



Introduction

Consider the battle between light and dark a luxury. As a fallen-from-grace mobster struggling to manage the powers of Darkness, you'll have to embrace the dark and balance your righteousness in order to overthrow the corrupt Uncle Paulie.

This will not be simple.

Whether you're lost in a sea of bodies and objectives or need help locating the many collectible phone numbers scattered throughout New York, allow our guide to *The Darkness* to shed some light on your situation. Our detailed walkthrough covers you every step of the way, with combat tips, secret items and details on completing all optional side missions.

*In this *The Darkness* strategy guide, you'll find:*

- **BASICS** // General tips and strategies for all stages of the game.
- **WALKTHROUGH** // A complete *The Darkness* walkthrough with secret item locations.
- **SECRETS** // Hidden phone numbers and secret achievements.

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The Darkness Basics

Reloading is for Chumps

Typically in first person shooters, you want to always reload your weapons after each battle. This is not the case in The Darkness. In The Darkness, reloading your weapons essentially means you discard the clips you've currently got. Any bullets left in the clip will be lost. Since reloading is automatic and quick (and because you usually have two weapons to fire with), we suggest never hitting the reload button. Never ever.

Darkness Shield

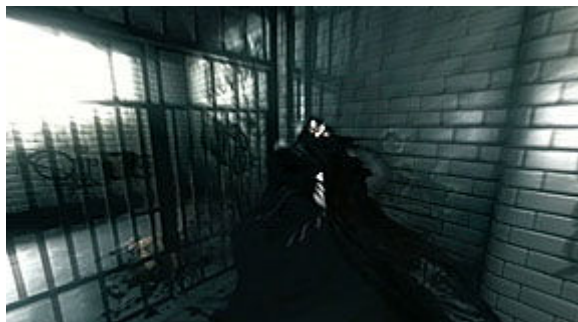
Once you've acquired the Darkness, you'll be constantly covered by a shield of sorts that lets you absorb more shots before dying...assuming you've got the Darkness enabled. Destroy all lights around you to ensure that you can always have the Darkness switched on. If you take a lot of shots, retreat to a dark spot and wait for the Darkness to heal you.

The Darkness Powers

As you progress through the game, you'll unlock new Darkness powers by devouring certain enemy hearts. Each Darkness power has its uses, though some are inherently more useful than others. Here are some quick tips to using the powers.

Creeping Dark

The Creeping Dark allows you to send a slithering Darkness serpent-thing to areas that Jackie Estacado cannot reach. You can also use the Creeping Dark to scout around corners and make stealth attacks without putting Jackie in harm's way. Unfortunately, the usefulness of the Creeping Dark is mostly limited to scaling walls for collectible phone numbers and unlocking doorways. In combat, the Creeping Dark is a bit too sensitive; it'll automatically retreat if the serpent-thing or Jackie takes a single hit.



Demon Arm

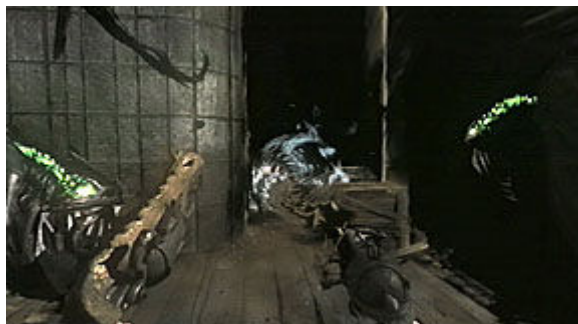
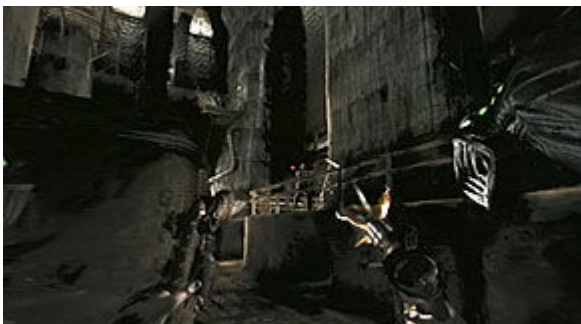
This is possibly the single most useful power in your arsenal. The Demon Arm is good for skewering enemies, but it's best use is knocking out light sources. Because the Demon Arm uses so little energy, you can use it almost indefinitely. The Demon Arm tracks light sources, making it easier to destroy the lights than with guns that require careful aiming.



Darkness Guns

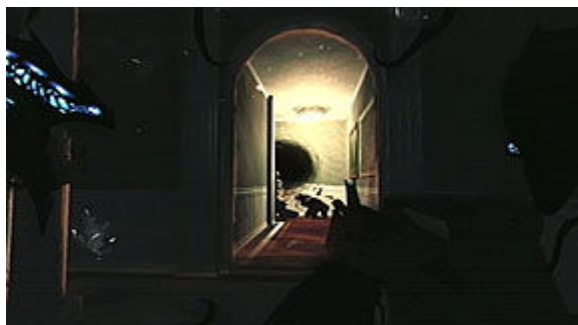
The Darkness Guns give you access to a limitless supply of ammo, provided you stay in the dark. Each gun trigger offers a unique shot type that has its own use. The gun in your left hand is especially good for taking out lights, with its large blast radius that tends to make sloppy shooting still effective. The gun in your right hand has a longer range,

though its power is limited. Generally, we recommend using your normal weapons instead of the Darkness Guns; the Darkness Guns aren't very powerful, and they quickly use up your darkness energy, leaving you unshielded in battle. However, during Chapter 2 and Chapter 4, use the Darkness Guns at all times possible. They'll kill enemies dead without requiring you to devour their hearts to keep 'em down.



Black Hole

Without a doubt, the Black Hole is the most powerful attack in your arsenal. Summon a Black Hole and everything around it is sucked in, killed, and then dropped on the ground. The Black Hole is a great attack to use against multiple enemies that are huddled close together. However, the danger in using the Black Hole is that it completely depletes your darkness energy. After using a Black Hole, you'll be left unshielded for a couple of seconds while you regain darkness energy. Use the Black Hole frequently, but use it with caution.



The Darkness Walkthrough

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Construction Site

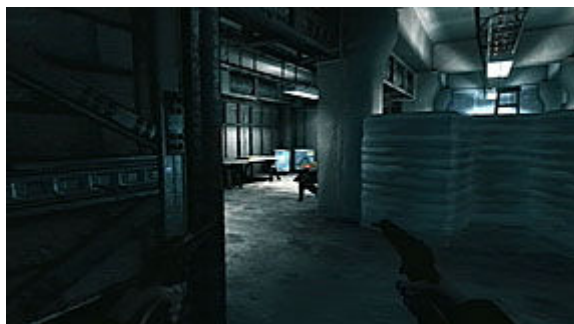
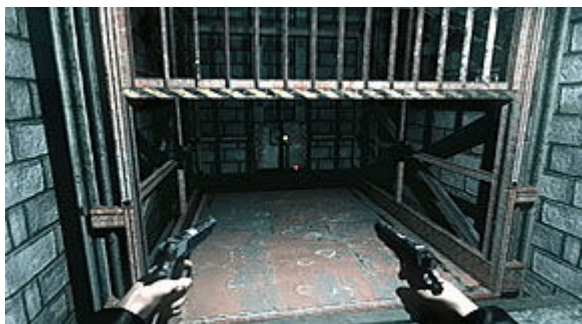
During the opening sequence, you're chillin' the back seat of a ride that's heading nowhere good. During the chase sequence, you'll have some minor control of the situation by way of shotgun. Feel free to shoot your surroundings, but don't sweat your aim too much—you can go through the entire event without hitting a single target (or firing a single bullet) and come out alive.



After the chase, walk over to Mikey to help him out. Talk with him a bit and he'll hand you a pair of shooters. Use the guns to shoot open the door to your right. Walk through the door and look for the first of many collectible phone numbers on the ground just ahead.

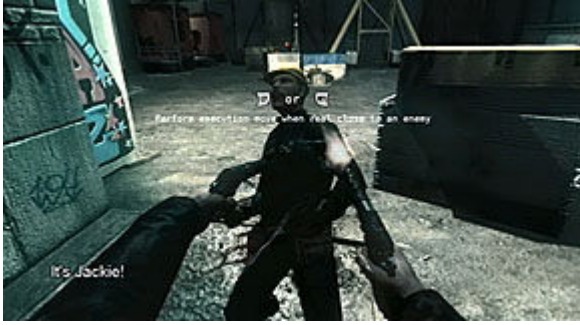


Jump over the obstacle to the right and follow the hall to a lift. Activate the lift while inside to continue to another room. There's a pair of baddies in the room, but they should be easy to dispatch. Take 'em out, then collect the ammo in the room before following the hall at the other side of the room.



The hall leads you outdoors to a cluttered courtyard with just a few enemies. You can get the drop on a couple guys, executing them with close-range attacks before taking to cover and clearing the yard. When the coast is clear, look for a

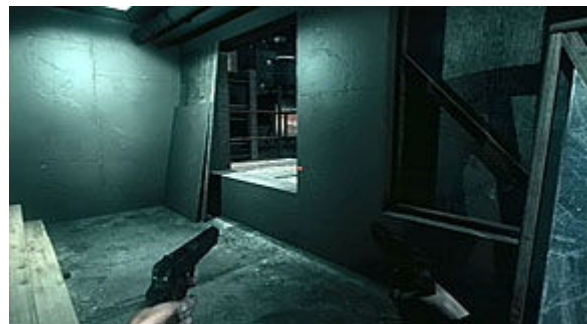
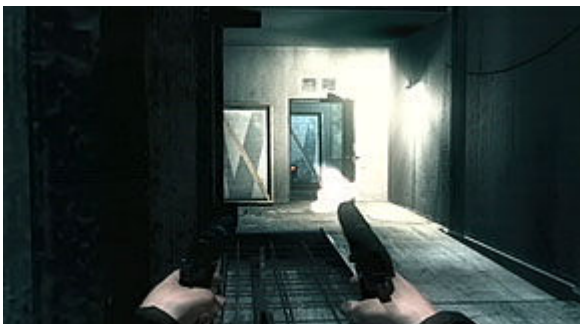
doorway into the building to your left.



The hall leads to a construction room with a few workers inside. Be ready to blast them quick, as there's not a lot of room to take cover. When the workers are dead, watch your back. A few more baddies will storm into the room through the same hall you used to enter. Take 'em down, then look for a lift platform inside the room. While riding the lift upwards, jump off at the second floor (the elevator will keep going). You can find another **collectible phone number** on the platform.



Drop down to the ground level and call the lift back so you can ride it to the third floor. As you move forward on the walkway, a door ahead will open as a guy peeks out just enough for a quick headshot. Just ahead is a small room with a window that leads outside. Crawl through the window to a fire escape and then climb the ladder to your right.



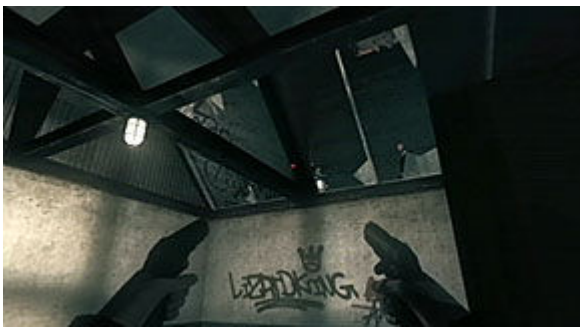
Once at the top of the ladder, immediately take aim at the shattered window straight ahead. A construction worker fires a couple of warning shots that should let you know where he is. Cross the fire escape to the adjacent rooftop and jump onto the dumpster and other clutter to get into the window you just shot through. Once inside, follow the hall to an empty room. Open up the closet door to the right, then leave the room.



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Post-Mortem

As you come to your senses, a pair of baddies fire at you from above. There's no cover to take inside the small room you're in, but you can escape through the exit to the right and carry out your fire fight from there. The escape doorway leads to a hall that'll take you outside. Follow the alley to reach a cemetery.



