each gun has a small maximum capacity. You can, however, pick up

additional ammo to reload your weapon. Some weapons, like the Assault Rifle, have a scope for long-range kills.



Head shots are always lethal. Aiming for a head can be made easier with a swig of booze, which calms your withdrawal-induced shakes.



Guns can also be used as melee weapons, but break easily. After beating Mission 4 you'll receive a holster which can be used to store a gun of any type. Using your holster you can carry two guns at a time. Better yet, you can keep a melee weapon on hand for small, quick enemies which are hard to shoot (like the black ooze gremlins that are all but impervious to bullets).

Condemned 2 Walkthrough

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Mission 1

1. [Walkthrough p1](#)
2. [Walkthrough p2](#)
3. [Walkthrough p3](#)
4. [Optional Objective: Destroy all ceiling sacks](#)

Mission 2

5. [Walkthrough p1](#)
6. [Optional Objective: Destroy Meth-labs](#)
7. [Study Evidence: Identify Body](#)
8. [Study Evidence: Decipher Blood Spatter](#)
9. [Study Evidence: Verify connection to victim found earlier](#)
10. [Study Evidence: Determine the room number & Photograph the victim's body](#)

Mission 3

11. [Walkthrough p1](#)
12. [Optional Objective: Destroy Meth-labs](#)

Mission 4

13. [Study Evidence: Verify the name of the doll factory](#)
14. [Study Evidence: Inform LeRue the number and type of tanks in the area](#)
15. [Study Evidence: Enter correct padlock number](#)
16. [The Doll Boss](#)
17. [Study Evidence: Note service elevator to LeRue & Correctly rewire panel](#)
18. [The Doll Boss Strikes Back](#)

Mission 5

19. [Optional Objective: Photograph chest x-rays & Study Evidence: Photograph chest x-ray](#)
20. [Study Evidence: Photograph chest x-ray](#)
21. [The Debriefing](#)

Mission 6

22. [Study Evidence: Determine where the wheelbarrow came from](#)
23. [Optional Objective: Don't kill any guards](#)
24. [Study Evidence: Photograph the saw](#)
25. [Study Evidence: Identify important camera](#)
26. [Study Evidence: Select proper backup drive](#)
27. [Study Evidence: Choose exhibit](#)
28. [Optional Objective: Photograph strange artifacts & Study Evidence: Photograph Artifact on statue](#)
29. [Study Evidence: Photograph statue with artifact](#)
30. [Study Evidence: Photograph metal pieces on the table](#)
31. [Study Evidence: Photograph artifact on statue & The Knight Boss](#)

Mission 7

32. Walkthrough p1
33. Study Evidence: Identify bloody chunk
34. Study Evidence: Determine identity of victim
35. Study Evidence: Identify device & Destroy Blast Points
36. Study Evidence: Identify the device
37. Study Evidence: Enter correct password

Mission 8

38. Optional Objective: Don't kill any guards
39. Study Evidence: Connect names on scorecard & Describe the evidence to Rosa
40. Study Evidence: Photograph face portion of the head
41. Optional Objective: Photograph torture devices & Study Evidence: Photograph torture device
42. Study Evidence: Photograph torture device & Photograph torture device
43. Study Evidence: Report Farrell's condition

Mission 9

44. Walkthrough p1
45. Walkthrough p2
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Mission 10

47. Walkthrough p1
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50. Walkthrough p1
51. Optional Objective: Overload Oro Devices p1
52. Optional Objective: Overload Oro Devices p2
53. Optional Objective: Overload Oro Devices p3
54. Dorland

Mission 1: Rock Bottom

Sonic Emitters	3
Player Responses	6
News Reports	5
Optional Objectives	Destroy all ceiling sacks (15)

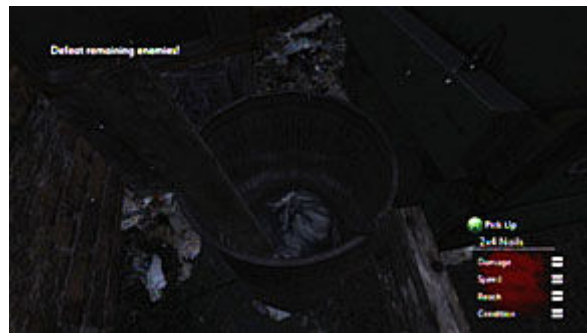
As you shake off your drunken stupor, you'll learn that your life once again has meaning, a purpose: follow that bum!



After giving your new pal a **Response** (1/6), Slide through the Great Wall of Hooverville and go up to the gate. Emit your second **Response** (2/6) and proceed into the, er, Bum-derdome. Here you'll learn some basic fighting skills.



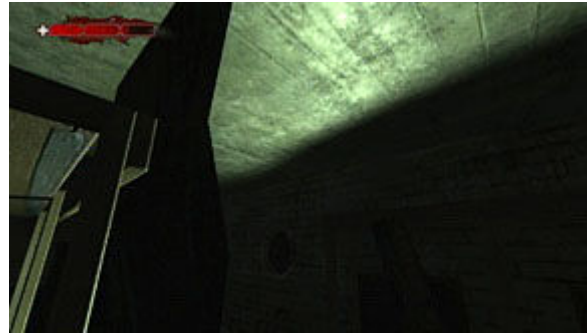
Your third **Response** (3/6) comes before the action. Use the moves your told to and feel free to grab a 2x4 or a pipe to aid in your beating. Now's a good a time as any to turn on your flashlight, which really should always be on, but the game's designers' had a spare button and are apparently are proponents of choice, so light 'er up.



When you're awake again, go out the gate and tune-in to your first **News Report** (1/5) TV in the display on the left.



Head inside the repair shop, go downstairs and confront the maniacal basement-dweller. A heavy weapon in hand should make short work out of all the enemies in this level-remember to parry attacks to get an easy combo started.



In the basement is another **News Report** (2/5) television and your first **Emitter** (1/3), which must be destroyed. Toss a weapon at it or run up and punch it out. It can hurt you if you're near it, so the former option is preferable.



A fellow will toss a TV or two at you as you come up the stair, so be ready to dodge. Take him out and proceed up another flight. Before you enter the room at the top, spot the TV on the left for your third **News Report** (3/5).



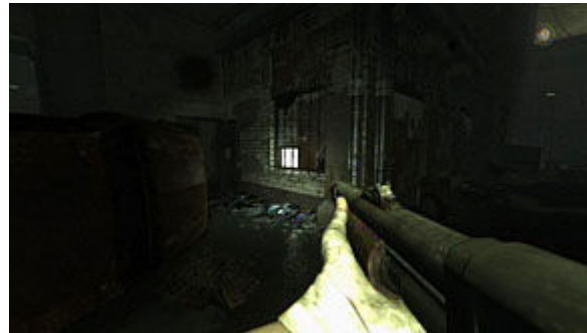
Push aside a shelf and enter the room. Another tutorial will initialize here, so follow the directions and perform an environmental kill.



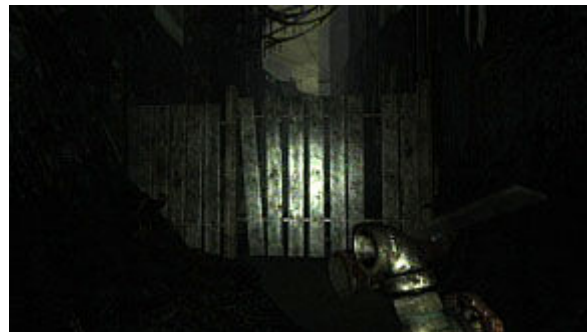
Climb through the window and you'll receive a **Response** (4/6). Hop down and parry the dog's attack. Smack it and continue on.



You'll come to another **Emitter** (2/3) above the doorway, and a **News Report** (4/5) below it in a window display.



Continue down the alley and you'll see Vanhorn shuffle into a doorway, prompting another **Response** (5/6). Follow him into the next alley.



Two goons await you in the alley, and the path is blocked. Execute them, and look for first aid in a red box nearby.



Approach the gate and a chain reaction will occur allowing you to pass. Grab a pipe or another type of blunt object.



The little slime creatures can knock off a lot of life quickly, so try and anticipate their arrival with a swing of your trusty blunt object of choice. There are five of them here, so make sure you take them out before climbing the illuminated scaffolding.



Take the stairs down for health and a revolver, but a blunt object may serve you better.



Toss an object at the ladder to bring it down.



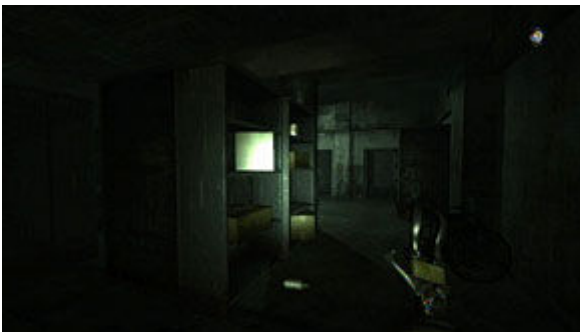
On the roof, swat a few more slime creatures, and be sure not to miss the **Emitter** (3/3) across the way on the building wall. There is a handy pile of bricks nearby for unlimited shots at knocking the device out. Use your flashlight beam to aim.



Grab health out of the locker and hop down the hole in the boards.



In the hospital, take a left and head all the way back into the receptionist office to tune into the last **News Report** (5/5).



Nearby is a switch you need to hit to open the doors. By the switch is a first aid station.



Grab a weapon and take out the three assailants that enter.



Head out the gate and down the staircase.



Approach Malcom at the window for your final **Response** (6/6) and climb through.



This area contains slime creatures of three different varieties: fast, slow and grabby. The latter category are restricted to bags on the ceiling. If they grab you, shake them off by rapidly squeezing the ANALOG TRIGGERS.

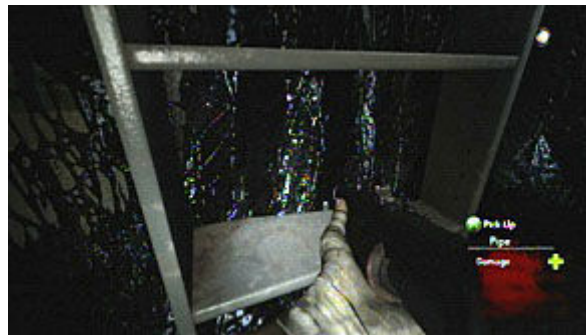


OPTIONAL OBJECTIVE

Destroy all ceiling sacks

Count the sacks as you destroy them, there are only 15 and the area isn't that large. They are restricted to the area before the shelf with the shotgun. Toss an object at them from afar to take them out, or approach them and grapple.

In this area is a health station and, at the end, a shotgun. The shotgun is not the best weapon to take out the little critters, and there are only a handful more but grab it if you so desire.



Navigate through the slime and hospital rooms and approach Malcom to end the level.



Mission 2: Preston Hotel

Sonic Emitters	3
Player Responses	5
News Reports	4
Optional Objectives	Destroy Meth-labs (4)



Your first **Response** (1/5) comes as the level begins, so look out for it. You'll start this level with a nice, big, gun. Unfortunately, ammo is scarce so don't feel bad if you ditch it for a good ol' fashioned clubbing device.



Meet your team on the other side of the billboard scaffolding and enter the building. Grab some ammo if you need it out of the SCU locker. Do as the team instructs and investigate the naked fellow in the corner. He'll run off, and your investigation will turn up more questions than answers.



OPTIONAL OBJECTIVE

Destroy Meth-labs

The first **METH-LAB** (1/4) is in the next room. Shoot at it or toss an object at it to cause an explosion and destroy it. Meth-labs all look similar and produce a distinct sound when they are nearby.



Shimmy under the hole your team makes and prepare for a fight.



Two nudists are in this area-and they aren't the peaceful trailer park kind. Shoot them and proceed out the hole ripped in the wall.



Search all the rooms you come across: in a nearby room is a med kit and a TV with the first **News Report** (1/4).



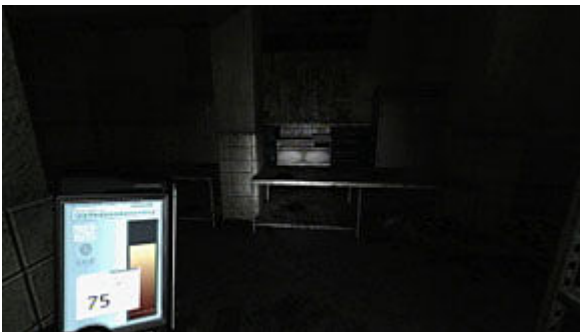
After Rosa calls, search the rooms nearby. There are three hostiles to take out. After another call, return to the elevator shaft and you'll encounter a **Response** (2/5) shortly followed by another **Response** (3/5).



Jump down the elevator and pry open the door. A big, angry man will attack as soon as you exit, so use your remaining bullets to parry and counterattack him.



Use your new spectrometer to locate the **Emitter** (1/3) in this area.