As you enter the cemetery, pay attention to the conversation you can hear in the distance. Don't tread too deep into the cemetery grounds, as a batch of enemies are waiting to ambush. Stay within close proximity of the alley so you can run back when you hear the enemies start their attack. Hang out in the alley while picking off the many baddies that enter the cemetery to clear the grounds.



With the cemetery cleared, look for a doorway to the right that leads to an underground bathroom (seriously). Talk with Frank a bit and you'll notice the ambient lighting change slightly. Something's *different*. Turn around to leave Frank's humble abode and a cutscene takes over.



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The Darkness

Upon resuming control, walk around to the various corpses and devour their hearts. Look for the alleyway you previously used for cover in the cemetery gun fight. Backtrack through the alley to return to a previous room and look for a locked doorway with a window alongside. Shoot out the small grating at the bottom of the door, then activate your Creeping Dark power to crawl into the room beyond the door and find a **collectible phone number**.



Return to the cemetery and look for an open gate on the far side. Just through the gate you may run into a pair of enemies, but if you've got a darkling hatched the baddies should be dispatched. Walk down the street to an underground opening ahead. There's a locked gate at the bottom of the stairs. Before rushing to the locked gate, look for a small building to the right of the underground opening. Activate Creeping Dark and crawl through the small hole at the base of the building. You can sneak behind an enemy, kill him, devour his heart and simultaneously collect a key that'll open up the gate.



Before going underground, turn around and look for a slightly-opened garage door along the wall to your left. You can send your Creeping Dark inside to pick up another **collectible phone number**. With the collectible in hand, turn around and return to the underground entrance. You should be able to unlock the gate and continue to the subway.





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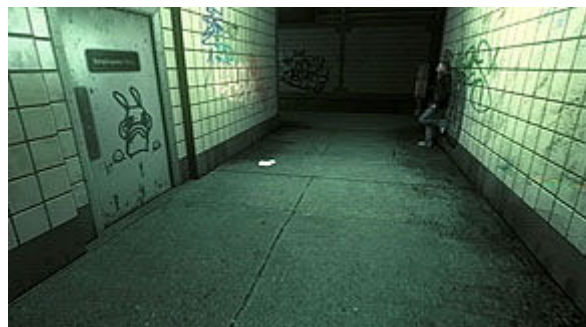
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Canal Street Station

You can rest easy for now: there are no enemies in the subways. As you enter the station, take an immediate left towards the pay phone. Behind the pay phone is another **collectible phone number**. Grab it, then activate the pay phone to call Jenny.

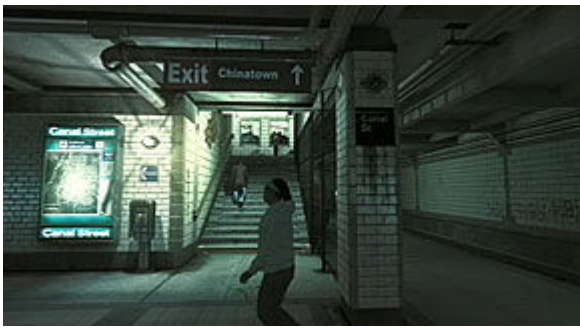


Jenny will ask you to visit her place in Chinatown, which you can get to via the subway tunnels below. Follow the path deeper into the underground. When you arrive at the subway platforms, turn left around the gate and continue along the platform to the back of the subway. To the right you can see, glimmering in the darkness, a **collectible phone number** on the tracks. To the left is a second **collectible phone number**. Grab the pair.



Cross the subway station to the other side and look for signs pointing to Chinatown. The signs lead you up another set of stairs, back towards the surface. While going up, look out for George Hadel. Talk to him and offer to help him with his problem. You need only go back down the stairs and speak with Compton Scarr. With little persuasion, he'll concede the spot to George. Go back and talk with George to be rewarded with another **collectible phone number**.





Continue upstairs to exit the subway, heading towards Chinatown. You'll run into Nicky Barruci who's got a few words of advice before you leave the underground.



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Chinatown

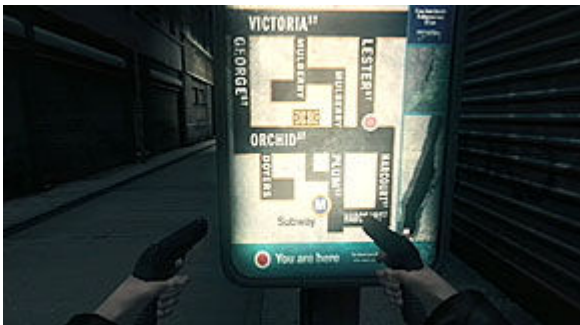
Emerging from the subway, you'll almost immediately see enemies in the streets. Keep to the shadows (and be sure to activate your Darkness powers). Straight ahead from the underground exit is a shimmering case against a building wall. Activate it to shatter the glass and collect the first of many **hidden costumes**.



Near the hidden costume is a darkling portal that you should use to summon a berserker. You can send the berserker around corners to clean up while you hang out in safety. The streets are loaded with enemies that constantly shift positions, but there's nothing unmanageable so long as you keep to the shadows to maintain your Darkness Shield.



When you've cleared the surrounding streets, locate one of the illuminated maps that are at various street corners. On Harcourt to your right, look for a **collectible phone number** along a building wall, behind a small dumpster that's near two large shipping containers.



Go left down Orchard and hang a right at the end of the street. You'll find another pair of baddies that you can dispatch with a berserker from around the corner. As you continue forward down George, look for a small alcove along the right wall. You'll find another **collectible phone number** in the corner.



Further down George, turn right onto Victoria and look out for a few enemies at the end of the road. Near the corner of Victoria and Lester, you'll find another **collectible phone number** behind the nearby newsstand. When you've got the collectible, backtrack a bit to the middle of Victoria.

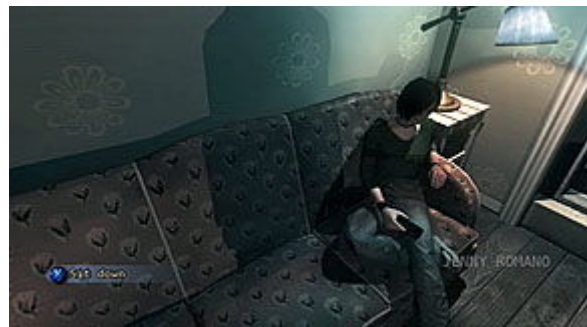


Look for a side street labeled Mulberry Alley. As you walk down it, you'll hear Jenny calling for you from her apartment. Enter the apartment building through the doorway just below her, then continue up the stairs to apartment eleven. Ring

the doorbell and Jenny will let you inside.



You'll sit through some conversation as Jenny asks you to blow out the candles on a cake. Follow Jenny into the living room and pick up the note on the table to the right. After grabbing the paper, follow Jenny to the couch and sit down with her. You'll want to wait—a very long time—until Jenny falls asleep, rewarding you with an achievement.



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After Jenny's fallen asleep, get up and use her phone to dial Butcher's number. He'll tell you where to go next. Start by leaving the apartment and going back downstairs. Leave the building and continue through the alley. You'll come up on two baddies chasing a compadre named Pete Chen. Kill the two enemies and spare Pete. Wait around near him afterwards and he'll give you a **collectible phone number**.



Continue left down Victoria to backtrack down George St. While moving down George, a car with a pair of enemies will greet you. Waste 'em, then continue south to Orchid St. You'll find a few more enemies at the corner that are best dealt with using the help of a summoned darkling berserker. When they're cleared, locate the Doyers alley. Hop over the car in the alley and approach the door in the corner.



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The Butcher

Move into the door to find Butcher Joyce in the next room. He'll ask you to help out with the body bags. Pick up a nearby bag and follow Butcher out the door to his car. When Butcher asks you to, press the action button to toss the corpse into the vehicle.



Move back inside while Butcher stays out. Just as you enter the kitchen area of his hangout, look for a door to the left that opens to a dark closet. Inside you'll find a **collectible phone number**. Move further through Butcher's hangout. Once through a set of double doors, you'll hear the voice of the police from outside. Time to fight.



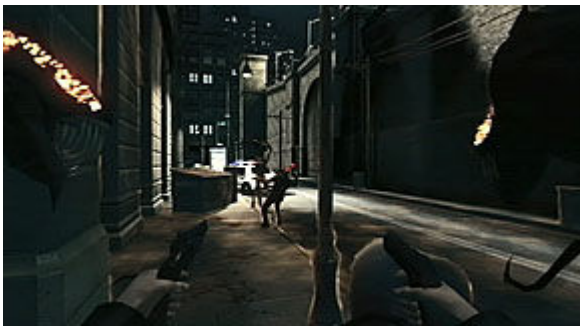
Immediately turn left and shoot out the nearest light to darken the parlor you're in. A police van will bulldoze its way into the building from the right. Take cover behind the short wall at the back corner of the room, activate your Darkness powers, and start laying waste to the police that come in. There's also a darkling portal in the corner that you can use to summon some help.



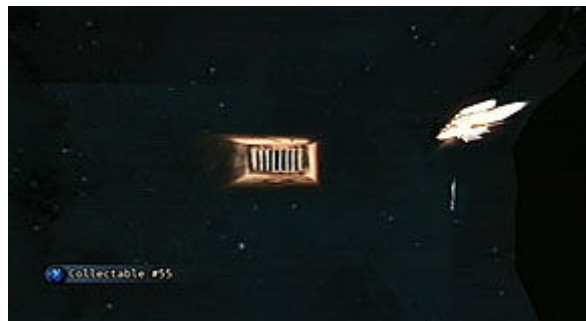
With the parlor cleared, go outside through the door to the left. Watch your right as you exit—there's a group of cops across the street that unload in your direction behind the cover of a chopper. You can take cover behind a nearby dumpster while firing back. When the coast is clear, scavenge their bodies for hearts, then turn right down Thompson.



Turn left at the corner and another cop car cuts you off on the next street. Take out the cops, then look inside the phone booth behind their car for another **collectible phone number**. Turn left down the alley by the phone booth. At the end of the alley is a ladder to your right. Before climbing it, look for a small branch in the alley to your left, behind a locked gate.



Destroy the lock to open the gate and enter the side alley. Along the left wall are two small alcoves with dumpsters. At the top of the alcoves you'll find small metal grates covering tiny crawl spaces. Shoot out the grates and send the Creeping Dark into them to find another **collectible phone number**. As you return to the previous alley with the ladder, watch out for a pair of newly-spawned baddies.



Climb the ladder to the left and start walking forward on the fire escape. Look to your right for another **collectible phone number** on top of a shipping container a little below the fire escape. Before grabbing it, take out the cops that roll onto the scene in front of you.



Grab the phone number and continue to the end of the alley. The main road leads right to a couple more cops, but where you want to go is to the left. The lot behind the fence is boarded up, though there's a small entrance directly across from the alley, along the left wall. Step into the small opening and a cop car will bust through the gate that was previously keeping you out of the lot.



Take out the new batch of cops and enter the lot behind the now-opened gate. There's a pair of shipping containers in the middle of the lot. Use the Creeping Dark to crawl to the top of it and grab the **collectible phone number**. When you've got it, look for a stairway at the corner of the lot that leads down to Hunterspoint Alley.

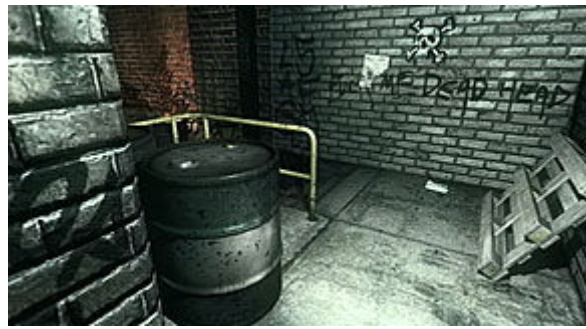


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Hunterspoint Alley

We suggest putting away your weapons before making it through the underground pool hall. There are some touchy folks in the hall that'll start trouble if you come in packing. Move quietly through the pool hall without disturbing anyone. The halls eventually lead you outdoors to an alleyway. Look on the ground directly outside the doorway to find another **collectible phone number**.