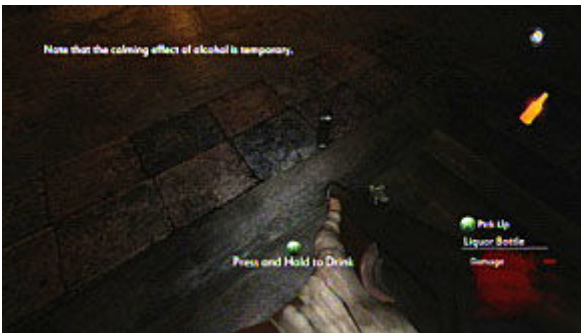
Take a u-turn from the elevator and you'll come to a hole in the wall with a pile of bricks. Toss one at the **METH-LAB** (2/4) to take it out.



As you make your way through the hotel rooms there are three more goons to take out.



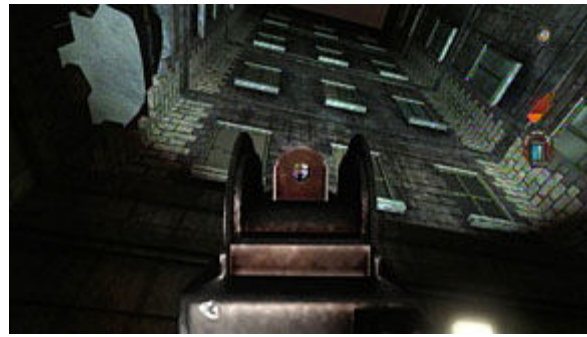
Head upstairs and grab the shotgun and take a swig to steady your aim.



Outside you can shoot the baddies from a distance and nab the Sub Gun off of one of them as it's sure to have more ammo than the shotgun.



Use your spectrometer to locate the second **Emitter** (2/3) high above the entryway.

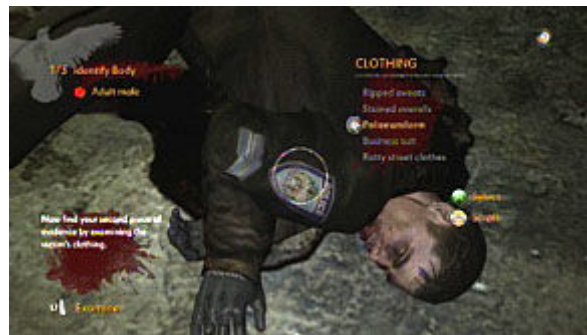


Once in the lobby, a **Response** (4/5) prompt will occur. Slide through into the main area and initiate the Study Evidence mode at the body.

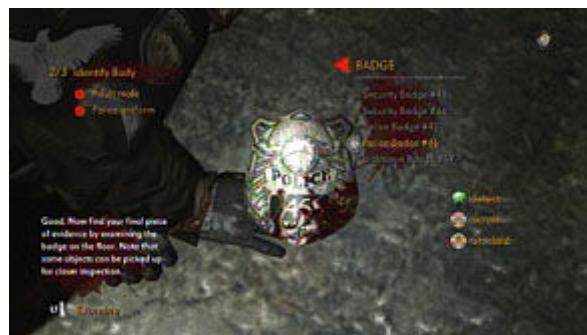
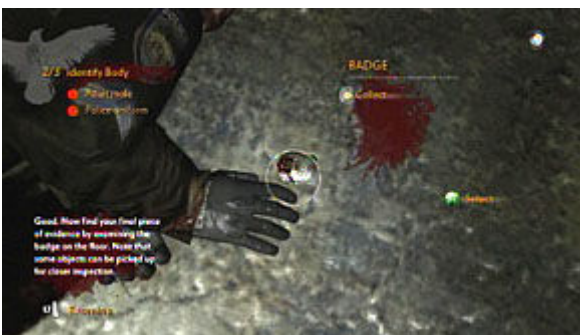


STUDY EVIDENCE
Identify Body 0/3

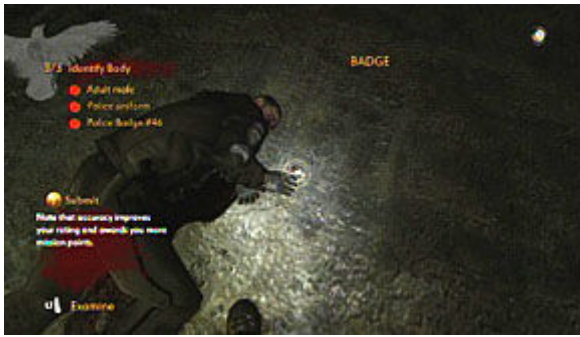
1) Zoom in on the victim's face and choose ADULT MALE.



2) Zoom in on the police patch and choose POLICE UNIFORM.



3) Zoom in on the badge next to the hand and choose COLLECT, then choose POLICE BADGE 46. Submit the evidence.



Cause of Death 0/3

1) Zoom in on the back wound and choose TORSO AREA.



2) Choose GUNSHOT WOUND.



3) Choose EXIT WOUND and submit the evidence to Rosa.



Has the Body Been Moved? 0/2



1) Take out your UV light and zoom in on the blood trail and choose BLOOD TRAIL.



2) Choose VICTIM CRAWLED and submit the evidence.

Move the couch and follow the trail. Some bloody messages on the wall tip you off to a gun in room 106 and a device in 103.



Head down the hall with the red light at the end and enter a room with a radio in the bathroom tuned to NEWS BROADCAST (2/4). There are two .38s in this room, as well.



Shoot out the **Emitter** (3/3) in 103.



Follow the hall to room 101, pass it and enter a hole to find a TV with the third NEWS BROADCAST (3/4).



Follow the blood trail to the service elevator, and watch out for the crazed naked guy on the way.



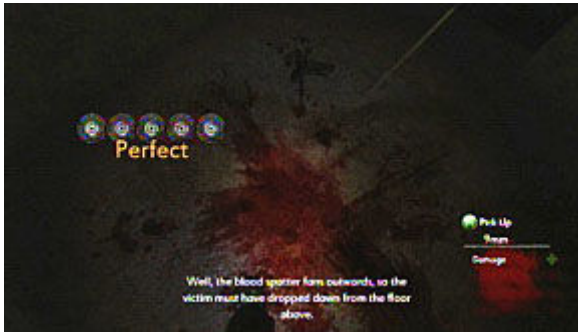
STUDY EVIDENCE

Decipher blood spatter 0/2



1) Zoom in on blood on floor and choose OUTWARD PATTERN.

2) Choose DROPPED FROM ABOVE and submit the evidence.



Take the 9mm on the ground and enter the elevator shaft. Follow the blood trail with your UV light.



A **METH-LAB** (3/4) is visible through a gaping hole in the wall, shoot it. There is an enemy lurking in the hallways with a shotgun, so take him out from a distance and grab his weapon. There is also a Sub-Gun in the end of the hallway under a red light.



Go up a short flight of stairs and find room 208, which holds a TV with the fourth and final NEWS BROADCAST (4/4). Move past 209 into the large room, shoot the maniac in the corner and head out the opposite door.



Go towards the red exit sign and just past room 214 move the panel on the wall near the ground and go inside. A fellow with a .38 will greet you on the other side, so move in close so he can't shoot.



The final **METH-LAB** (4/4) is in this room, as well. After you destroy it, move down the hall to the pile of garbage and activate the Study Evidence prompt.



STUDY EVIDENCE

Verify connection to victim found earlier 0/2

1) Zoom in on the blood on the door and choose EXIT SPATTER.



2) Zoom in on the male stripper hat on the chair and choose POLICEMAN'S HAT.



Upon entering the next room and peering into the hole, your last **Response** (5/5) opportunity will occur.



Jump down and begin your investigation.

STUDY EVIDENCE

Determine the room number 0/1

1) The correct choice is ROOM # 119, this can be ascertained from the telephone, the door and a nearby room.



Move to the victim's body and gather more evidence.

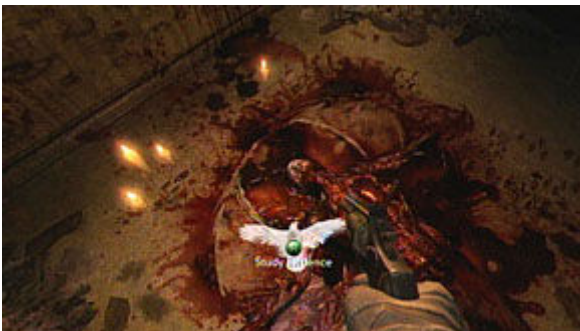


STUDY EVIDENCE
Photograph the victim's body 0/1

1) Focus you shot on the upper torso and try and get it as clear as possible



Next, get a clear shot of the face to complete the level.



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Mission 3: Commuter Tracks

Sonic Emitters	3
Player Responses	3
News Reports	2
Optional Objectives	Destroy Meth-labs (2)

Initiate your first **Response** (1/3) at the very start of this level. The hooligans that show up on the tracks should be ignored. They respawn and are not particularly interested in beating on you anyway.



Head into the building via the board walkway. Pull out your spectrometer and track down the first **Emitter** (1/3). In another corner of the apartment is a radio with the first **News Report** (1/2).



OPTIONAL OBJECTIVE

Destroy Meth-labs

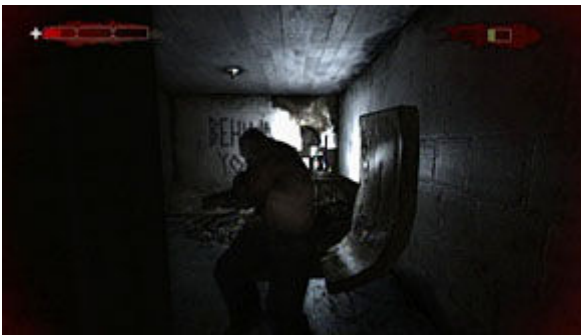
Like in the last level, there are Meth-labs here that can be destroyed by shooting at them or throwing an object in their general direction. In the first apartment you enter there is a **METH-LAB** (1/2) down a hallway.



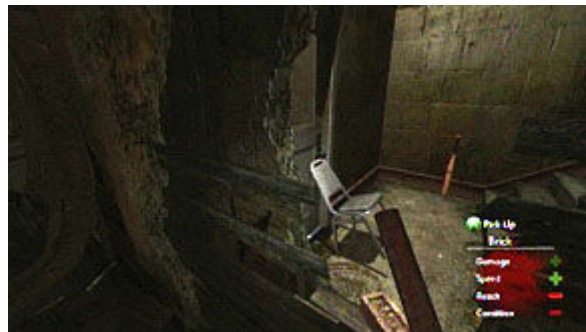
Proceed through the building and mannequins will block your retreat. Go up the stairs and kick the chair out of the door's way.



In the next area is the final **METH-LAB (2/2)**, and it's being guarded by a tough enemy.



Near the room with the lab there's graffiti that says "Eat Pizza and Die," although it doesn't use the word "Pizza." Just to the side of this colorful message is a door to a room with another **News Report (2/2)**.



To progress through the blocked door you'll need to toss a brick through the hole in the wall at the chair to dislodge it from the door.



Go up the stairs and into an apartment. There are a few rioters in this area, and another **Emitter** (2/3) in the small bathroom of an apartment. Grab a drink to steady your trigger finger-yes, there's a gun in your immediate future-and head outside to the zip line.



Go inside the doorway and bum rush the fellow with the .44 and scope. Grab it and retreat outside.



Climb the ladder and use your scope to find the **Emitter** (3/3) across the tracks, behind the fence. If you don't get it now, you can get it later in the level. While you're up there, pop the heads of the rioters with shotguns on the tracks below.



Go down on the tracks and sprint down to the wreckage, ignoring the rioters. Approach the locked gate to get a **Response** (2/3) cue. Sprint back up the tracks and into hole in the fence.



At the ladder you'll get a chance at the final **Response** (3). From here it's a straight line up the ladder, down the other side and over a plank bridge into the next building to end the level.



<<	Mission 4	Mission 5	Mission 6	Mission 7	>>
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Mission 4: The Doll Factory

Sonic Emitters	3
Player Responses	3
News Reports	2
Optional Objectives	None

STUDY EVIDENCE

Verify the name of the doll factory 0/1

1) Zoom in on the placard and choose WALKER DOLL FACTORY.



Go down the stairs and perform you'll be prompted to study more evidence.



STUDY EVIDENCE

Inform LeRue the number and type of tanks in the area 0/6

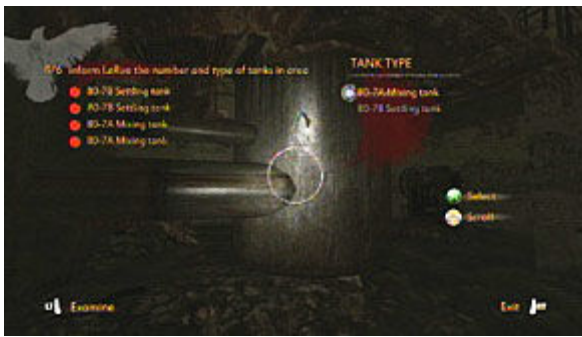


1) A poster on the wall reveals that mixing tanks have pipes running out the side, the settling tanks do not. There are 2 settling tanks, the one tipped over and the one nearest to it.



The remaining 4 are mixing tanks.