Turn left down the alley, past a bum, and look along the left wall for a locked doorway. Above the door is a vent you can shoot out. Send your Creeping Dark through the vent to open the door from the other side. Once the door is open, you can go inside the small room to find another **collectible phone number** along with a second **hidden costume**.



Speak with the aforementioned bum in the alley, Matty Forehand. He'll give you the password to Dutch Oven Harry's ("Hit me!") and also suggest you not carry your guns around Harry and his crew. At the end of the alley is a small dumpster you need to jump over to reach a stairway leading underground. Approach the doorway at the base of the stairs and give the doorman the password to enter.



Once inside the underground hangout, take the first left you find and follow the hall to Roach Librizzi. Talk with him and he'll take a call from Dutch Oven Harry. After you've earned the "Gandhi" achievement (for entering without guns), break out your shooters and drop Roach. Behind him you'll find another **collectible phone number**.



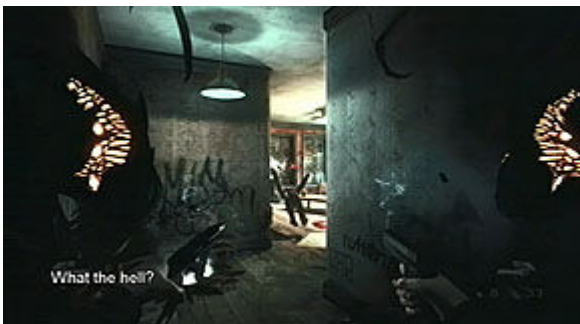
The other residents of the underground lair will invariably attack from the hall to your right. Shoot out the light above you and use the Creeping Dark to take out the enemies from around the corner. When the hall is clear, you can activate the intercom behind Roach's corpse to exchange a few words with Dutch Oven Harry.



Exit the underground hideout via the way you came in. Watch out for a few baddies waiting outside, including a couple that are camping out in the fire escape directly above the underground entrance. When you've cleared the fire escape, climb up to the top of the fire escape and look for an open window on your way.



Just through the open window is an empty room. Just outside that room, to the left, is a room with three baddies. Shoot out the lights and take 'em out from the empty room before raiding their corpses for hearts and ammo. In the kitchen to the right is a **collectible phone number**.



Leave the apartment through the door at the end of the hall to enter a hall with an enemy on the stairs. Take him out, then look for a small crevice to the right through which you can spot another **collectible phone number**. It's just right of the odd, red wall painting.

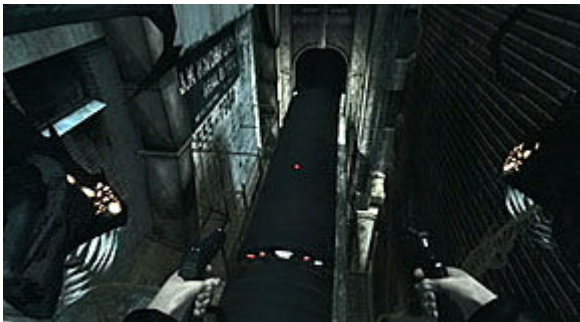




Make your way upstairs and be ready to intercept some baddies that seem to be running scared. You'll bust through a doorway that leads to a short hall and a room where Paulie's planning has been going on. There are a few more baddies inside, but nothing too tough if you hang just outside the room and fight from the hall.



Continue upstairs and through the door up top to reach the rooftop. A brief cutscene will take over, leaving you looking out at train tracks below. Wait for a train to roll by before dropping onto the tracks. Look to your right for another **collectible phone number**. Also be sure to take the heart of Harry's corpse that's on the tracks. You'll earn the ability to summon a darkling gunner on the tracks. Do so and wait just off the tracks. The gunner will hold his ground and take out an oncoming train. Run down the opposite end of the train tracks to enter another underground station.



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Fulton Street Station

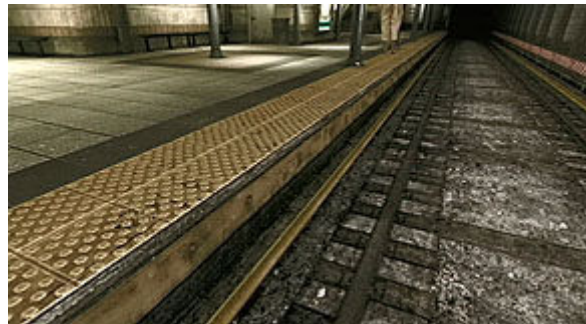
Find the nearest pay phone and make a couple calls, first to Jenny and then to Paulie. Jenny asks you to meet her at Fulton Street. Paulie? Well he just has some words of encouragement. After you've made the calls, wait by the tracks on the left. Hop on the Canal - Fulton train to reach the Fulton station.



As soon as you exit the train, move straight forward and you should see another **collectible phone number** on the other side of the tracks in front of you. There's a second one to find in the Fulton Street station, inside the men's bathroom. The bathroom is nearby. Look in the furthest stall for the goods.



Also in the Fulton Street Subway, you'll find a miss Ingrid Pulanski who's staring down at the busy train tracks. Talk to her and she'll tell you that she lost her bracelet. Step away from the tracks to let the train go, then quickly hop onto the tracks. Go *right*, about twenty feet away from Ingrid. Along the inside lip of the platform you can spot the shimmering bracelet. Pick it up and return it to Ingrid, who'll reward you with a **collectible phone number**.

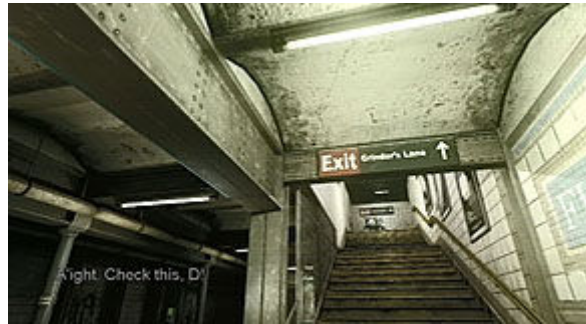


On the other side of the station, look for Charlene Warburton. She'll challenge you to grab four coins that she tosses onto the tracks before the train comes and chases you off. You've got to collect all four at once before running for your life. Luckily, you've got as many tries as you need. Stand in front of her while she toss the coins and you can grab them in mid air. Pick up the stragglers, then talk to Charlene and she'll give you another **collectible phone number**.





Follow the signs in the subway that point you towards St. Mary's Orphanage. At the top of the subway you'll find Jenny with buddy Jimmy the Grape. Before long, Jenny and Jimmy will speak up. Jimmy asks you to take out Paulie's operation at Grinder's Lane. To get to Grinder's Lane, go back down the stairs to the subway tracks and follow signs to Grinder's Lane.



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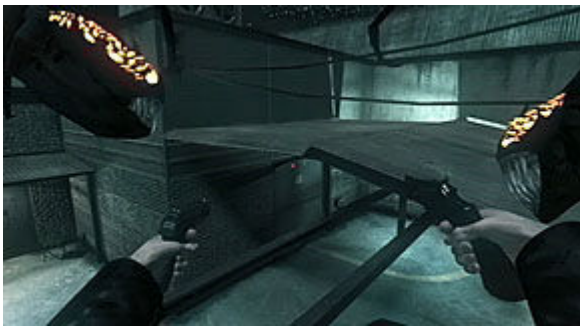
Grinder's Lane

As you emerge from the underground to reach Grinder's Lane, look behind you to find a window directly above the subway entrance. Send your Creeping Dark inside to grab a **collectible phone number**. Make your way around the street corner and to your right is a gated yard that's got a few enemies inside. Send your Creeping Dark over the wall to unlock the gate, then bust in to clean up.

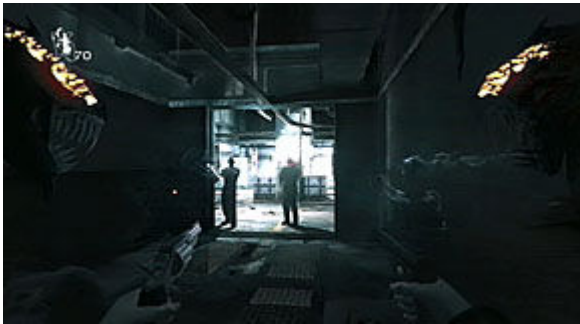


When you've cleared the yard, move towards the far end of it, but don't head into the building just yet. There's a metal overhang covering the building entrance. Crawl to the top of the metal overhang with the Creeping Dark and you'll find yet another **collectible phone number**. When you've got the number, face the main building and open the door to your right. Inside you'll find a can of gasoline that'll come in handy later on.





Leave the shed and go through the large metal door to your right. You'll enter a massive slaughterhouse, with rooms upon rooms of hanging pigs. There are a bunch of rooms with no enemies, but you'll soon reach a room of the slaughterhouse that's teeming with baddies. Stay in the small room just *before* the enemy hideout, shoot out the lights, and fight from there.



In the very next room are a couple more enemies. In a room adjacent to that, along the far wall, is a trio of baddies guarding a stack of money. The door is locked, giving you just a small window to shoot through. When the enemies are dead, send your Creeping Dark through the small window to unlock the door, letting you inside to burn the cash with the gasoline you collected earlier.



Next, head into the locker room through the next door in the previous room. You'll run into a few enemies in the room past the locker room. Beyond that room is a hall with a few adjacent doors. Turn right immediately and go through the door at the end of the hall. In the corner of the room is a vent you can shoot out. Send your Creeping Dark into the vent to find a **collectible phone number**.



Return to the previous hall outside the room. Through one of the doors on the right side of the hall, behind a desk, is another **collectible phone number**. When you've got the collectible, leave the room and continue through the remainder of the hall to finally escape outside. Follow the streets back to the underground entrance just around the corner.



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Fulton Street Station

You won't be underground for long. Go down to the subway tracks and follow the signs back to the St. Mary's Orphanage end of the underground. You'll find Jimmy, who tells you to continue to the orphanage. Follow the hall past him to leave the underground, heading towards St. Mary's Orphanage.



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St. Mary's Orphanage

There are three enemies just as you emerge from the underground. Take 'em out while taking cover in the underground entrance, then make your way up to the street. The road splits up ahead. For now, turn right and look under the small ramp along the right wall for a **collectible phone number**. Use your Creeping Dark to grab it.

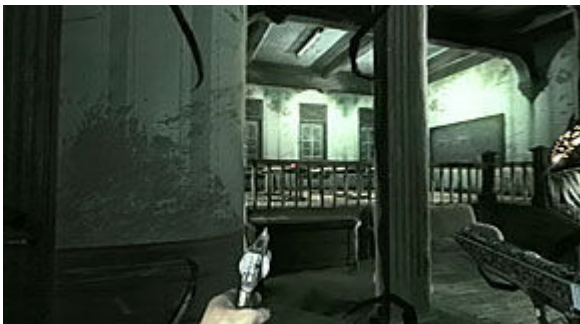




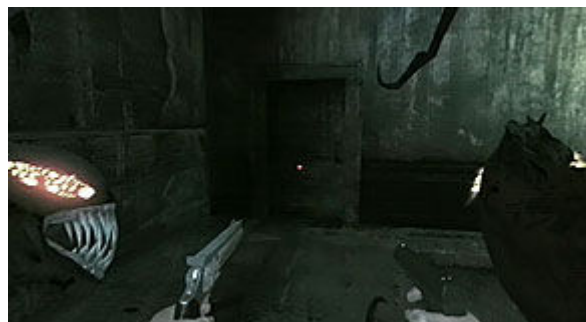
Backtrack towards the underground entrance. You should see, to your left, an opening in the wall that leads to St. Mary's Orphanage. Directly above the entrance to the orphanage is an overhang with a **collectible phone number**. Use Creeping Dark to climb the side of the building and reach the overhang to grab the secret.



Move into the orphanage. At the base of the stairs, turn left through a doorway to enter a small classroom. In the corner to the left, you'll find yet another **collectible phone number**. Turn around and move the opposite way through the previous hall. The orphanage may look confusing, but there's really only one way to go.