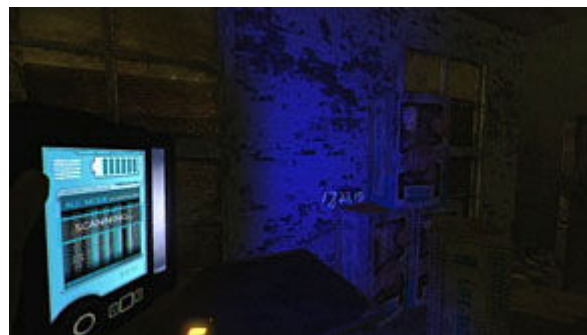




Head up the stairs to the catwalk.



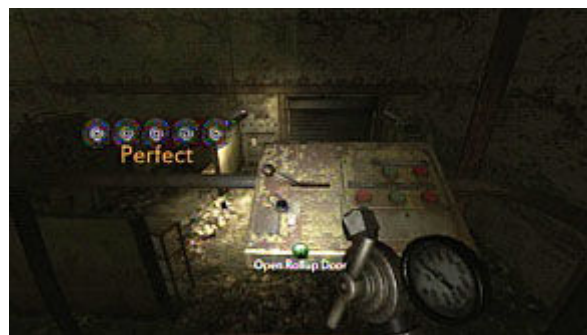
Try and open the door and you'll discover you need a code. This code is located in the office nearby on the catwalk. Turn on your UV lamp to reveal the numbers 17, 23, 10 on the wall.



STUDY EVIDENCE

Enter correct padlock number 0/3

1) Enter the numbers 17, 23, and 10.



Head out through the rollup door, avoiding the newfound threat: blow up dolls (not the sexy kind).



These dolls will always fall to the ground before detonating and murmur a goodbye, so you shouldn't have a problem avoiding them. They have a large blast range so if you have something to chuck at them from a distance, all the better.



Additionally, the dolls themselves can be thrown like hand grenades if found inactive. This comes in hand when you need to blow up debris in your path, but keeping a blunt object in hand is probably a better idea. In the next room you'll get a **Response** (2/3) prompt.



Enter the Ventilation Room, move the shelf and enter the vent.



Tune the radio on the other side for the first **News Report** (1/2). Just on the other side of the door are a pair of rioters

and a first aid kit if you need it.



Go into the conveyor belt area and lift a portion of the belt on the left side. Close it behind you and take out all the little exploding babies in the room.



Hit the switch to operate the conveyor and run over to the open flame.



A doll box will come along and block the flame, allowing you to pass momentarily. It's a good thing they've been keeping up on their electric bill!



Take the door on the left at the end of the hallway and smash the first **Emitter** (1/2) in the creepy doll storage room. An exploding doll will show up so beware.



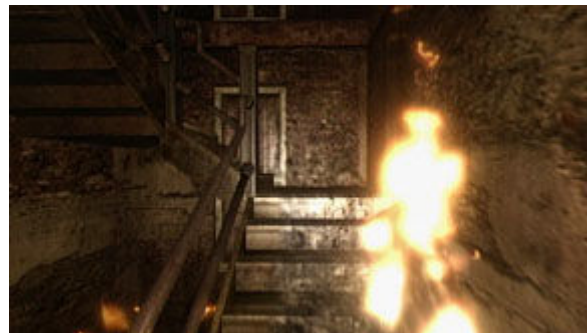
Go across the hall and kill the lone rioter. A TV with the second **News Report** is in the corner.



As you enter the next door a flaming bloke will attack you. Tap the button shown quickly to avoid his fiery embrace.



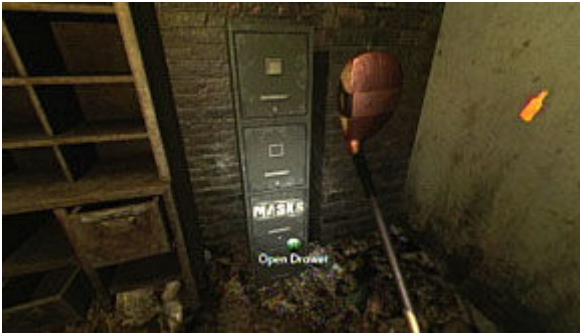
There is another rioter lurking back by the gas valve, so bludgeon him before attempting to turn off the gas.



Head upstairs and grab a doll grenade on the left. Toss it at the shelf to clear the way into the office.



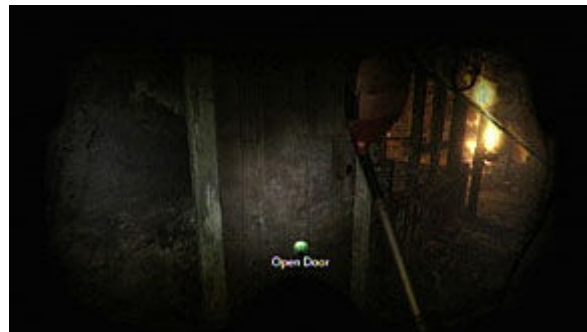
Once inside, issue a **Response** (2/3) to LeRue and check out the file cabinet in the corner. This should elicit the final **Response** (3/3) and send you hunting for a gas mask elsewhere. The mask is on the opposite side of the desk.



If you have any class whatsoever, you'll grab the golf club off the desk before proceeding. As you put on your mask, a fiery friend will come at you from the doorway. Swat him with the golf club or button mash him away.



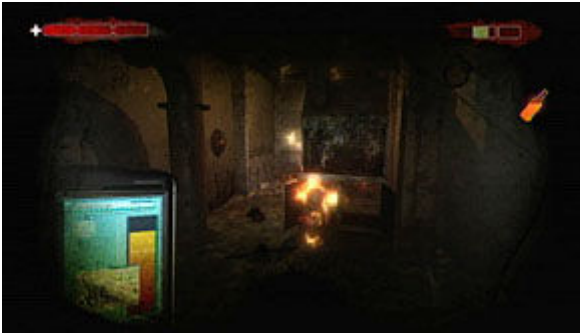
Enter the adjacent room and let the kindly old man out from under the pillar. Leave the room through the door on the left.



Go down the ladder and cross the precarious area through the room in the middle. On the other side is a valve to turn. This shuts off the gas above, so grab a dolly from the box on the ground and head back up the ladder.



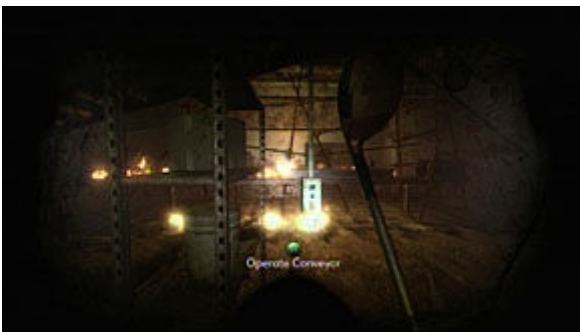
Toss your doll at the shelving and destroy the **Emitter** (2/3) on the other side-or let an incoming, exploding doll do it for you.



Turn the valve and retrace your steps back to the first valve, down the ladder. Head out of the area into the hallway. To the left is a locker with health, and to the right are two flaming rioters to be dealt with.



THE DOLL BOSS



Press the conveyor belt on-switch and the doll boss will approach you. Club her a few times and she'll retreat upstairs. Get to know your surroundings while she does: there is a box of dolls on one side of the area opposite her catwalk, and

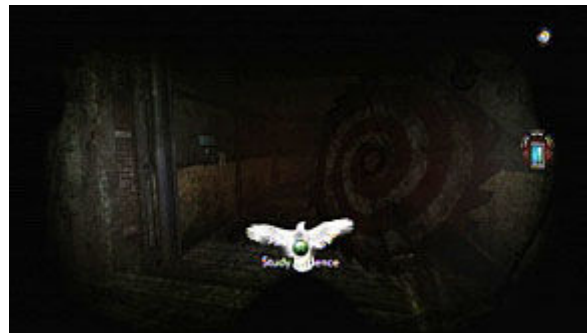
a first aid kit on the other.



To stop her you'll need to toss the doll grenades at her. She'll always be on one side of the catwalk or the other, and it's easiest to hit her on the left. Time your throws so that she heads right into them.



Eventually, after three or four direct hits, the boss will run off and the catwalk will give way allowing you to reach it. Go up and follow the linear path to the elevator, minding the two blokes on fire. Don't enter the elevator, instead activate the Study Evidence prompt.



STUDY EVIDENCE

Note service elevator to LeRue (0/1)

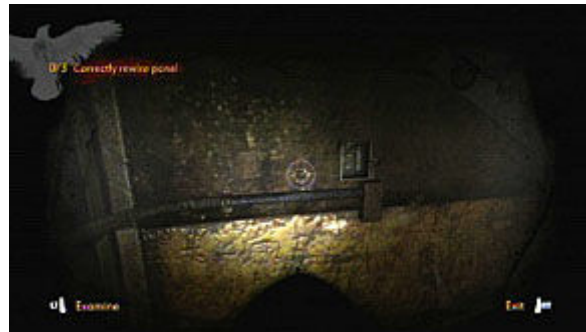


1) Zoom in on the placard to the right of the elevator. You are identifying the elevator, not the shaft, and 3B is the correct answer (although we couldn't tell you why).

Now you may enter the elevator and activate the controls.

STUDY EVIDENCE

Correctly rewire panel 0/3



If you follow the wire casing back to a second panel, you'll see that the correct order of wires is:

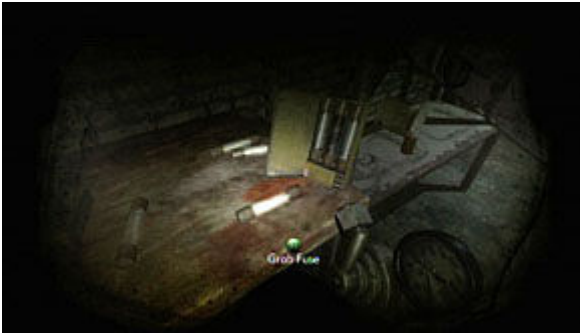
1. BARE WIRE
2. THICK WIRE
3. STRIPED WIRE



Climb up and out of the elevator after it stalls again. Go down the stairs and toss a heavy weapon at the final **Emitter** (3/3) (there should be a pipe somewhere on the staircase).



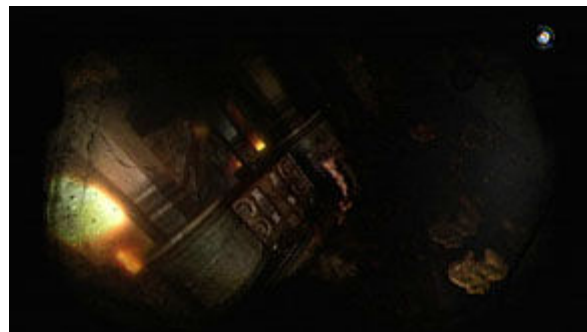
Go up the stairs, duck under the debris and enter the door to find the FUSE. Head back and prepare for another encounter with your lady friend.



THE DOLL BOSS STRIKES BACK



This time a bit of hand-to-hand combat is required. Disarm her first with a parry followed by a few punches. This chain combo should be enough to send her to her knees after a few rounds. When she's on her knees, grab her and drag her to the nearby factory press (it will have a little skull above it in your HUD) to end the fight.



Head down to the roof of the elevator, hop in and insert the fuse to complete the level.



<<	Mission 4	Mission 5	Mission 6	Mission 7	>>
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Mission 5: SCU Building

Sonic Emitters	1
Player Responses	10
News Reports	3
Optional Objectives	Photograph chest x-rays (2)

Get ready for your first **Response** (1/10) as the level begins. When you gain autonomy, head to the x-rays on the wall.



OPTIONAL OBJECTIVE
Photograph chest x-rays

There are two sets of chest x-rays in this level. Simply initiate the Study Evidence prompt and focus your camera and snap a shot.

STUDY EVIDENCE
Photograph chest x-ray 0/1

1) Aim at the x-rays and shoot a clear shot.

Before getting on the scanner, tune the radio for a **News Report** (1/3)



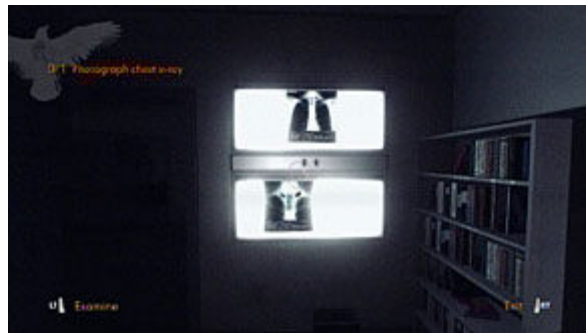
While on the table you'll get a **Response** (2/10) followed by a second **Response** (3/10) when Rosa ditches you. Leave the office and you'll initiate yet another **Response** (4/10). Explore the room on the right side of the hallway for your fifth **Response** (5/10).



Go through the double doors and continue exploring through the increasingly murky atmosphere. This area is relatively linear and there are no enemies. Just press on.