You'll soon reach a fairly tall stairway that brings you to the second floor. At the top of the stairway is a pair of doors. First, take the door to the right. You'll have to negotiate the remaining ruins of the floor to reach the far end of the room, where a small doorway opens to a closet with a **collectible phone number**.



Hop back through to room, to the previous hall at the top of the stairs. Go through the second doorway here and

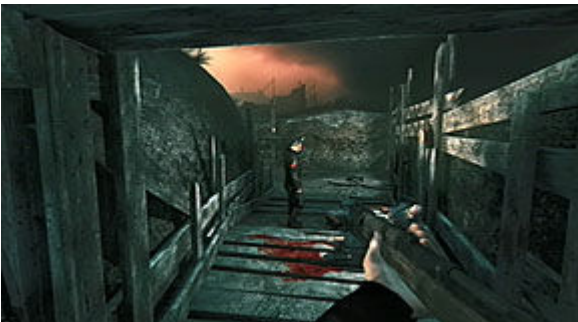
continue through the following hall. You'll move through a couple of rooms before a cutscene takes over and ends the chapter.



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Purgatory

Quickly activate your darkness powers and take out the enemy in front of you (he's probably not yet aware of your presence). Devour his heart and you'll earn the Demon Arm ability. Further through the trench, you'll need to use the Demon Arm to smash a clearing in the path. You'll find a pair of enemies just a bit ahead. As long as you keep on destroying the nearby lights with your Demon Arm, you should have no problem with the enemies.



Further through the trench, you'll see a small explosion in front of you, leaving behind a dead corpse. Devour the corpse's heart to gain the ability to summon a kamikaze darkling. Immediately make use of it, summoning the little kamikaze guy to blow up a small hole in the wall to your left.



The hole is large enough to crawl through, but we suggest first sending in your Creeping Dark. At the end of the small tunnel is a pair of enemies you can silently take out before moving Jackie through the tunnel. You'll get another chance for some stealth kills using the Creeping Dark just ahead. Around the corner is another pair of hapless enemies. Take 'em out, then devour their hearts to keep 'em dead.



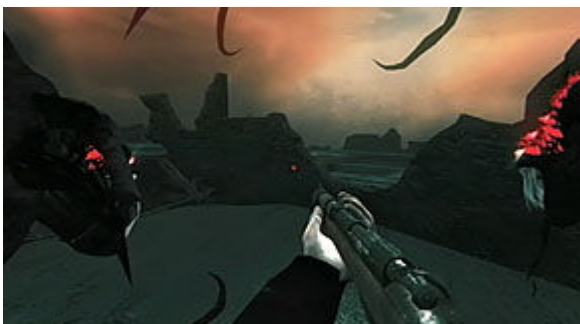
As you reach the trench's end, move straight ahead. Just slightly to your left is the remains of a destroyed wall, and within the remains is a trap door in the floor. Blow out the trap door and drop into the underground room to find a **collectible phone number**.



Walk back towards the trench, but don't follow it down. Instead, make your way to the right, walking along the top of the trench to keep your bearing. You'll run into a few enemies in the open field to the left. Take 'em out and remember to devour their hearts before they get back up.



There's another **collectible phone number** to find along the trench. You'll soon reach a part of the trench that's covered in destroyed buildings. Hop around the remnants of these buildings covering the trench to find the collectible.



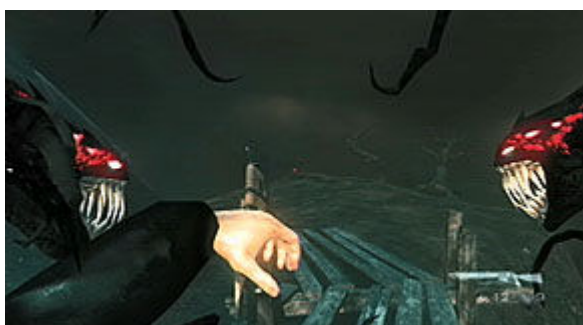
Follow the top of the trench until it ends, and then continue following the edge of the cliff until you reach a narrow bridge in front of the hanging Pestilence. Lightly tread in front of Pestilence and look for the



collectible phone number that's on the ground at his feet.



Move across the bridge just right of Pestilence and watch for a pair of enemies across the open field ahead. Continue wandering through the open field and you'll soon come to a concrete-encased bunker. The door inside is locked, but there's a small opening to the right (with one enemy inside). Send your Creeping Dark through the small opening to get rid of the dude inside.



While still controlling the Creeping Dark, move further into the bunker to take on a couple more baddies. You should find a lock that opens the front door of the bunker, letting you enter with Jackie. Inside the bunker, to the right, is another locked door. Send the Creeping Dark up the wall and through the small hole near the ceiling. You can unlock the door from the other side, letting Jackie through to blast the lone enemy beyond.



In the next hall is a portal for summoning a darkling. Withdraw a kamikaze or gunner and they'll blast an opening in the hallway to the left. Exit the bunker and immediately turn left around the far side of the structure. Looking over the chasm, you can faintly see a glow along the side of the bunker building. Send your Creeping Dark to grab the **collectible phone number**.





Cross the open field outside the bunker to reach allied territory. Drop into the trenches and head left. You'll soon reach a hatch that you can open. Drop down the hatch, and proceed through the tunnel.



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Allied Village

Just a bit further down the tunnel, you'll drop down and find a fellow soldier rockin' the harmonica. Look in front of him to find a **collectible phone number**. Continue forward through the tunnel, arriving at a ladder that brings you out of the underground.



As you emerge from the underground tunnel, take a sharp right around the corner. Walk towards the small building straight ahead to find a **collectible phone number** on the ground. Grab the collectible, then leave the small building, heading straight ahead, up a set of stairs, and ultimately turning right with the road.

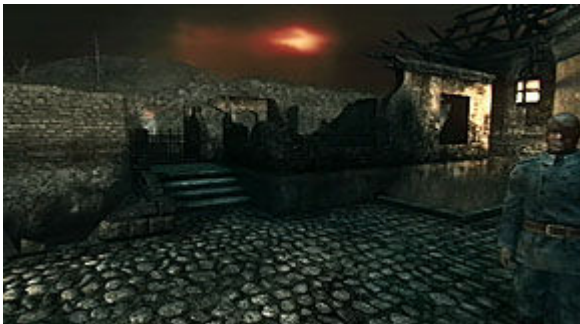




After turning right, stay straight. You'll walk past a wall-scribbling that points to the hospital to your right. Ignore the sign for now and continue through the archway ahead. Once past the archway, turn left to find a small crawl space. Drop down the ladder to find another **collectible phone number**.



Climb back up the ladder to the street level and walk straight ahead. The path forks soon, the left route leading across a bridge, the right route continuing along the cobblestone road, and the center route into a torched building. Step into the torched building to find a **collectible phone number**. When you've got the number, leave the building and follow the fork that leads down the cobblestone stairs. At the bottom of the stairs is the church hospital. Go inside to talk to the man inside.



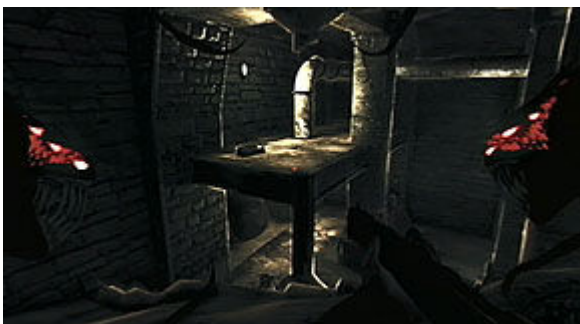
Leave the church when you're done conversing and go straight up the stairs. Stay left at the first fork in the path, then follow the bridge with the sign pointing to the hills. Continue through the tunnel.



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The Hills

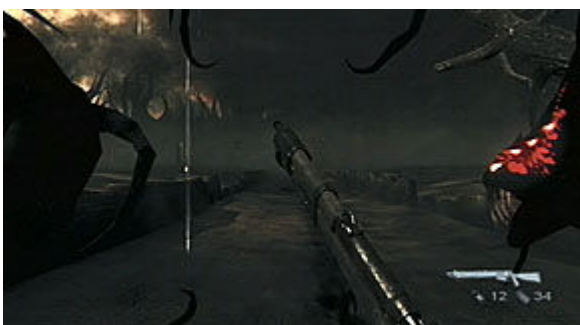
As soon as the area has loaded, look to your left to find a small platform. Send your Creeping Dark to the platform to grab the **collectible phone number**. Drop down to the level below. The path ahead is blocked by a massive bell. Use your Demon Arm to move it away.



The narrow tunnel opens up to a massive (and dark) field that's littered with enemies. Before venturing out, there are some things you should first know. 1) There is a defined path from which you should not deviate. If you leave the beaten path, a flash of lightning will reset your position, forcing you to start over. 2) Random flashes of lightning will immediately disable your darkness powers. After every flash of lightning, quickly re-enable your darkness powers to defend against newly spawned enemies that also accompany the lightning flashes.



The path you need to take is pretty straight-forward, lined with lights that lead you through the darkness. Watch your peripherals and take out any enemies that pose a threat, but don't pick fights with enemies that aren't aware of you. Be quick about moving forward and you'll soon reach a darkling portal and the end of the defined path.



While walking forward, count the light poles to your right as you pass them. At the third light pole, you will notice a very slight depression in the ground that branches right off the main path. If you follow this path perfectly straight, you'll soon reach the remaining shell of a destroyed building. In the fireplace of the building is a **collectible phone number**. Grab it, then carefully make your way back to the main path by heading straight out the front door.

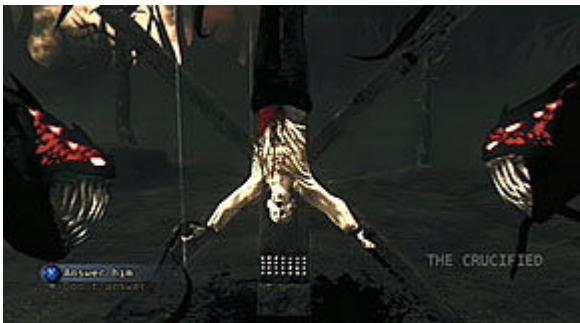




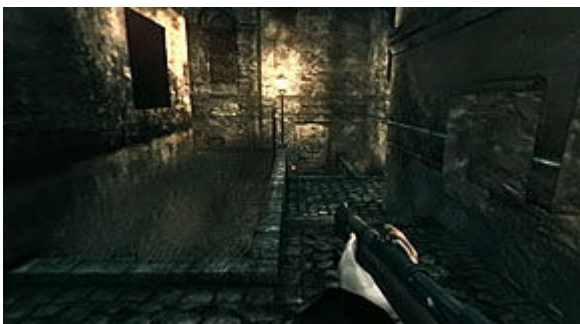
As the walls that lead you on the path reach their end, you'll start moving up a slight incline, towards another hanging creature. Before reaching the creature The Crucified, turn left in the darkness to find a concrete trench in the hillside. In this trench you'll find another **collectible phone number**.



Walk up to The Crucified and wait for him to talk. Choose to answer him and, after some conversation, you'll acquire the Darkness Guns power. With the new power, turn around down the hill and follow the defined path back to the allied village.



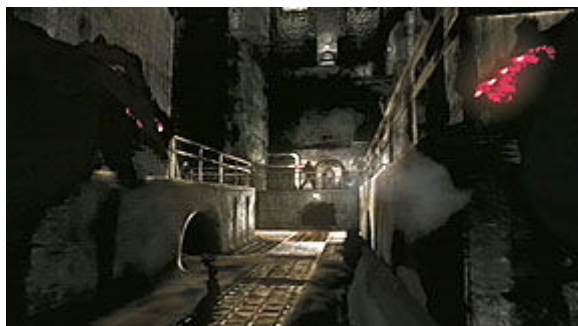
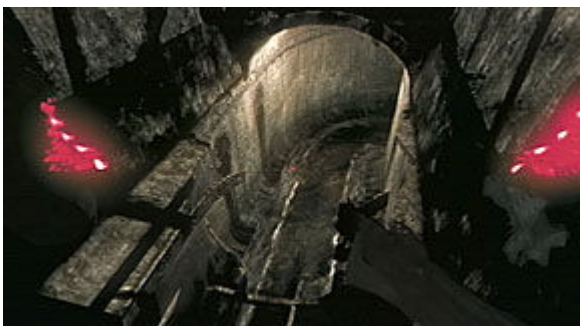
Once back at the village, return to where you previously found Tony Estacado (for those with short memory, cross the first bridge, take a left, then follow the cobblestone down the stairs to the church hospital). Follow the wall scribbles downstairs, then talk with Tony Estacado. He'll open up a path for you. Climb down to the sewers below.



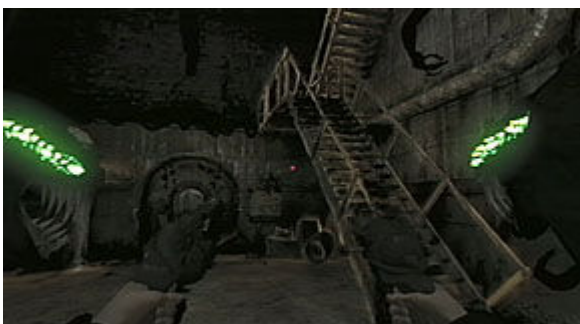
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The Sewers

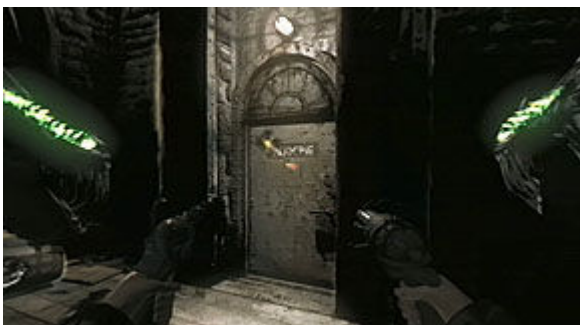
Follow the sewer forward until the narrowness of the tunnel gives way to an open room with multiple levels and a trio of baddies. We suggest using the Darkness Guns as they'll permanently kill the enemies without you having to suck on their hearts (though we still suggest harvesting their beaters when it's safe).



When the area is clear, ascend the long set of stairs at the far end of the room. When you reach the top, immediately watch your left for three enemies. Waste 'em, then look to the *right* for a dark corner. Hop over the railing and you'll drop down to a hidden platform with a **collectible phone number**.



Climb back up the steps and go through the doorway at the top. There are a few enemies in the narrow room beyond the door, and you can summon a darkling to help you take 'em out. The room branches in two directions. For now, take the branch to the right. The hall leads to an enemy or two, plus a room with a pump that has no power. Devour the heart of the nearby dead dude and you'll add another darkling type to your fold.



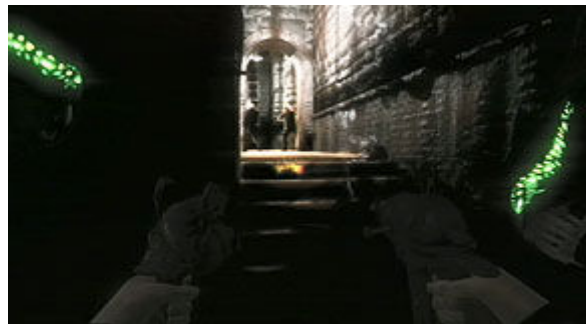
Summon the lightkiller darkling and he'll make his way over to power the pump. When the pump's got power, activate the valve to release the water in the room. Backtrack through the previous halls to return to the room where the path branched. Take the path on the other side of the room and activate the valve there to fully drain the water.



With both valves turned, return to the stairway before the hall and descend to the bottom floor. Just left of the stairway is a large door that can now be opened. Go through the door and take the first left that you can. In the small room is another **collectible phone number**.



Leave the room and take a left again to return to the main tunnel. Very shortly you'll reach a ladder. Climb up and follow the following halls. The narrow path will lead you to a room with three enemies inside. Engage them from outside the room they're in (or send in a darkling) before climbing the ladder in the room. At the top of the ladder, go through the following doorways to reach the German bunker.



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German Bunker

You'll go through a couple of doors before reaching a *massively* open room. Along the upper levels of the room are some German baddies that need killing. Fight 'em from below (your shot is better than theirs) before heading upstairs to devour their hearts. Keep moving upstairs and you'll find another pair of baddies at the top.



Look in the left-hand corner of the room that's at the top of the stairs. You'll find a **collectible phone number** just behind the darkling portal. Grab it, then head through the door ahead to exit back outside.



You finally reach the cannon you heard about earlier, and it might be a bit larger than expected. Walk around to the left side of the cannon and continue to the large (nay, *massive*) doorway along the left wall. There's a **collectible phone number** at the base of the door.

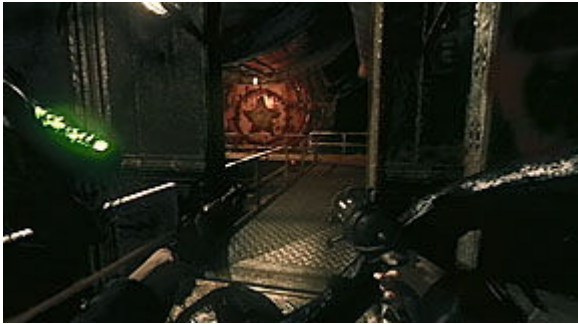


Now go to the backside of the massive train cannon where you'll find three baddies. Take 'em out, then climb the ladder at the back of the train. There's a doorway at the top of the ladder which you should open but *not* go through. The room beyond the door is teeming with German bad guys. Stay outside the door and use it for cover while you systematically take out the Germans inside.



When the room inside is finally clear, go into the train cannon and to the back of the room. There's a massive circular fixture at the far end, and below that, under the walkway, is a **collectible phone number**. Use the Creeping Dark to

grab it, then return to the earlier portion of the room to climb the stairway.



Follow the path to a catwalk that runs along the outside of the train cannon. When you reach the top of the stairs, stop and look right (the path continues left). Now facing the back of the train, summon the Creeping Dark and send it to crawl along the side of the train. A **collectible phone number** can be found.



Go now to the front of the train where you'll find a hatch you can open. Drop down to the control area for the train cannon and activate the control panel to end the chapter.



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Canal Street Station

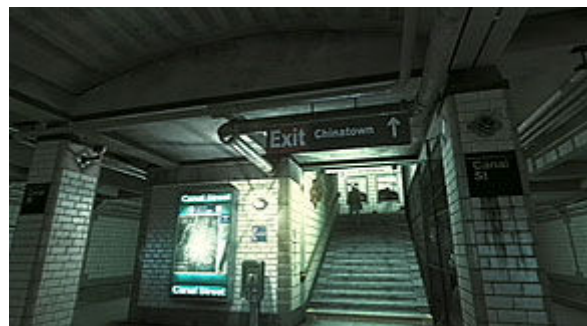
You'll find Jimmy the Grape wandering the subway station. Talk to him and he'll tell you to meet your aunt at her apartment on the Lower East Side. Talk to Jimmy again and he'll ask you to take care of a guy named Petey Pajamas. He gives you the room number "261" to work with, but nothing more.



There are few other side-missions you can initiate while you're in the subway. Find Terrence Willis and agree to help him with a gang problem he's having. You won't need to take care of it *right this minute*, but helping him will eventually allow you to beat Lucas Hellinger, the cups-playing punk around the corner that is, for the time being, impossible to best. As well, look for George Hadel again, who you earlier helped play his harmonica. Turns out his piece was stolen by Compton Scarr, who's currently hiding out in the Lower East Side. We'll get back to him later.



Finally, look for Dana Cutrone and agree to help her with her apartment problem. Her place is in Chinatown, which you can reach via one of the subway exits. Go ahead and take care of that now.



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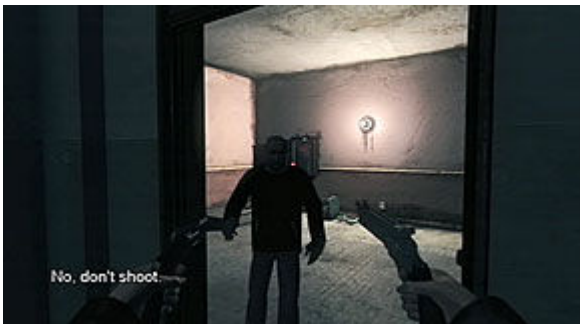
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Chinatown

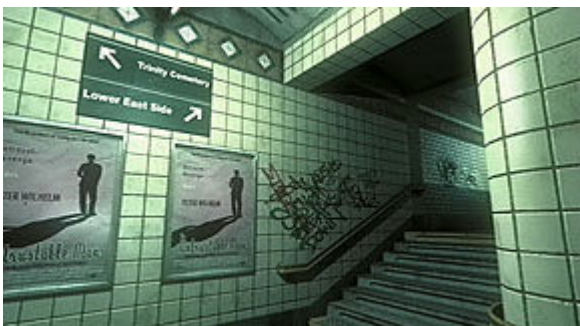
As you exit the subway, walk straight forward into the alley across the street. Before the alley veers left, look for a door to the right. Once inside the apartment building, go down the hall to the left where you'll find Dana's pal Joey Skelton.



Put your guns away after he's been intimidated and talk to him—he'll agree to give up the apartment keys and leaves peacefully (alternatively, you can slay him). When he's gone and you've got the key, grab the **collectible phone number** behind him, along with the secret outfit in the glass case along the wall. As you leave the apartment building, look to the left for another **collectible phone number**.



Return to the subway and talk to Dana Cutrone to complete the quest and earn another **collectible phone number**. Follow the signs to the Lower East Side exit of the subway, but before leaving you'll want to grab another **collectible phone number** just behind a customer service kiosk.



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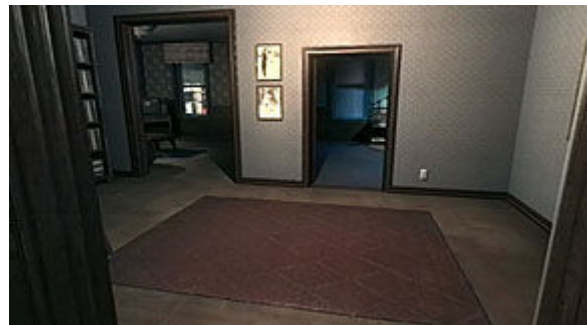
Lower East Side

As you emerge from the underground, take a hard right to face the opposite direction. Follow the road to the right to reach a dark corner of the Lower East Side. You'll find a **collectible phone number** in a shallow alley.





Nearby is Raspberry Street, at the corner of which you'll find Sarah's home (her name is on the front door). Knock on the door and, as she lets you inside, walk straight ahead into a room while Sarah turns left. You'll find a **collectible phone number** to the right.



Follow Sarah to the kitchen. A good deal of dialog goes on between Jackie and Sarah, eventually ending with instructions to go to a place called Gun Hill. That's all to do with Sarah for now, so leave her place to return to the streets of Lower East Side.



Before embarking on the next part of the main quest, now's a good time to take care of some of the side missions you picked up in the subway. Locate a map to get your bearings, then head to the corner of Clark and Waterfront. Just around the corner, on Waterfront, is a small gang of homies including Compton Scarr. Blast 'em to get George Hadel's harmonica back.

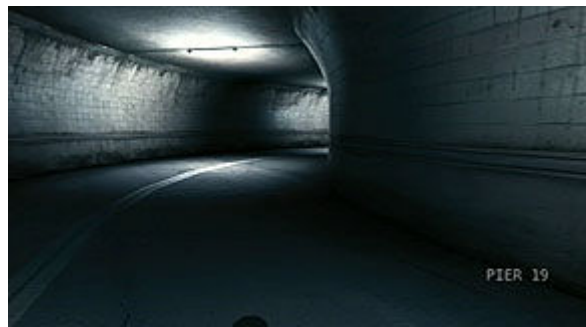


Further down Waterfront, the road connects with Whitefish, the street on which Terrence Willis said you'd find a problem

gang. At the corner of Whitefish and Waterfront is a large opening that leads to an alley with a pool hall. In this alley is where you'll find the gang. Take 'em out (don't actually enter the alley to do so) to fulfill Terrence's task.