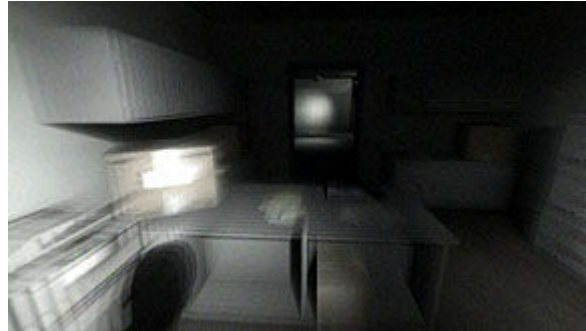
When you come to the hall with a series of doors with retreating black ooze, check the office on the right for a set of CHEST X-RAYS.



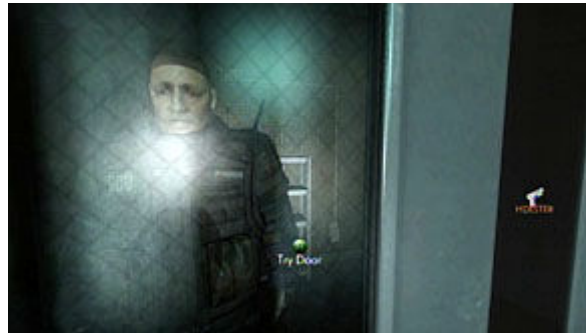
STUDY EVIDENCE

Photograph chest x-ray 0/1

1) Focus on and take a picture of the x-rays.



Things really start getting blurry, but finally you'll come across an SCU agent in distress. This should initiate a **Response** (6/10). Grab the 9mm out of the locker, expect another **Response** (7/10) and open the door.



Follow the agent up the stairs and through the offices. Kill the first hostile you encounter and grab the Assault Rifle by his corpse. Holster your previous weapon in your new holster.



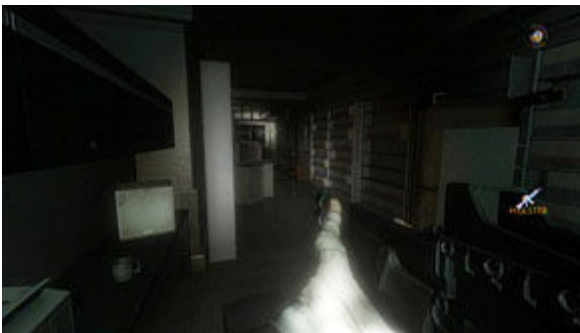
The SCU lockers contain more ammo, so reload when possible. The enemies will fire weapons at you so remain in cover and peek out with your scope to take them out from a distance.



You don't have to worry too much about your compatriot, he'll hold his own. Just follow him and shoot when you can. An SCU locker in a dark office area holds a Riot Gun.



After you get the Riot Gun, your buddy will ask you to flank an enemy, so follow the hallway around to his rear and shoot him.



When you reach the exit you'll discover it has been significantly gooped up.



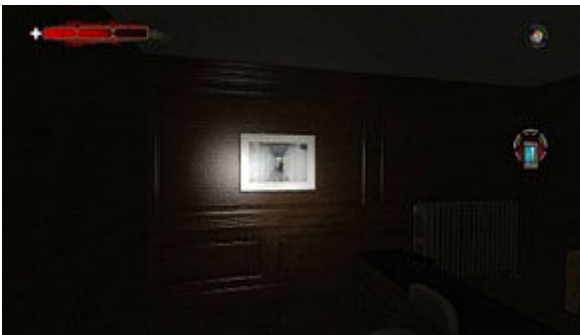
Use your remaining rounds to hold off the slime monsters, then kick and punch them until you come out of your hallucination.



Go out into the hall and tune the radio on the tray by the elevator for a **News Report (2/3)**.



Take the elevator up and hang a left into the office down the hall. Remove the painting from the wall and knock out the **Emitter (1/1)**.



Meet Farrell in the corner office opposite the one with the sonic device.



On the right as you enter the office is the final radio with a **News Report (3/3)**.

Greet Farrell with a **Response (8/10)**. Sit in the chair for another **Response (9/10)**.



THE DEBRIEFING

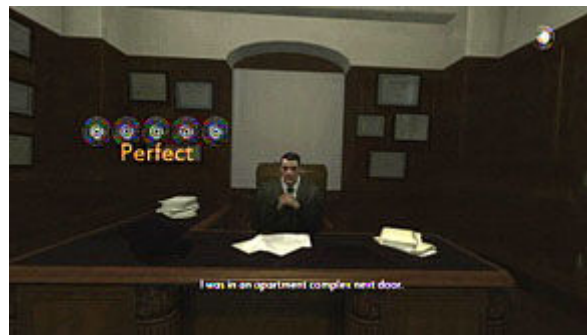
Answer Farrell's questions accordingly:

1. We carried Vanhorn's body away from the hotel.
2. Yes

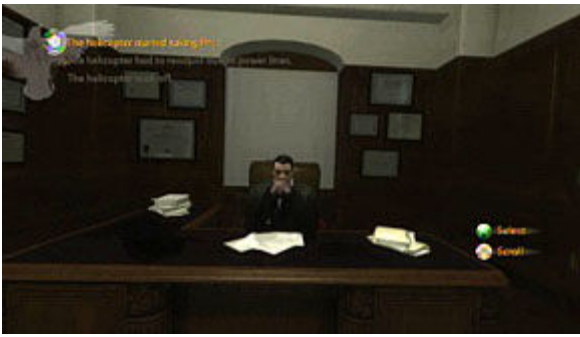
Look out for the final **Response** (10/10) during the debriefing.



3. Dorland shot a power transformer, causing a small explosion.
4. I was in an apartment complex next door.



5. The helicopter was taking fire.
6. Dorland.

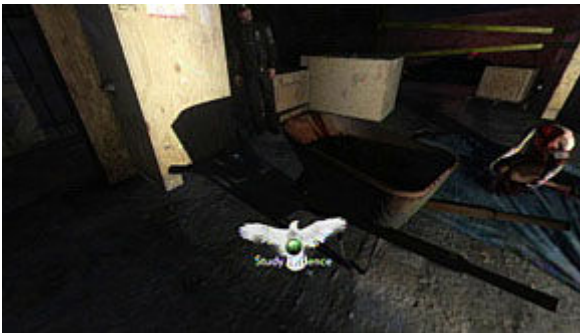


<<	Mission 4	Mission 5	Mission 6	Mission 7	>>
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Mission 6: City Museum

Sonic Emitters	3
Player Responses	4
News Reports	2
Optional Objectives	Don't kill any guards; Photograph strange artifacts (3)

This level begins at the scene of a gruesome murder. Your first task is to determine where the wheelbarrow used to transport the corpse came from.

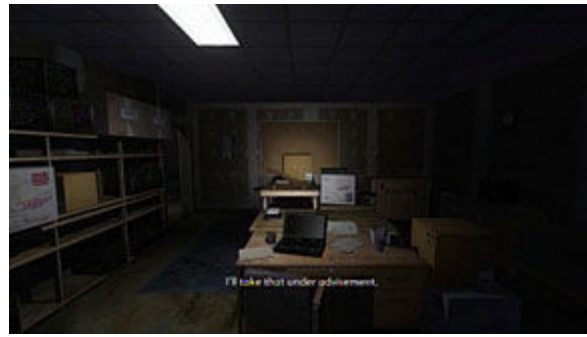


STUDY EVIDENCE
Determine where the wheelbarrow came from 0/1

1) Turn on your UV light, aim at the tracks and choose TIRE TRAIL TO DOOR.



Issue your first **Response** (1/4) to the guard and he'll offer to give you a boost over the wall. The second **Response** (2/4) should occur soon after. Boost over the wall.



OPTIONAL OBJECTIVE

Don't kill any guards

To avoid killing guards its best to just stay away from them or let rioters take them out. If you do confront them, only hit them until they fall to their knees and then perform the sleeper hold when prompted. Once their on their knees, one more hit will kill them, so beware. You don't have to save them from rioters, you just can't kill them yourself.

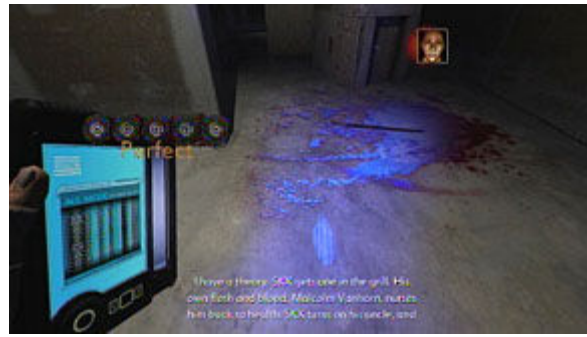


Turn on your UV light and follow the tracks. In the office area you should get a **Response** (3/4). Following that is a storage room, and just beyond that a few guards are having a chat. Sneak past with your newly acquired Rubber Soles or be prepared to lightly bludgeon one to his knees.

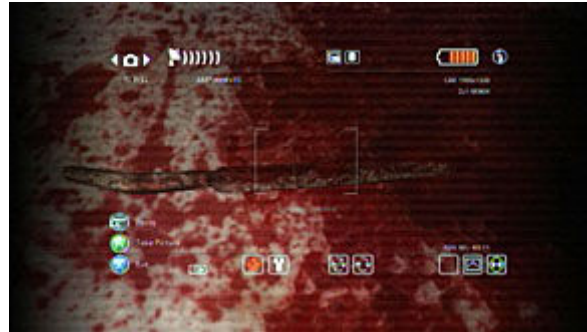
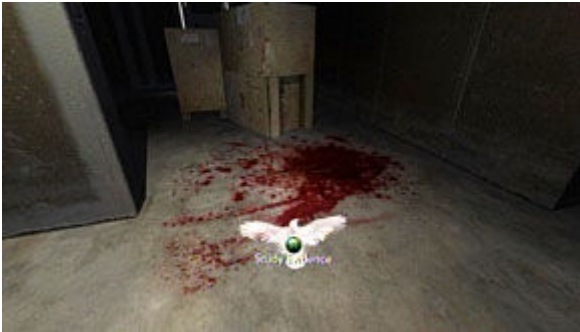


The trail ends at a blood spatter, which you should investigate. But first you'll need to ask a few questions.

1. Did you find any finger prints on the paper?
2. Do you think Vanhorn nurse his nephew back to health?



After that, initiate your investigation.



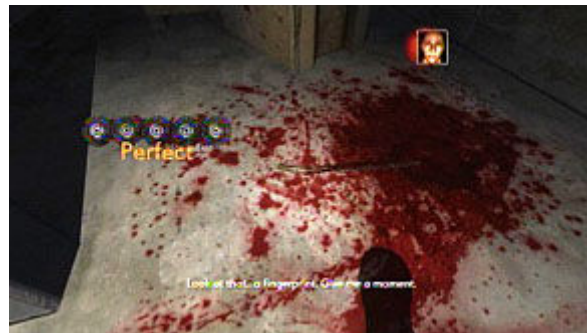
STUDY EVIDENCE

Photograph the saw 0/1

1) Focus on the saw in the blood spatter and snap a shot.

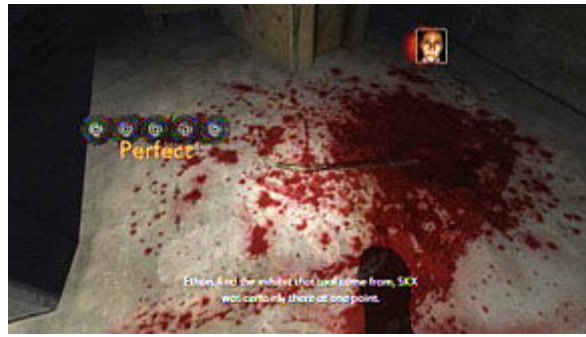
Photograph saw handle 0/1

2) Focus on the handle and you'll see some finger prints. Take a picture of those.



Rosa will contact you again, and you should react by asking:

1) What about the saw? You said it looked medieval?



Climb the nearby staircase and check out the cameras mounted conveniently at your level.



STUDY EVIDENCE

Identify important camera 0/1

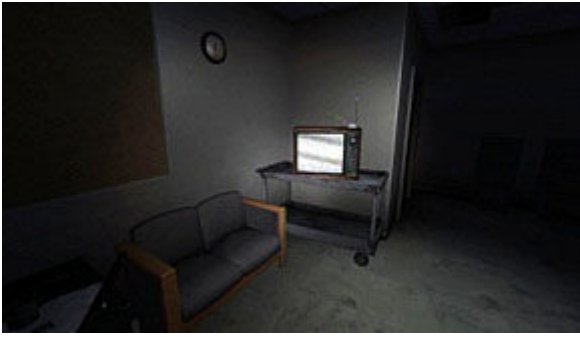
1) Select 1501 and submit the evidence.