Walk back down Waterfront and continue straight through the tunnel that leads to Pier 19. Just another short diversion before we continue the main quest.



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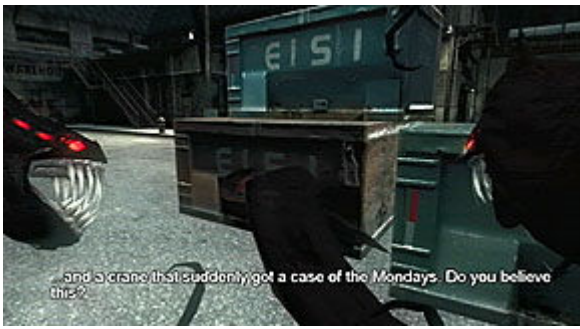
Pier 19

Follow the road at Pier 19 until it opens to a large area in front of the water. Turn left towards the water's edge to find a man sitting on a wall over the water. Kick him off the wall to grab the **collectible phone number** that was under him.



There's a second secret in the area, but getting it is a bit more complicated. In the middle of the shipping yard by the water's edge is a stack of shipping crates and two workers. The secret to find is underneath the shipping crates. You can easily move the crates using your Demon Arm power, but beware. Using the Demon Arm in front of the workers is enough to make them break out their guns. You can fight them, or simply wait for them to turn their backs before moving the crates and grabbing the **secret phone number**.





After collecting the two phone numbers at the pier, backtrack to the Lower East Side and go to the Canal Street subway station.

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Canal Street Station

Go to the lower level of the subway and talk with Terrence Willis. He'll reward you with a **collectible phone number** and give you a hint as to how you can win the cups game with the hustler around the corner. Walk up to Lucas Hellinger, the cups player, and choose to distract the guy. You'll leave a mark on one of his cups, a tactic that only works if Lucas puts the ball under that cup. Play cups with him until Lucas uses the marked cup. You should be able to win, which will result in another **collectible phone number**.



Next, go across the station to find George Hadel on the way to Chinatown. You'll return the harmonica to him, for which he rewards you with another **collectible phone number**. When you've got the goods, go back downstairs and catch a train to Fulton.



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Fulton Street Station

In the Fulton Street Station, you'll find Vinny Mortarello who asks you to off some people. First, he wants you to take care of someone that's stalking Jackie's Aunt Sarah. You can quickly hop the train back to the Canal Street Station, run up to Raspberry Street and drop the dude that's muttering about "babysitting" Sarah. As you head back to the subway station to return to Vinny, be ready to take on a car full of mobsters.



Return to Vinny and he'll give you the next hit, a Chicago family goon on Grinder's Lane. Grinder's Lane can be reached through the subway station you're already in. Go there now.



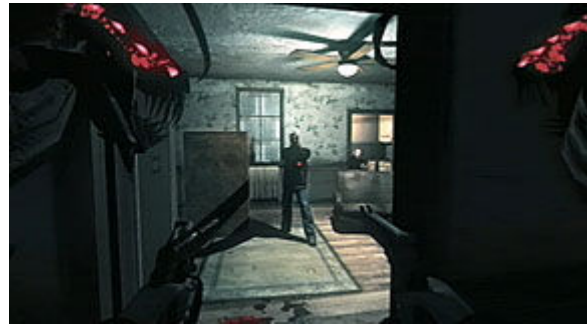
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Grinder's Lane

Keep your guns hidden for now. To the right and around the corner you'll find a few cops. The Chicago goon is behind them, walking around with a camera around his neck. When you blow him away you'll also have to contend with the cops so be ready for a war.



While you're at Grinder's Lane, it's a good opportunity to make good on a previous mission you accepted. Between the cops and the subway entrance is a doorway to the "Grinder's Lane Luxury Apartments." Move into the apartment and through the hall where you'll find a pair of guards in front of a door. Take 'em out, then head into the door they were guarding. There are two more guards inside, along with Petey Pajamas, the target given to you by Jimmy the Grape.



Before leaving the apartment, look for another **hidden costume** in the living room. Grab it, then head back to the Fulton Street Station.



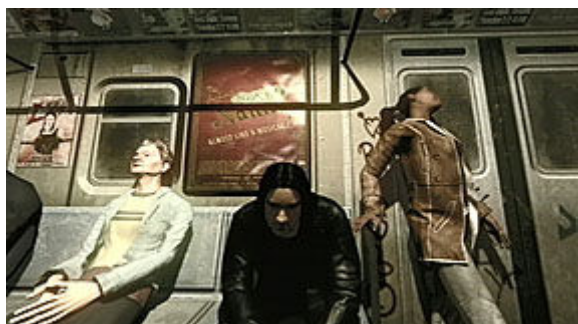
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Fulton Street Station

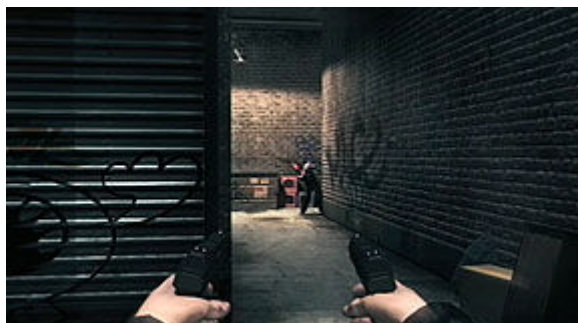
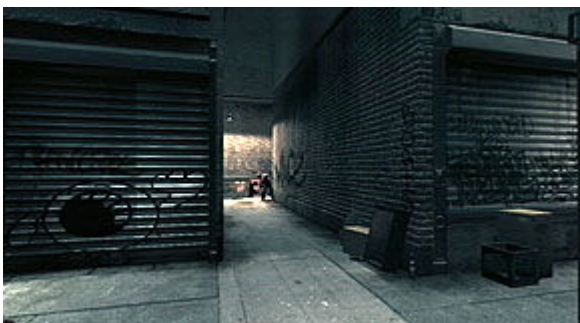
Talk to Vinny again and he'll give you a third hit, another punk on Raspberry Street in Lower East Side. Ride the train to the Canal Street Station and go to the Lower East Side. The punk you need to deal with is hanging around his car with the stereo blaring on Raspberry Street. Take him out, then go back to the subway.



Before taking the subway back to the Fulton Street Station, talk to Jimmy the Grape in the Canal Street Station to let him know you took care of Petey Pajamas. After you've done that, return to Vinny. He'll give you a fourth hit on a guy in Chinatown. Ride the subway *back* to the Canal Street Station (seriously) and go to Chinatown to find the thug.



As soon as you emerge from the underground, walk forward a bit and then turn left down the first alley you find. The target is at the back of the alley. Fortunately, there's no collateral drama to deal with. Just kill him and return to Vinny for the fifth and final hit.



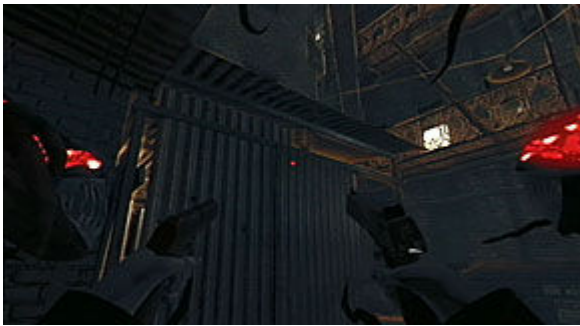
Vinny's fifth hit is found at Gun Hill, which is convenient as Gun Hill is where the main quest continues. After talking to Vinny, cross the station to the empty tracks. You can see a doorway on the other side of the tracks—hop across and go through the door to Gun Hill.



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Gun Hill

As you exit the subway to a back alley of Gun Hill, immediately use your Creeping Dark to crawl up to a corrugated overhang on your left. At the top of it you'll find a **collectible phone number**. Continue left down the alley. You'll pass a couple of defenseless bystanders before reaching a dead-end with a "service entrance."



Before entering the "service entrance," look up the side of the building directly across from it. On the second level is an open window inside which you can find the fifth and final hit from Vinny. Use your Creeping Dark power to crawl through the window and slay the guy that's sleeping in front of the TV. Before exiting the room, look for a **hidden costume** that's pinned against the right wall.



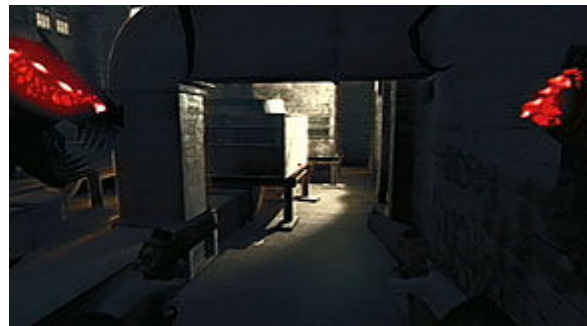
Open up the service entrance doorway with your guns put away and talk to the man just inside. Abe will give you a key that you'll later use to get to Shrote. For now, enter the elevator and ride it to the top floor. Directly in front of the elevator on the top floor is Shrote's apartment.



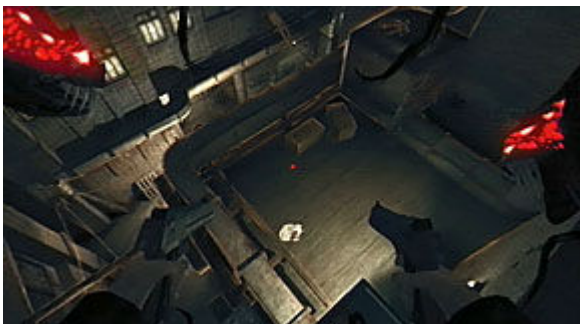
As you bust into Shrote's apartment, take a left around the corner to enter a room with a **collectible phone number**. After you've grabbed the secret, it's time to start chasing down Shrote. Follow him through the apartment, up some stairs, through doors and finally out to a room facing a chopper that's hovering outside.



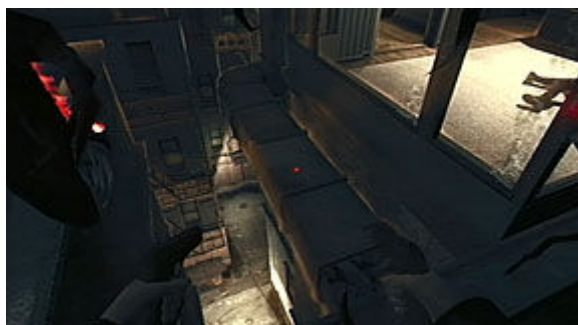
Taunt the chopper just enough to get it to shoot at you, but don't stand in front of it long. Before long, the helicopter will blast an elephant-sized hole in the wall, allowing you to jump out to the balcony to continue the chase. Drop down the ladder to the right, then turn around 180 degrees and run straight to the corner. You should find a **collectible phone number** on your left.



Go to the edge of the rooftop and drop down one level below. To your right, along the side of a taller building, you'll find a duct hugging the side of the building. Jump onto the duct and following it around the side of the building where you'll find Shrote firing at you from afar. Continue the chase on this dangerous path. Before long, you'll reach another rooftop you can hop onto.



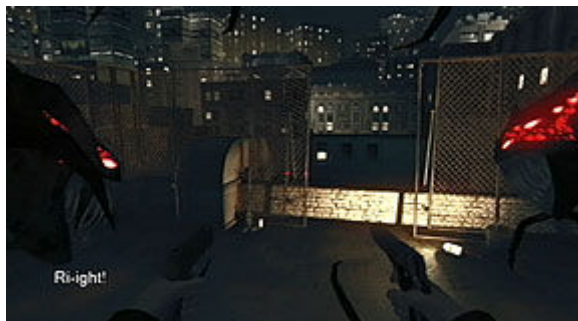
There are a few enemies around the corner that cover for Shrote. Take 'em out, then approach the door through which you saw Shrote escape. To bypass the locked door, hop onto the ducts in front of the windows to your left and then hop into the building.



After going through just a couple of doors, you'll enter a heavily-guarded police office. Darken the room you're in and use it as cover while you fight off the cops in the next room (don't worry, they're bad cops). Go into the office and look for a doorway to the right that leads you up some stairs. As you pass through the door at the top of the stairs, get ready for some quick footwork.



There's a chopper on the rooftop that you need to avoid, but not before grabbing a secret. Take a hard right as you exit the door, making a U-turn towards the back corner of the rooftop. There you'll find a **collectible phone number**. Grab it, then make another U-turn towards the edge of the roof. There's a break in the fencing that surrounds the roof. Jump through it to reach the ground level.



You're back in the alley where you first entered Gun Hill. Look for the doorway nearby that leads back to the Fulton Street Station.



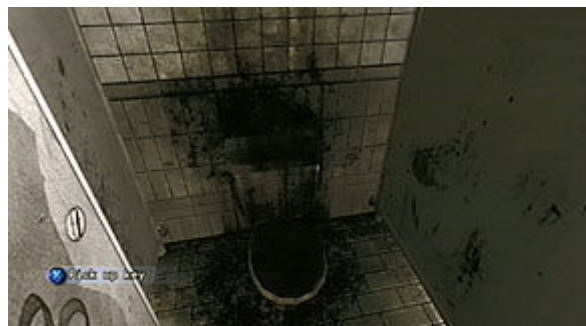
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Fulton Street Station

When you return to the Fulton Street Station, make a pit stop and talk to Vinny, who'll hand you a **collectible phone number** for your earlier troubles. When you've completed the quest, make your way to a nearby pay phone to call Butcher.



Butcher gives you instructions for the part of the main quest. After talking with him, find the men's restroom in the Fulton Street Station and open the door marked "OUT OF ORDER." You'll find a key attached to the toilet's tank; grab it.



Leave the men's bathroom and make your way to the corner of the subway, right next to the tracks, where Mitch Deval is. Talk to him to pick up another side mission, then use the key you grabbed to open the gate behind him.



You'll walk alongside the tracks for a while before reaching a break in the wall on your left. Use this chance to step onto the tracks and take a left, moving back towards Fulton Street Station. It's hard to see in the dark, but the train tracks split in two directions. Look down the branch going opposite the path you're on and you'll find a **collectible phone number** glimmering in the darkness. Grab it, then backtrack to the light in the tunnel.



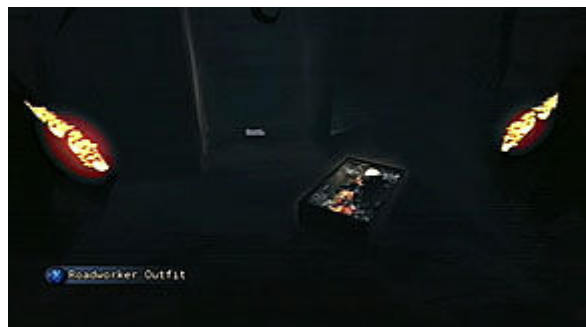
Follow the sign pointing to the City Hall Stations. As you creep down the dark tunnel, you'll reach the ruined subway station.

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City Hall Station

Walk along the platform and you'll find a set of steps that lead to the right. Ignore them for now, though, and enter the wrecked subway train just a bit further forward. Inside you'll find a **collectible phone number** along with the final **hidden costume**.



Walk up the stairs you earlier passed to find a pair of bums with some worthwhile information. After hearing their shtick, continue into the tunnel behind them *and turn on your darkness powers*. Just around the corner is a pair of crazed bums armed with knives. Gut 'em (we used the Demon Arm) before they gut you.



Continue moving through the abandoned tunnels to find out that they're not so abandoned. More bums (or cult members) will attack you as you progress. Eventually you'll reach what seems to be a dead-end as you reach the blocked path to the Turkish Baths. For now, go through the door to the left.



In the room just beyond the door, look left for a **collectible phone number**. Continue right down the next hall and, as you round a corner, watch out for a small pool of electrified water. You can shoot the source of the hot wire near the top of the wall on your left. To test that the water is safe to cross, summon a darkling and send him across first.



A bit further ahead, a pipe from the ceiling collapses in front of a door to the right. Send the Creeping Dark down to the door to go through the vent directly above it. Use the Creeping Dark to bite at the lock on the other side of the door, letting Jackie pass through (don't sweat the booby trap).

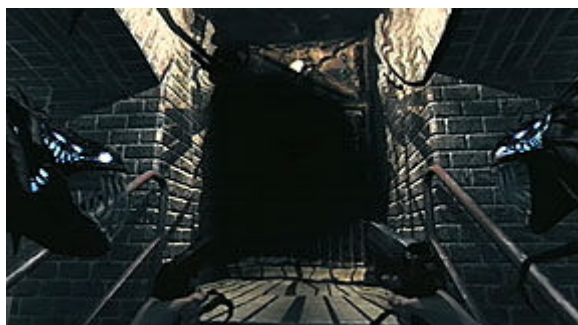


You'll find Deval, the head crazy bum, in the next room. He promptly locks himself away behind a barrier, though you

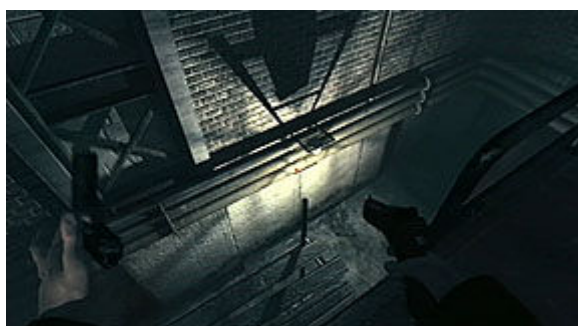
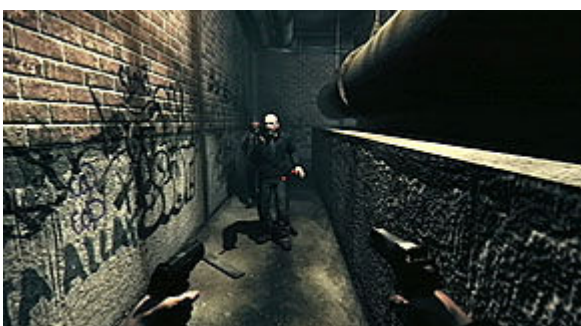
can send the Creeping Dark to take him out. To get the Creeping Dark up to Deval, shoot the chains that are holding closed the gates on either side of the stairway. Devour Deval's heart with the Creeping Dark and you'll earn a new darkness power, the Black Hole.



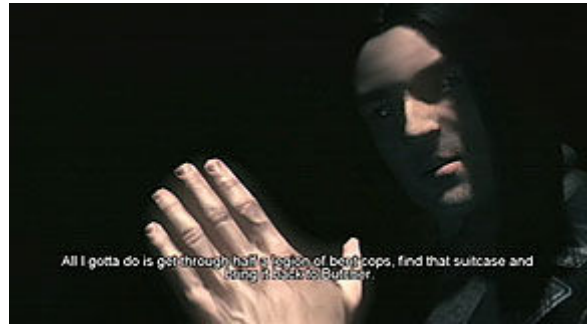
Use your Demon Arm to move the boxes at the back of the room. You can stack them in order to jump up to the level where Deval was hiding out. Look to the left of Deval's chair to find a **collectible phone number**, then use the Black Hole at the top of the stairs to open the gate to the next hall.



Move under the gate and continue left down the hall. There's a pair of crazy bums around the corner, but as they're armed with just knives they're no match for you. Further down the hall, there's a break in the railing on your left. You'll need to drop down to the level below, but before you drop all the way you'll want to grab a secret. Along the piping that lines the left wall you can see a **collectible phone number**.



Drop down to the ground level and turn left. Through the door at the end of the hall is a ladder that leads to the Turkish Baths.



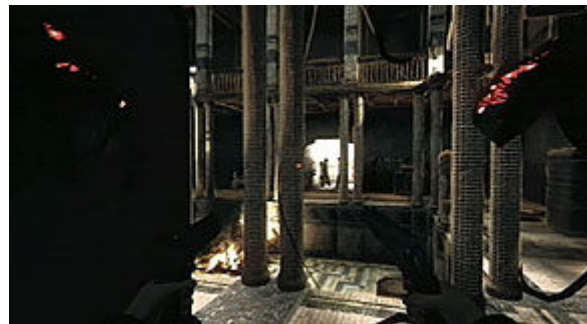
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Turkish Baths

Move through the building, up some stairs, until you find a mess of crap that's in your way. Use the Black Hole power to get rid of the clutter and continue through the hall. Just ahead, the hallway splits in two directions. First take the path to the left to find a **collectible phone number** at the dead end.

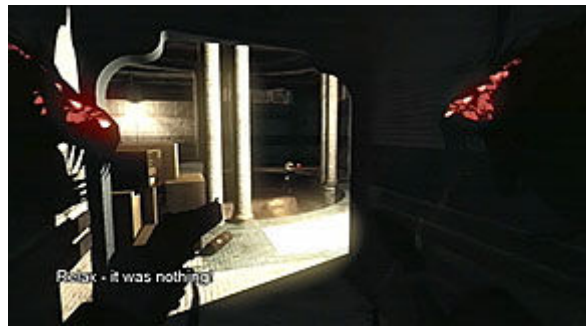


Return to the branch in the hallway and use the darkling portal to summon a kamikaze darkling. Lead him down the hall to the *right* where the kamikaze can do his thang and take out a wall. Go through the hole in the wall and follow the hall to the baths where you'll encounter a few enemies, upstairs and down.



When the bath area is cleared, turn left to the corner of the room. On top of the short scaffold in the corner is a **collectible phone number** which you can reach by jumping and grabbing it as you fall. After grabbing the secret, look for a path on the other side of the room that leads to more baths.





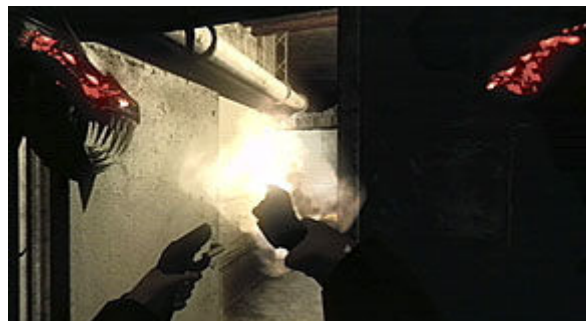
You'll run into more enemies as you tear forward. Continue along the linear path, up some stairs to the upper level of the first bath. Be prepared to fight more goons, none of which should be a problem if you stick to the darkness and use your powers.



Cross a gaping hole in the floor via a steel beam and continue through the next hall. Expect more enemies in the following room, which branches left and right. When the coast is clear, first tackle the branch to the right. It leads to some showers, past which is a sauna with a **collectible phone number**.



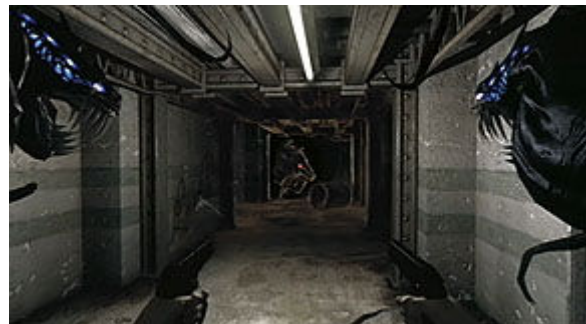
Backtrack through the showers to the previous room and take the other branching path. Around two corners, the hall leads to a doorway on the other side of which are some baddies (you'll hear them screaming). Before busting in to take 'em out, turn right down the hall to find a **collectible phone number**. When you're ready, bust through the aforementioned door to take on a trio of baddies (a Black Hole will do them well), then move in to grab their weapons stash and the briefcase in the corner.



It's time to backtrack through the bath house. As you return to the two-level room with the large bath in the center, a chopper hovers overhead and drops in a few SWAT members. Take 'em out from the hall before entering the large room. Instead of running from the chopper, this time you've got a defense. Fire a couple of Black Holes through the glass ceiling to bring the helicopter down.