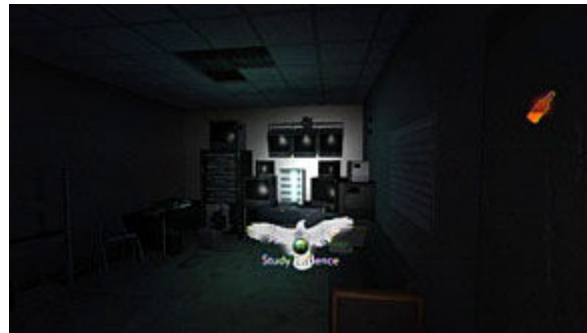
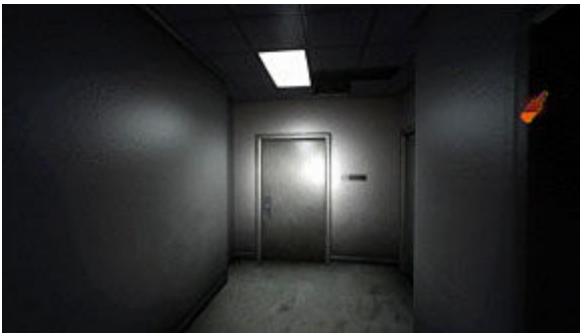
Now, climb over the ledge onto the catwalk. Go all the way to the opposite corner, past the room with the guard. Jump down into the room with the bookshelf and TV to get a **News Report** (1/2).



Go out the door and hang a left into the kitchen to take out the guard. Smack him lightly until he falls to his knees, then put him to sleep.



Turn around and go down the hallway to the Surveillance Room. Do NOT open the door next to it for any reason, there is a guard inside that cannot be peacefully dealt with.



STUDY EVIDENCE

Select proper backup drive 0/1

1) Zoom in on the stack of drives and choose BACKUP DRIVE 1501, then VIEW FOOTAGE.



Follow the hallway out into the exhibit area and you'll see some rioters wrecking up the place.



Take out the few lingering rioters and approach the sign at the bottom of the stairs.

STUDY EVIDENCE

Choose exhibit 0/1

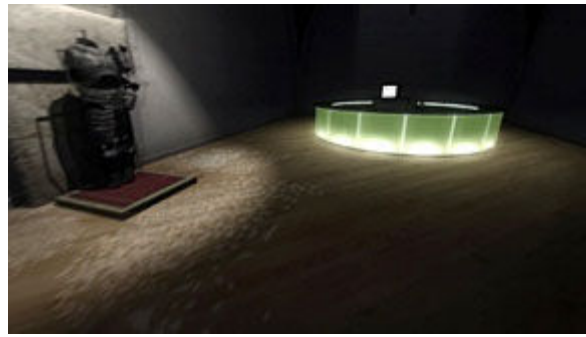
1) Choose MEDEIVAL TOOLS 13A.



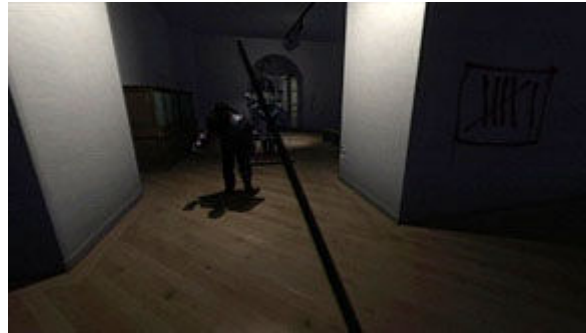
Go up the stairs and watch the guard until he's taken out by rioters.



Tune the TV behind the reception desk for the final **News Report** (2/2).



In the next room you'll come across a cabinet with medieval weapons. Grab one and head to the bridge. Here an assailant in body armor will come at you. Retreat to the weapons display and toss weapons at his exposed head. This should take him out in a few hits.



There is an **Emitter** (1/3) off to the side of the bridge, so be sure to take it out with a good toss of an axe or sword. Use your light beam to help aim.



Grab a War Hammer in the next area and drop down.



There are two guards in this area and about twice as many rioters. Run around avoiding confrontation until the guards are killed by rioters, then take them on yourself. There are plenty of weapons in the area, and most make effective projectiles if thrown.



There is an **Emitter** (2/3) high up on a pillar in the middle of the open area.

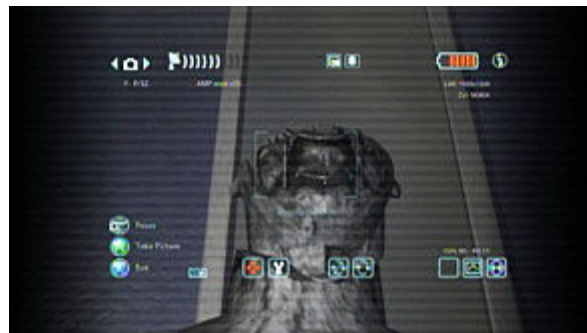
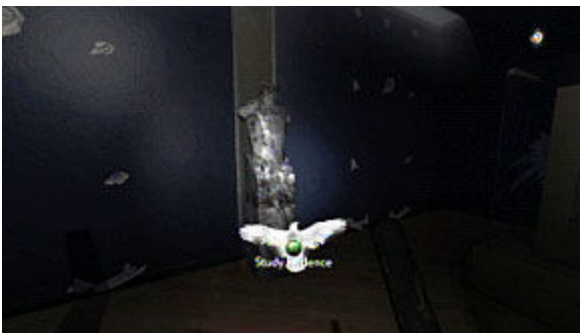


When things quiet down, enter the adjacent area with statues in it.

OPTIONAL OBJECTIVE
Photograph strange artifacts

There are 3 statues with metal artifacts on them that need to be photographed. Just focus on the head/neck and shoot.

STUDY EVIDENCE
Photograph ARTIFACT (1/3) on statue 0/1



1) Focus on the upper part of the statue and snap a clear shot.

Head up the staircase out the double glass doors. Two guards will appear along with rioters. Run circles around a display until the guards are taken out by the maniacs.



Once outside, there is another statue with an **ARTIFACT** (2/3) to be photographed.

STUDY EVIDENCE

Photograph statue with artifact 0/1

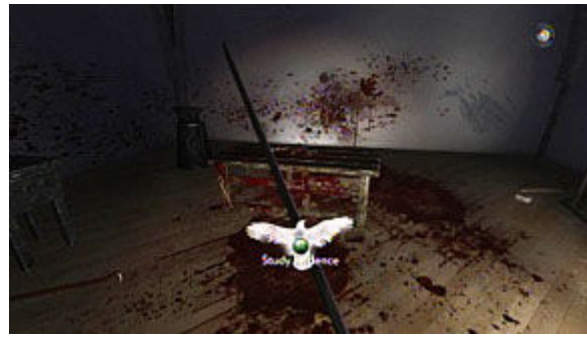
1) You know what to do.



Also outside is another **Emitter** (3/3) high up on the brick wall. Use the pile of bricks to nail it.



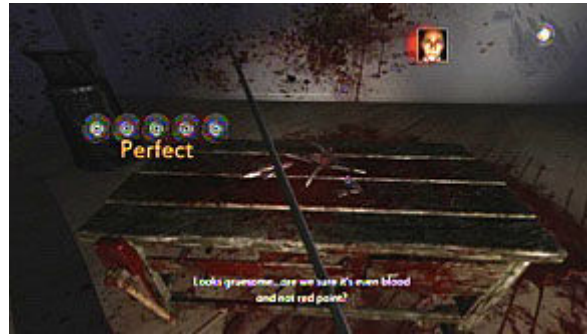
Go in the partially blocked door and walk up to the bloody table.



STUDY EVIDENCE

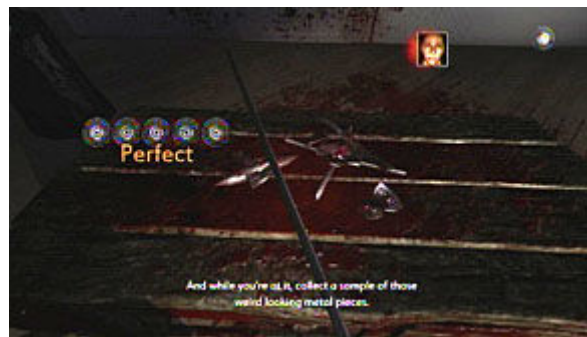
Photograph metal pieces on the table 0/1

1) Snap a shot of the pieces in focus.



Collect blood sample 0/1

1) Zoom in on blood and submit a sample to Rosa.



Collect metal piece sample 0/1

1) Zoom in on the metal pieces and collect a sample.

Next, choose: Any evidence the metal pieces come from Rachel Mars' body?



The final **Response** (4/4) will occur after talking to Rosa. Head back outside and kill the rioters that appear after they beat up the guard. Go in the door on the left.



Go inside and duck under the debris. After the knight attacks, sprint across the room and over the bridge.



He'll fall through to the level below.



Grab a Crossbow from the display cases and check out the statue in the dark room next to the SCU/first aid locker for your last **ARTIFACT** (3/3).



STUDY EVIDENCE

Photograph artifact on statue 0/1

1) Take the last artifact photo.



Step over the boards and go downstairs.

THE KNIGHT BOSS

In the Knight's area there are Crossbows aplenty, so holster one and keep refilling ammo in case you're in a pinch. The key to this boss is keeping your distance. He has two attacks, and one will leave him stuck in the ground.



Shoot at his exposed midriff and he'll be forced backwards a bit. It's easy to keep him at a distance with the arrows. After you hit him several times, he'll kneel and you can deal the finishing blow. There is first aid at the bottom of the staircase and in an SCU locker too if you need it.



<<	Mission 4	Mission 5	Mission 6	Mission 7	>>
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Mission 7: Black Lake Lodge

Sonic Emitters	0
Player Responses	6
News Reports	3
Optional Objectives	None

Follow the path down onto the frozen pond. Your first **Response** (1/6) will occur when Farrell calls you. The second **Response** (2/6) occurs on the frozen pond as well.



There is nothing of interest on the path; hang a right at the sign and map, then go to the bridge and follow the grotto until you hit the bloody mess.



STUDY EVIDENCE

Identify bloody chunk 0/1

1) The chunk has a wristwatch, so choose ARM.



Determine time of kill 0/2

1. Zoom in on the watch and collect it. Choose FEBRUARY 24 for the date.
2. Choose 0003 for time (3 past midnight).



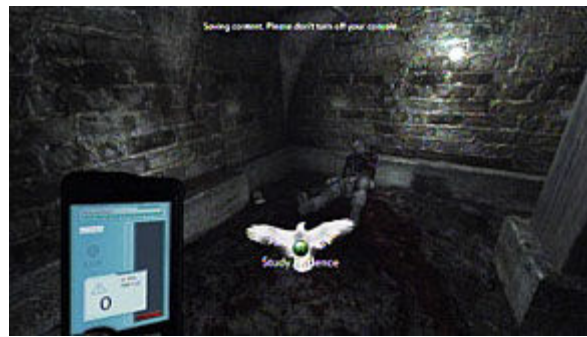
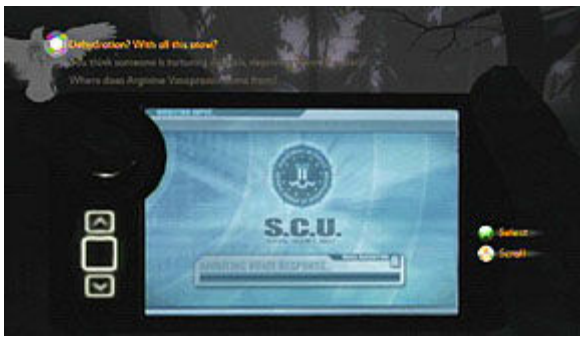
Sample evidence 0/1

1) Zoom in and collect a sample.



Continue up the path using your spectrometer as a guide until Rosa contacts you.

Respond: Dehydration? With all this snow?

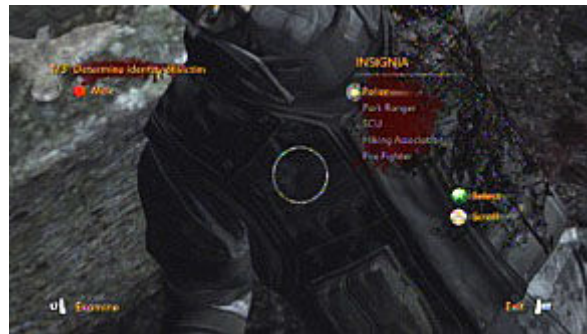


Continue onto the lodge and enter it.

STUDY EVIDENCE

Determine identity of victim 0/3

- 1) Zoom in on head and choose MALE.
- 2) Zoom in on chest and choose SCU.



- 3) Pick up the wallet on the ground under the right leg. Choose D. Payant.



Another **Response** (3/6) prompt occurs after submitting the evidence.



Follow the path through the basement and up two flights of stairs, drop down a hole in the floor then...BEAR!!!



Sprint down the hallway and enter the door on the right. Enter the closet and wait for the bear to give up.



The way is now cleared, so head into the basement area. Enter the kitchen on the left for a NEWS BROADCAST (1/3).



Go up the stairs and...BEAR!!!



Sprint down the hallway and through the two human-sized holes the bear just can't cope with.



Move the armoire and turn down the hallway on the left, following the blood path.



Move another armoire in front of the door behind you and approach the SCU agent in the back of the area. This will give you a **Response** (4/6).



Take aim, wait for the bear to pass the tanks of gas and spray them with shot.



Issue another **Response** (5/6) upon waking up and head back to the lodge.



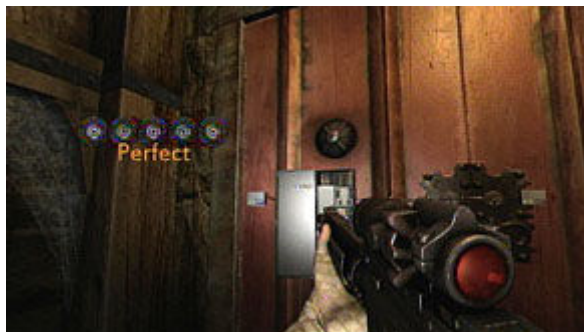
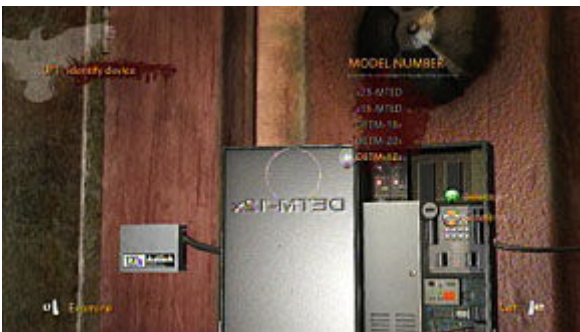
Sneak up and stealthily kill the guard. Take his weapon and approach the door with the bomb on it.



STUDY EVIDENCE

Identify device

1) The model number is conveniently listed on the bomb, it is DETM-12X.



DESTROY BLAST POINTS (6)

BLAST POINT 1) Take out your UV light and follow the lines until one diverges and goes around the staircase down. Follow it into the next room through the double doors.



The first charge is on a wooden support beam. You'll need to grab the BLAST POINT, run it to the window and toss it out.



Try and aim with your flashlight beam as a guide right at the center of the window and it will blow up outside.



BLAST POINT 2) Grab some booze on the table and take out the two incoming guards. Head back out to the staircase and go down.



Hang a left and follow the double lines into the bar. Take a right at the pool table. The next BLAST POINT is on a table in a booth.



Toss it out the window by the pool table.



BLAST POINT 3) Follow the line by the billiards table back over the bar and down into the cellar. There are 3 SCU agents down there to contend with so take cover and shoot at them from a distance. Grab their ammo if necessary.



The next BLAST POINT is in the boat launch on a pillar. Take it and throw it out the window by the table and chairs.



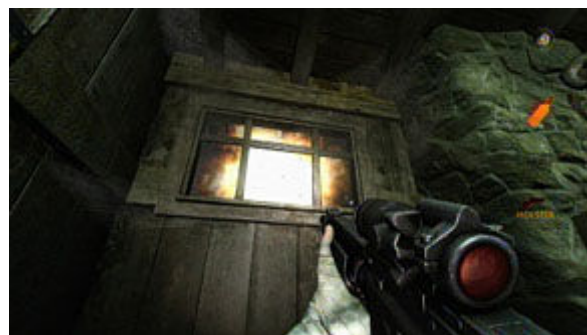
Keep moving forward and head back to the main area with the staircase.



BLAST POINT 4) Several more agents are in the staircase area now. Clear them out and follow the line to the BLAST POINT on the wall nearby. If you haven't yet, grab one of their weapons and holster it.



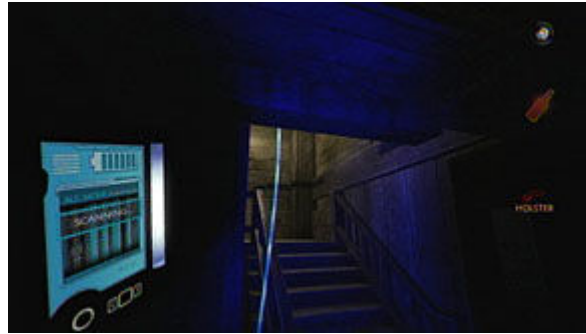
This window is a bit tricky. Try and use your flashlight as a guide and aim for the largest window pane.



BLAST POINT 5) Go upstairs and backtrack until you find fresh lines, then follow them through a door on the staircase landing.



Go up another flight of stairs. There are SCU all over this area, so be ready.



Take a left where the lines split and follow the line down a hallway and up another staircase. The lines will meet up again and lead you to a large hall with a fireplace.



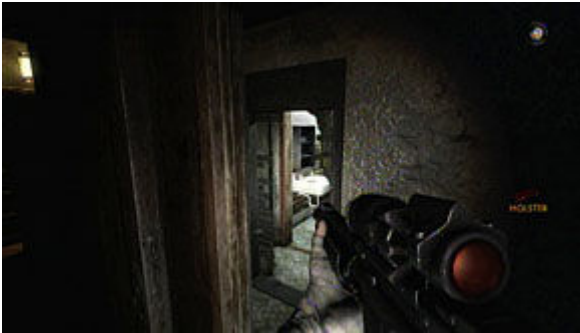
Follow the line to the left, up the stairs and into the lodging area. The line will go up through a hole in the ceiling.



In room 916 near the hole, there is a TV with a **News Report (2/3)**.



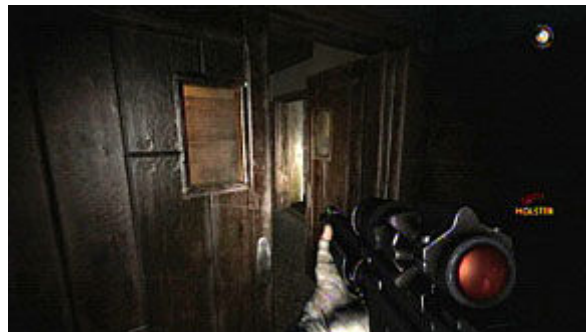
Go back into the hall and enter the room on the right at the end. An agent will hop down through a hole in the ceiling. Kill him and climb up.



Cross the blocked hallway and enter the next room. Walk through the hole in the closet into the next room, where the final **News Report** (3/3) is waiting for you.



The **BLAST POINT** is nearby, so grab it and throw it out the opening to the balcony.



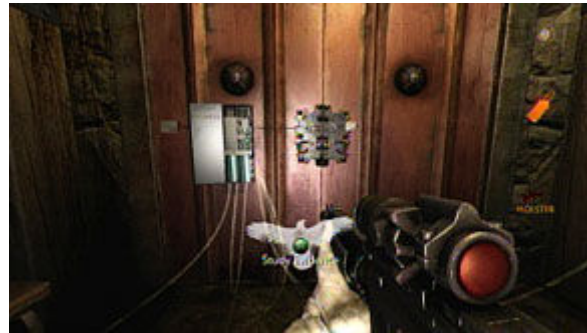
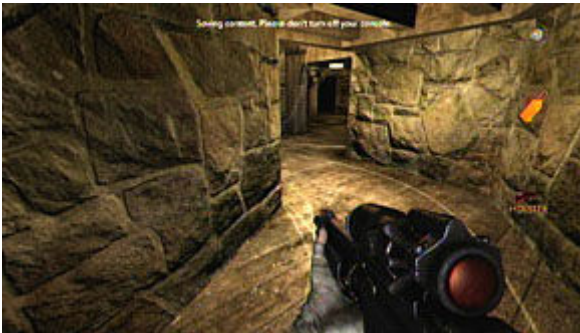
BLAST POINT 6) Climb across the gap on the balcony and follow the path back to the main fireplace room with the last **BLAST POINT** in it. It's stuck on the back of the fireplace.



Toss it out the window nearby.



Now that the BLAST POINTS are gone, head back to the door with the bomb on it.



STUDY EVIDENCE

Identify the device 0/5

Enter the following information by zooming in on the various components. Don't forget about the power supply on the far left.

1. Power Source: 120V/12V
2. Wires: 2 LONG, 1 SHORT
3. Keypad: 16 BUTTON KEYPAD
4. Blinking Lights: 3 BLINKING LIGHTS
5. Canisters: 2 CANISTERS



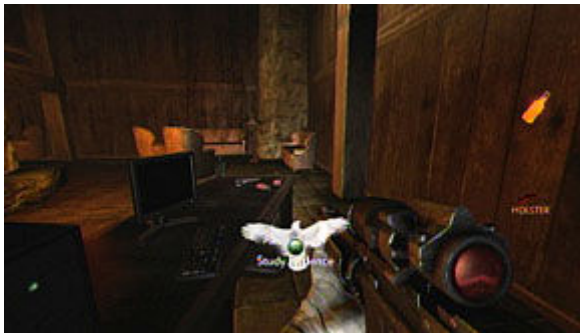
Cut the wire and issue your last **Response** (6/6) for the level.

Go into the library and find the computer on the desk at the bottom of the stairs.

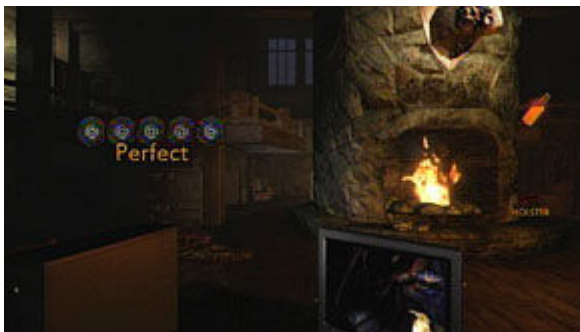


STUDY EVIDENCE

Enter correct password 0/1



1) Zoom in on the monitor and choose **VOCAL CHORDS**.



Take cover behind the fireplace and shoot the incoming SCU agents. About 6 show up before the snowmobile saves the day.



Enter the snowmobile to complete the mission.

<<	Mission 8	Mission 9	Mission 10	Mission 11	>>
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Mission 8: Trenton District

Sonic Emitters	3
Player Responses	4
News Reports	3
Optional Objectives	Don't kill any guards; Photograph torture devices

OPTIONAL OBJECTIVE

Don't kill any guards

Just like in the museum, you'll need to take the three guards in the very beginning out stealthily so as not to cause them any harm. Sneak up behind the first two and then head for the one on the bus.



The guy on the bus is none-the-wiser, so sneak up on him and do the same. Open the gate to talk to SKX.



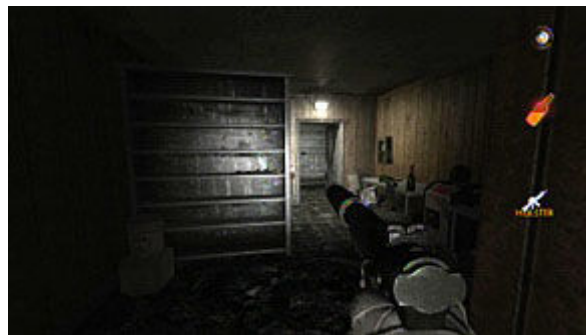
Exit the bus and you'll get your first **Response** (1/4). Pick up an assault rifle from the corpse and grab a .22 from the rioters to put in your holster.



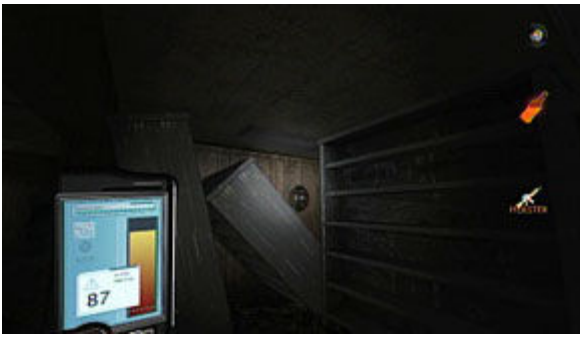
There is ample liquor in this area, so have a swig to steady your aim.



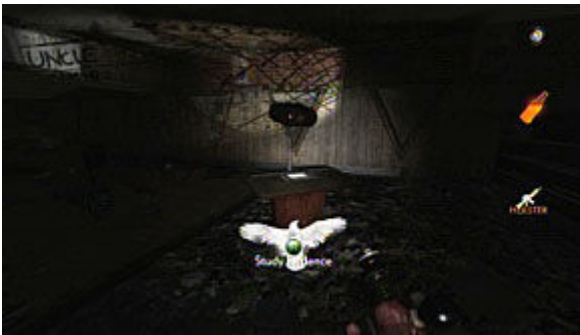
There are about 5 enemies here, and you'll get a **Response** (2/4) at the door in the corner of the lanes.



Two more enemies confront you in the repair area. There is an **Emitter** (1/3) behind some shelving that can be shot or hit with a projectile.



Out in the next open area chances are you'll run out of bullets. Grab a gumball machine or foosball rod for grossly inappropriate use and be sure to parry attacks. Approach a scoring station at the next set of lanes for a bit of investigation.



STUDY EVIDENCE

Connect names on scorecard 0/4

Enter these names:

1. Uncle: VANHORN
2. Mayor: MARS
3. Director: FARRELL
4. Magic Man: UNKNOWN



Go over to the ball return.

STUDY EVIDENCE

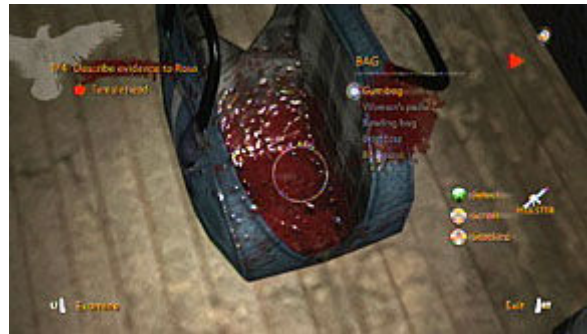
Describe the evidence to Rosa 0/4

- 1) Zoom in on the bag and choose BOWLING BAG.

2) Tell Rosa the bag is FILLED WITH BLOOD.



3) Zoom in on the side of the bag and choose SKX.

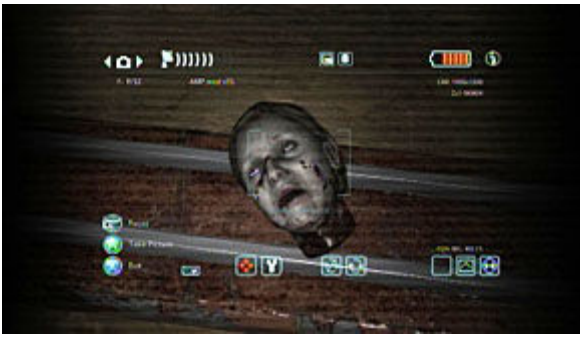


4) Zoom in on the head and choose FEMALE HEAD.



STUDY EVIDENCE
Photograph face portion of the head 0/1

1) Focus on your camera on the face and grab a, ahem, head shot.



Go down the lane and through the bowling pin reset mechanism. Go into the doorway on the left and kill the female rioter. Tune the radio in the corner for a **News Report** (1/3).



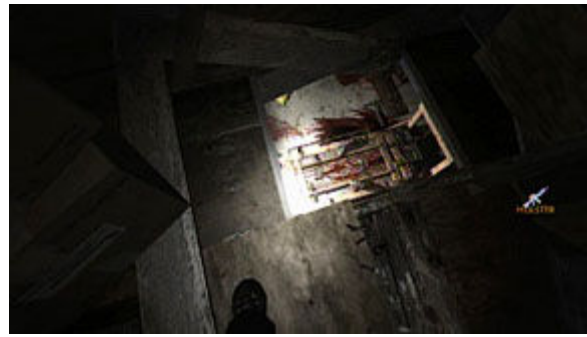
A few more attackers will approach as you make your way through the back of the bowling alley. In a long room filled with furniture an **Emitter** (2/3) sits on the far wall.



Exit through the door on the right to enter a school. Go past the lockers and you'll find a radio with another **News Report** (2/3)



Go back into the locker area and ascend through the hole in the ceiling. Walk across the ceiling and look out for a **Response** upon coming to the hole you can jump down through.



Once in SKX's happy place, it's time to for another photo shoot.

OPTIONAL OBJECTIVE

Photograph torture devices

The three torture devices are ones with victims still ensnared. The first is on your right-a cage with a head in it.

STUDY EVIDENCE

Photograph torture device 0/1

1) Snap a shot of the caged head.



Continue deeper into the lair until you come to a bathroom area.

STUDY EVIDENCE

Photograph torture device 0/1

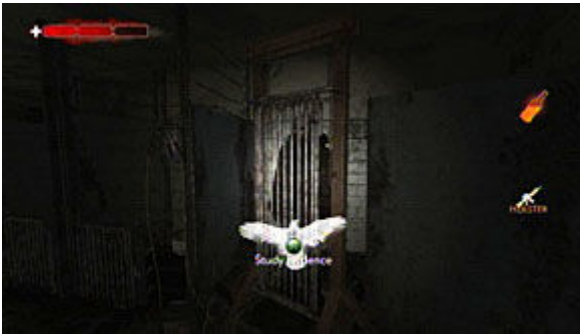
1) Snap a shot of the unfortunate fellow in the cell.



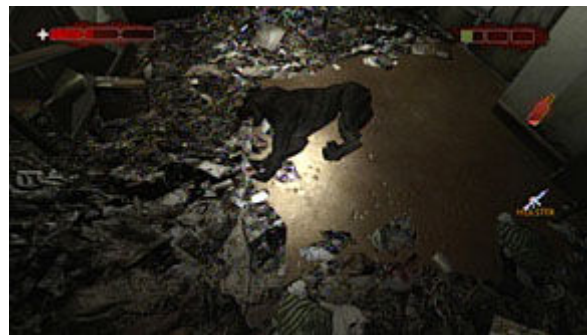
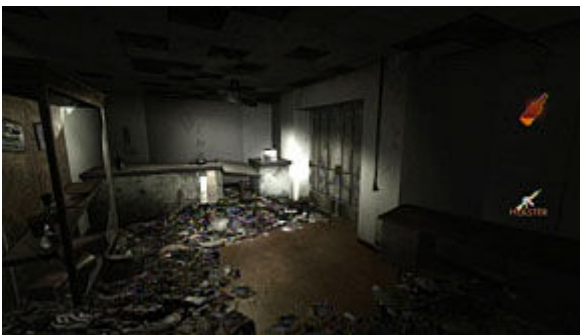
STUDY EVIDENCE

Photograph torture device 0/1

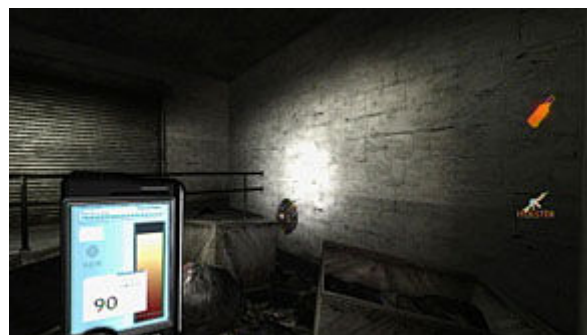
1) The final torture device is a man in a conveniently man-sized cage. Catch him on film to complete this Optional Objective.



There is another radio in the hall with the chalkboards, your final **News Report** (3/3). Beware of dog: kick it away then shoot it or club it.



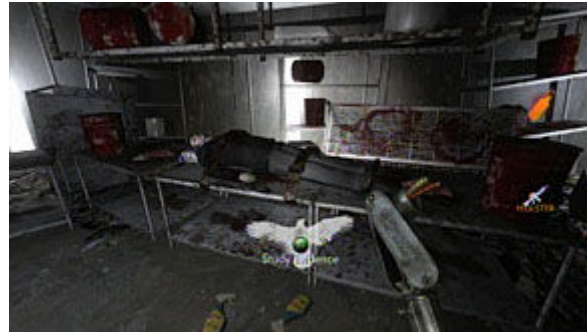
Head through the hole in the wall and destroy the **Emitter** (3/3) behind the laundry bins.



Turn around and take the path of planks up and over the machines.



As you enter the kitchen your last **Response** (4/4) should pop up. Head over to Farrell's body.

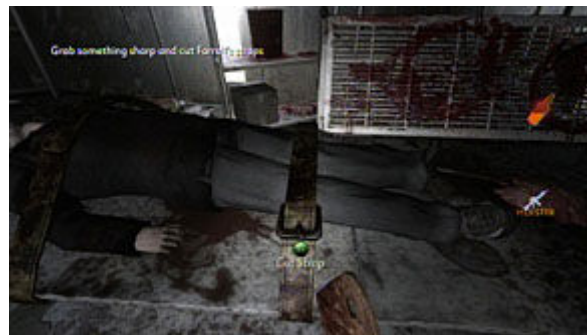


STUDY EVIDENCE

Report Farrell's condition 0/1

1) Zoom in on his moving chest and choose HE'S STILL ALIVE.

Turn around and head towards the hobo corpse. A tiny critter will hop out and attack you, so swing early to take it out. Pick up the meat cleaver in the ground and cut Farrell loose.



Take the lead and kill a few more critters and a bum. If you have a gun holstered, now's a good time to take it out. Head up the ramp and you'll eventually be shoved into a makeshift fighting ring.



Crash the bum fight and take out a total of 6 hobo warriors to beat the level.



Mission 9: The Magic Theater

Sonic Emitters	1
Player Responses	2
News Reports	1
Optional Objectives	None

At the start of this level you'll need to overcome some personal demons-with a Louisville Slugger. Beat down the phantasm and you'll start the real level without any more shakes. In the theater, head up stairs and take a left. There's an elevator you can take down below.



When Rosa calls, say: "See anything about the Oro's purpose, their objective?"



Look behind the trunks for a radio with a **News Report** (1/1), then pull the lever. Grab the axe on the table nearby.



Go back up the elevator and go around to an elevator on the opposite side. On the way, the ladies that have been used for target practice will come to life. Use your axe to put a stop to their shenanigans, there should a total of 4.



Down the other elevator is another lever that needs to be pulled an **Emitter** (1/1) on a column.



Return to the top level and enter the center ring. Push the three swords into the poor sap in the cage, and be prepared for a battle. A few slime creatures will come at you, so get your kicking leg ready and stomp them out.



Head into the next theater and in the hallway Rosa will initiate another conversation. Answer her as follows:

1. Are you suggesting the organization is responsible for all that is wrong with the city?
2. Does he describe how Sonic Generation works?



In the large theater there will be a **Response (3/4)** prompt followed by another **Response (4/4)** prompt as you approach the stage.



Take the stairs up and kill the lady on the stage with your axe.



THE MAGIC MAN

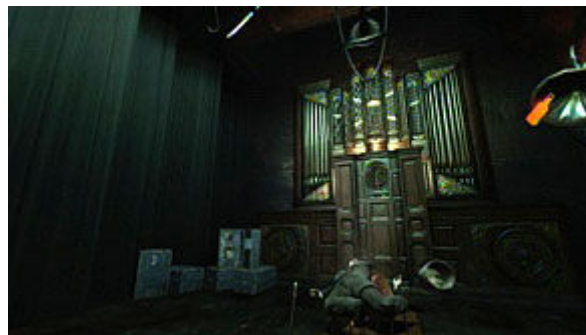
The Magic Man teleports to 4 different locations: 3 pillars and the center stage (with the spikes).



The box of liquor in the open trunk is your key to stopping the Magic Man in his invisible tracks. Simply toss a liquor bottle on each of the 3 platforms to set them aflame.



After that, he'll teleport to center stage. Pull the lever to bring about his spikey demise.



<<	Mission 8	Mission 9	Mission 10	Mission 11	>>
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Mission 10: The Junk Barge

Sonic Emitters	6
Player Responses	8
News Reports	1
Optional Objectives	Photograph news van door

Your first **Response** (1/8) for this level will occur right at the start. At one end of the barge is a raised area with an

overhang. Nearby there is a large coil and a control for the anchor.



A second **Response** (2/3) and a third **Response** (3/3) should follow soon after you activate the anchor. Follow the anchor's trail to the hole it has ripped in the hull and hop down.



There is an **Emitter** (1/6) immediately behind you as you drop down. Follow the trail of garbage through the ship. Grab a piece of rebar to smack the tiny, but quick, garbage dwellers. Drop down a second hole and proceed cautiously.



A large, naked hobo will attack in an area with shipping crates. One of these crates can be opened on the exposed end.



Inside the cargo container is a locker with lever rifle. After grabbing it, continue down the path and up the ladder.



At the top of the ladder you'll receive a **Response** (4/4). Follow the path through several doors and more garbage dwelling critters. A radio lies in your path with the sole **News Report** (1/1) of the level.



Open the cargo doors and a large robot-like creature appears. This will raise a **Response** (5/8) prompt.



Sprint up the ramp in the corner and over some panels and hit the cargo door button.



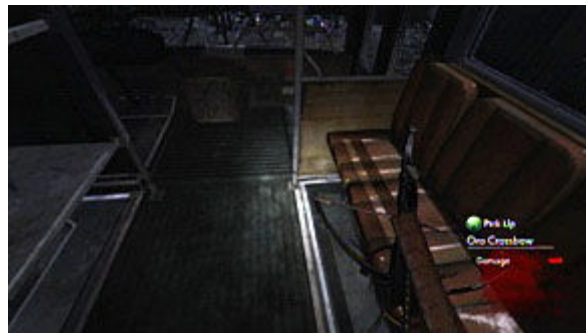
Enter the cargo door to temporarily stop the onslaught. Find a path beginning at a ramp that leads around the outside of the room.



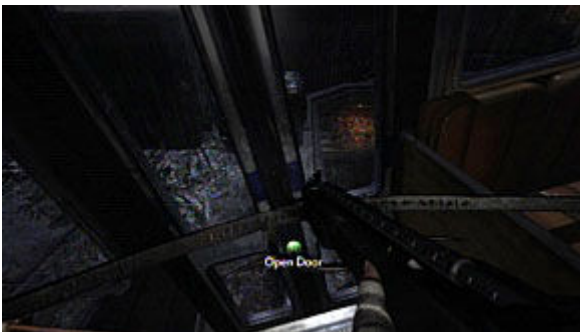
Sprint all the way up and across the girder. The Transformer from hell should be pretty far behind, so don't fret. Climb the ladder into the control room.



Operate the crane and a subway car will be lifted in front of the little office. Dodge the garbage bombs being tossed at you and hop over onto the suspended car's roof.



Drop into the car and grab the Oro Crossbow on the seat. Exit the car through the safe exit (the one over solid ground).



Line up the metal monster in your sights and wait until he's almost on you. Fire the crossbow to take him out in one shot. There is a car (or van) door nearby, which you can investigate.



OPTIONAL OBJECTIVE

Photograph news van door

Just get a clear shot of the van door-no need to over-think this one.



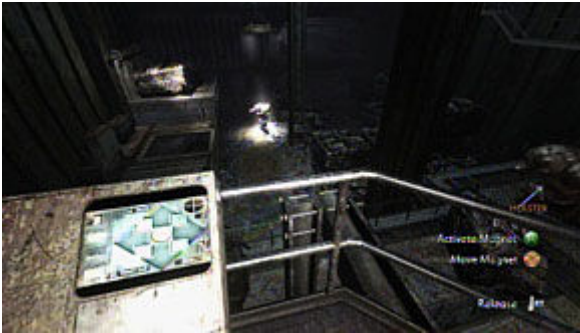
Enter the ship's interior through the hatch and go out on the catwalk and you'll get another opportunity for a **Response** (6/8).



Drop down into the junkyard arena and sprint up the ramp (or use the ladder) to get up to the raised area. The crows nest at the top of a ladder holds a control panel by which you can lift the metal enemies into a trash compactor, one at a time.



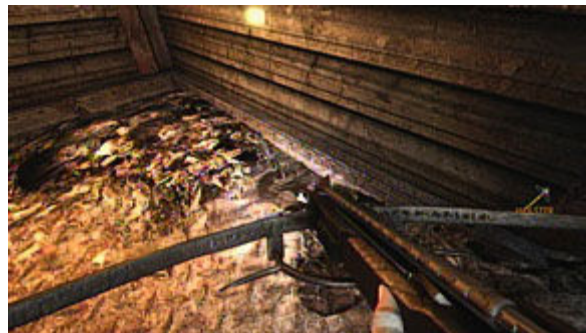
You'll have to lose any trailing enemies before ascending to the crow's nest each time, or they will toss junk at you from the raised area below.



You can move the magnetic beam around or just leave it by the trash compactor-the monsters will eventually run through the beam. Activate it when they are under it and move them to compactor on the left.



You'll receive a **Response** (7/8) opportunity after killing the first one. In the tunnels directly below the magnet controls there is first aid and an Oro Crossbow (this can be used to kill one enemy). If the metal monsters begin tossing stuff at you, just go down and run a few laps around the junk to confuse them and get them off your back.



There are five sonic devices in this room which you'll be able to destroy after the monsters are disposed of. 3 can be conveniently destroyed using the pipe fitting pile as ammo on top of the magnet control platform. Just to the left of the

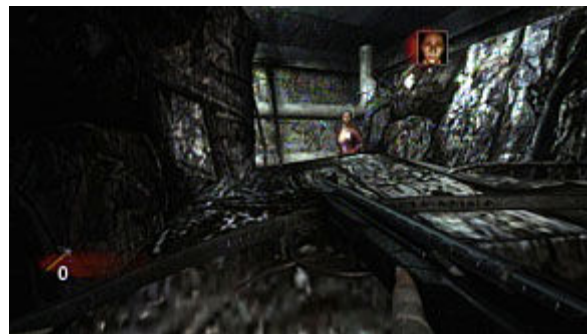
controls is one **Emitter** (2/6).



Another **Emitter** (3/6) is above the pipes on the wall behind the controls. Between two vents above and to the right of this is another **Emitter** (4/6).



Go down to the ground level. There is a door that leads to where Rosa is hiding that opens once the monsters are gone. On the walls to the right and left of this door are two more devices. Toss some junk at the **Emitter** (5/6) high up above the pipes on the left side (the wall that the trash compactor lies beside) to destroy it. High up on the wall on the right (if facing Rosa's compartment) is the final **Emitter** (6/6). Hit it with junk or use your crossbow if you still have a bolt.



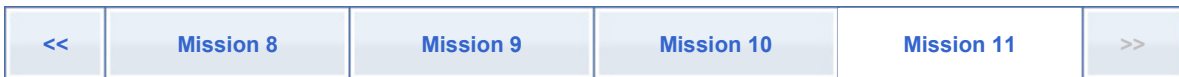
Enter Rosa's room and you'll have a chance to make your final **Response** (8/8). Go up the ladder and across the catwalk.



The final portion of the level is a shooting mini-game where you'll have unlimited ammo. Hold down the trigger and shoot at the oncoming critters as they appear in the doorway.



Look out for junk-tossing creatures high on the left, and be sure to take out any that approach you immediately.



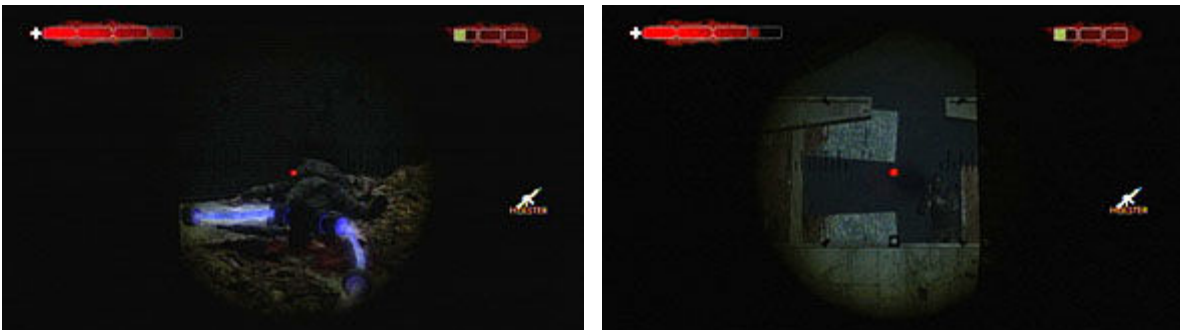
Mission 11: The Peninsula

Sonic Emitters	2
Player Responses	2
News Reports	2
Optional Objectives	Overload Oro Devices (5)

Your newly acquired Voice Attack skill must be used at the beginning of this level to blast your way out of the cargo container. Grab an Assault Rifle and head straight back for the first **News Report** (1/2). Next to the radio here is a second, fully loaded rifle. Holster it and follow the blue lines into the level.



SCU agents are crawling all over the place. Lucky for you, a single shot to the head will take them down and your shakes are gone. Be sure to hit the agent up high in a sniping position before continuing.



Hop into the hole and follow the lines to a large machine.

OPTIONAL OBJECTIVE

Overload Oro Devices

Overload the first **Oro Device** (1/5) by grabbing the joystick in the white circle and holding it to the side at just the right spot to make the circle turn red. Keep the circle red for a few seconds and the device will overload.



Go up the first ladder you come to, hang a right and get the final radio with a **News Report** (2/2). Grab ammo from the gun on the table.



Scrawny monsters will occasionally approach you in this area. The best strategy to deal with them is to kick them away and shoot them. Look around for an **Emitter** (1/2) on the wall before proceeding.



As you make your way through the next area, 4 or 5 SCU agents will take cover and shoot at you. Just move slowly and use your scope to snipe at them from cover.



There is an SCU locker with ammo and first aid to the left side of the shootout corridor.



After things quiet down, follow the blue lines up to the **Oro Device** (2/5) and overload it to stop the dangerous sound waves permeating the area.



Follow the lines into the building and you'll encounter more tiny monster people. When you fall down into the boat, search for a hole that leads out the bottom. Make your way out from under the boat and it will come crashing down.



In this room is the game's final **Emitter** (2/2), high up on a metal support beam.



OPTIONAL OBJECTIVE (cont.)

Overload Oro Devices

Go up the stairs and ladder and out into the area where a helicopter will fly overhead. Drop down and take cover under the rooftops and shooting up at it to ward it off. After it takes a few bullets, it will disappear and ground reinforcements will show up.



Take out the two around the SCU locker and restock on ammo and health.



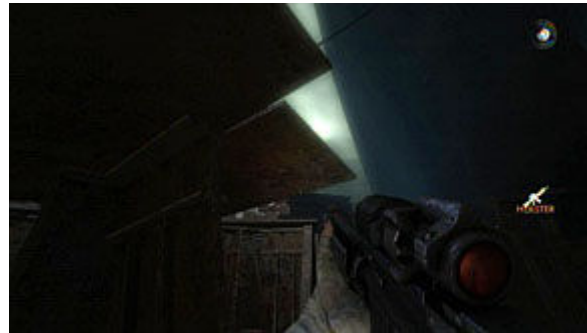
Peak back out through the roof and empty more rounds into the belly of the helicopter. It will flame up a bit and fly off. Now reinforcements show up on a high up ledge far away and immediately below the area with the locker.



Drop down into the area where the SCU agents appeared and take cover under the roof on the right.



Shoot the helicopter until it emits flames and heads straight for you.



If you are under the roof it should crash outside.



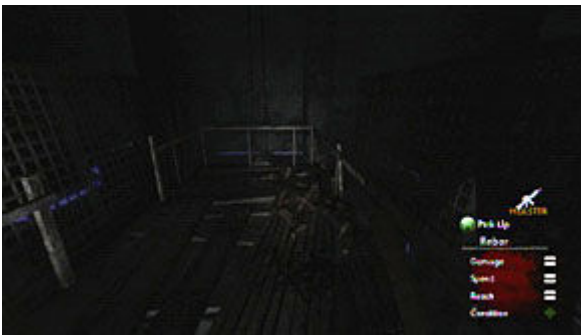
A few remaining enemies may show up. Keep your distance until you know the coast is clear. Holster a full rifle for use later in the level.



Keep moving past the helicopter down a ladder that leads to a large room. There is an elevator platform in the middle of the room. Activate it and move into one corner.



Grab a melee object on the elevator and swat at the incoming critters.



OPTIONAL OBJECTIVE (cont.)

Overload Oro Devices

When the elevator stops, get off and go around to the panel on the catwalk. Shoot anyone in your way.



At the top of the shaft, get off and go into the dark room. Open the door on the left (even if you don't receive a prompt, it will open). Follow the lines downward.



Use your remaining ammo to take out the sonic ceiling enemies from a distance or use your Voice Attack if you are weaponless. The sonic walking enemies must be hit with a Voice Attack before approaching them.



When you reach the large room with a staircase and a big, glowing device, follow the outside rim to find a locker with supplies. Beware of the large, muscular hobo guarding it, though.



Masked sonic monsters are lurking on the lower level, so be ready to use your Voice Attack to disable them.



Go down the stairs and overload the **Oro Device** (3/5) in the corner, then do the same for the **Oro Device** (4/5) in the

opposite corner. The tiny naked creatures will come out of the woodwork in between your overloading sessions.



Drop down to the dark hallways below. There is nothing of much interest down here. Take out the ceiling creatures and look for another hole in the floor.



Finally you'll arrive at the center of the Oro's mysterious operation. As you approach the glowing epicenter, be ready for your first **Response** (4/5) of the level. Grab the antennae and overload the final **Oro Device** (5/5).



Drop down and cross the catwalk and make your escape attempt. When you wake up you'll confront Dorland. Be ready for your final **Response** (5/5).



DORLAND

Dorland will circle the platform slowly allowing you to avoid his attacks relatively easily. He will always have a respawning bodyguard which should be taken out, even if it's only temporary. Use your one-on-one time with Dorland to mount a full assault using your newfound power.



Your Voice Attacks will knock him off his feet, and are the only thing that will harm him. Keep sending Voice Attacks his way from a distance and after 3 or 4 a grapple to the death will ensue. Press the RIGHT and LEFT ANALOG TRIGGERS rapidly to fight him off or he'll shoot you in the face. If you manage to mash the buttons effectively you'll deal Dorland a fitting finishing blow.



Condemned 2 Secrets

Unlockable	How to Get	Description
Fist Weapon	Beat Mission 1	 Gives your left fist brass knuckles and a substantial increase in damage. Striking an enemy you're your left fist weapon will cause him to recoil back a greater amount.
Flak Jacket	Beat Mission 2	 Provides substantial protection from firearms. This upgrade is permanent and will not degrade from use
Stun Gun	Beat Mission 3	 Has 3 shots per battery and stuns enemy into dropping his weapon. Stunning an enemy allows you to safely approach
Holster	Beat Mission 4	 Gives you the ability to stow a firearm of any type.
Rubber Soles	Beat Mission 5	 Gives you the ability to sneak. Moving slowly allows you to sneak. If you can hear your footstep sounds, so can your enemies.
GPS Enhancement	Beat Mission 6	 Gives you the ability to store up to three waypoints in your GPS. Dropping waypoints is a great way to remember locations of weapon stashes and other important clues.
Steel Toe Boots	Beat Mission 7	 Gives you the TOE STOMP and NUT-CRACKER kick combos. Refer tot eh Combos section in the Pause menu to learn more about kick combos.
Health Kit	Beat Mission 8	 Gives you an additional segment to your health bar. This upgrade permanently extends your maximum possible health.
Gun Efficiency	Beat Mission 9	 Gives you increased firearms accuracy, ammo check speed and maximum damage. This upgrade permanently enhances firearms and does not degrade over time from use.
Voice Attack	Beat Mission 10	 Unlocks your natural ability to perform powerful sonic voice attack that causes enemy heads to explode. A short recovery time is needed between each blast.
FPS Mode	Beat the game	 Replay any level with all upgrades, more available guns and infinite ammo.