Continue to the lower level of the bath house and go out the way you came. In addition to a few more standard SWAT guys to take out, you'll run into one guy that's got a shield. You can either wait for him to turn sideways or blast him with a Black Hole to get by. Through the hall, down some stairs and then back through the hole that your kamikaze darkling earlier made, you'll find two more SWAT guys with shields. Fire a Black Hole down the hall to wipe them out.



You'll run into three more shield-armed SWAT fighters before reaching the ladder that leads back to the City Hall Station.

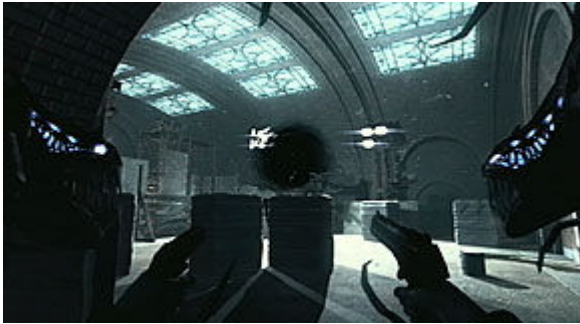
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City Hall Station

You'll soon run into one of the bums you first encountered in the City Hall Station. He warns you of an upcoming ambush, but doesn't pose a threat. Continue forward and you'll reach a room with two darkling portals. To the left is a bathroom inside which you'll find a **collectible phone number** hidden in a bathroom stall.



Just beyond the hall with the two darkling portals is a massively open room where a few SWAT enemies are stationed. Send your darklings into the room and stay back while shooting Black Holes into the main room. When you've cleared the room, go inside and look at the scaffolding to the left. You can send the Creeping Dark up the side of the scaffolding to find a **collectible phone number**.



There's a door behind the scaffolding that leads back to an earlier part of the City Hall Station (remember when you just had to fight bums with knives?). Be ready for more SWAT guys, all of which will fall victim to the Black Hole. The tunnel goes both left and right. The path to the left will send you in circles, so head right to return to the subway tracks.



Time to meet up with Butcher back at the Fulton Street Station bathroom. On your way down the subway tracks, expect to run into a final convoy of SWAT guys. Stay close to the wall on your right and send Black Holes at them to finish 'em off.



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Fulton Street Station

Talk to Mitch Deval as you enter the Fulton Street Station. Choose to help him and he'll give you a **collectible phone number** for the update on his missing brother. Next, go to the men's bathroom to find Butcher. He'll help you rig the briefcase before returning it to Shrote.





Next, find a payphone and dial Shrote. Through the conversation, you agree to meet at the Trinity Cemetery. Catch a train to the Canal Street Station and follow the signs towards the Trinity Cemetery (the exit is near the Lower East Side exit).



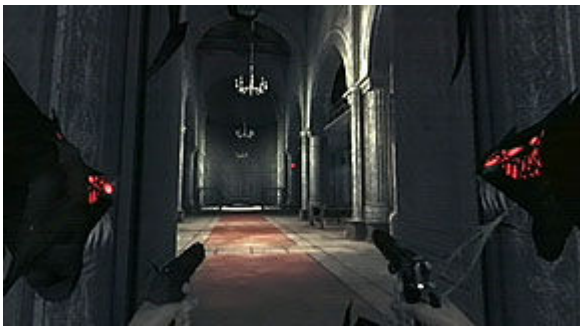
When you reach the streets, go straight and take the first right around a corner, past a cop car and into the cemetery. Continue through the cemetery to enter the Trinity Church just ahead.



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Trinity Church

Walk through a couple of rooms in the church before reaching the main auditorium. When you enter the main hall, you'll hear Shrote bark orders to put the suitcase on the altar at the far end of the room. Do what he says for now. As you place the suitcase on the altar, Shrote's goons knock out the lights and ambush you.



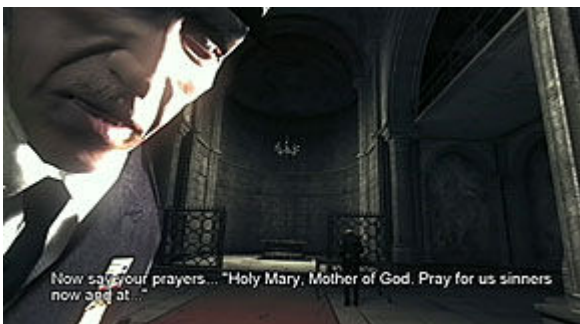
Make sure your darkness powers are enabled to take advantage of the dark room. There are multiple darkling portals spread around the room, giving you multiple chances to summon darkling helpers. Make your rounds, going between portals to summon new darklings. They'll be vital in holding off this onslaught from Shrote's cronies.



You'll of course have to do some shooting for yourself. Stick to the sides of the auditorium, behind the large pillars and under the balconies. Enemies will fire at you from above as well as drop in to take you on face-to-face. Be constantly activating darkling portals as your darklings will fairly quickly die off. Also be sure to shoot out the flood lights that eventually shine from the balcony. Before long, flashes of light interrupt the scene.



A long bit of dialog will go on before you're given the chance to do anything. When Shrote walks off, start taunting the nearby cops. They'll walk in front of the bright light that's keeping your darkness powers at bay. After about five taunts you'll be able to use your Demon Arm to hit the suitcase to the left.



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Purgatory

Try to fire the cannon in spite of the advice of the creature next to you. Sadly, the cannon doesn't fire. To exit the cannon, look at the hatch in the ceiling to jump out. Follow the catwalk down the side of the cannon, taking a right at the branching path. When you get to ground level, look to your right, under the train, for a **collectible phone number**.



Move towards the rear of the train cannon, following the tracks along the cliff. To the right you'll find an enemy and a path that leads alongside the cliff. The cliff-side path is lined with lights that'll keep your darkness powers limited, so be sure to destroy them as you move along. More and more enemies show up to impede your progress, but keep your distance (and your darkness) and you should be fine.



The path leads you to a concrete structure embedded in the cliff side. Go inside and climb down a ladder. At the base of the ladder is a pair of tunnels. First go through the tunnel to the right to find a **collectible phone number**. Turn around and go down the other tunnel towards the Village.



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Allied Village

You'll walk right into another **collectible phone number** as you move through the tunnel. Push the metal grate at the end of the tunnel to emerge at the Allied Village where you earlier met with Tony Estacado. Turn right in the shallow water and follow it to a small crawl space that leads you to the street level.



There's not much to do in the village, though if you talk to Frances Fox he'll tell you that Tony Estacado has left for the trenches. Walk between the two on-guard soldiers and follow the path back towards the trenches. As you enter the underground tunnels, talk to Charlie Hazelgrove. He'll give you side mission that you'll finish later.



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The Trenches

As you reach the trenches, Tony Estacado calls out to you from above. Walk towards him a bit and look for a ladder along the left wall of the trench that lets you climb into the tank that Tony's prepared. As Tony cruises the countryside, be ready to intercept any and all enemies you see with your turret's bullets. Tony will call out most of the locations, but keep an eye to the front to watch for new baddies.



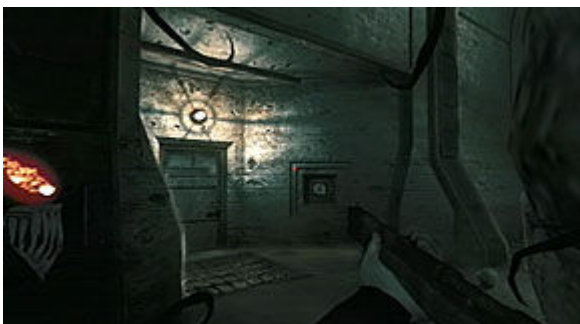
You don't have to be too terribly vigilant about shooting stuff down as it's difficult to die in this stretch of game. Just keep actively shooting things down and you should be fine. Eventually, the tank ride comes to an end, and after a brief scene



During the fight with the ugly creature, you're confined to the turret seat. Thankfully, you've got unlimited ammo, so don't let off the trigger button. Keep aiming for the creature's head (we hope that's a head) and correcting your aim every time it shakes you sideways. Before too long, the creature will fall.

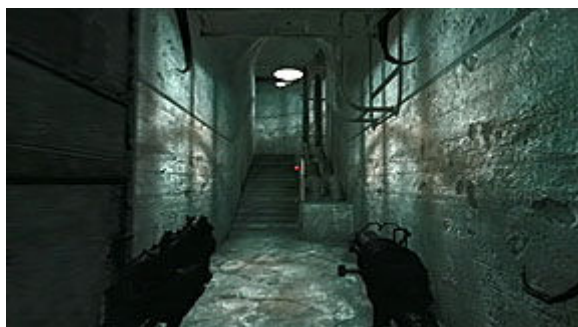
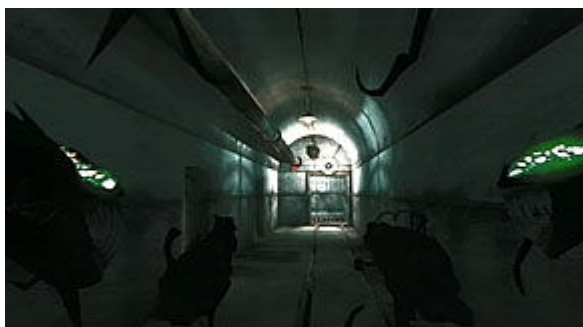


After felling the beast, walk forward and go through the door to your left. Inside you'll find a **collectible phone number**. Grab it, then find Tony Estacado in the room with the dead monster. Listen to Tony's speech before moving on, but don't stand too close.



There are two halls that branch off from the large room you're in, but the hall to the right leads to a dead end. Go left through a door and into a narrow hall with a locked, barred door at the end. Along the left wall is a second door you can

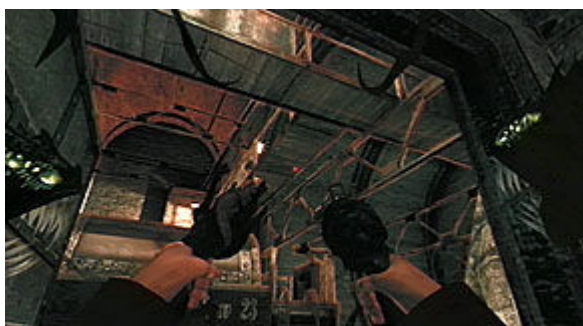
use to proceed. Continue navigating through the halls—there's only one path—and you'll eventually arrive at the Castle Entrance.



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Castle Entrance

Just through the first door is a large room with a few enemies. A pair of baddies are hanging out on the catwalk above and to your right. Use a Black Hole to take them out, then enter the room to access the stairway at the far end. Climb to the catwalk and follow it to the right to pick up a **collectible phone number**.



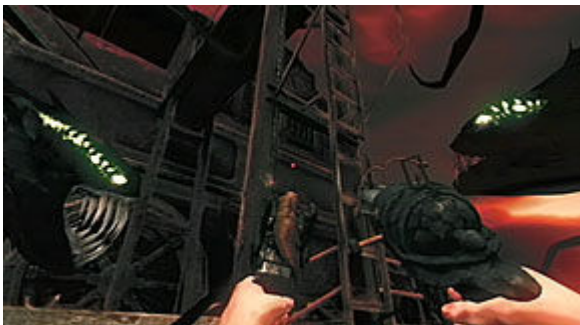
At the other end of the catwalk is a lever that opens a large door below. Pull the lever, then go back downstairs to hop onto the cart carrying the massive cannon shell. Start the engine of the cart to get it rolling through the doorway.



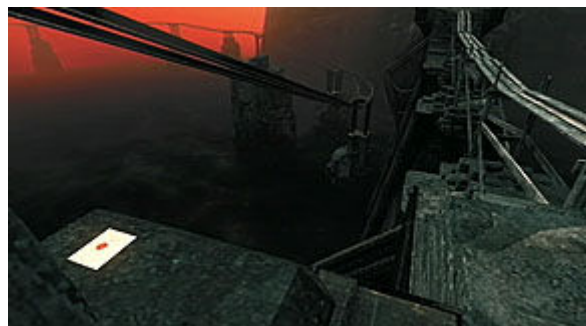
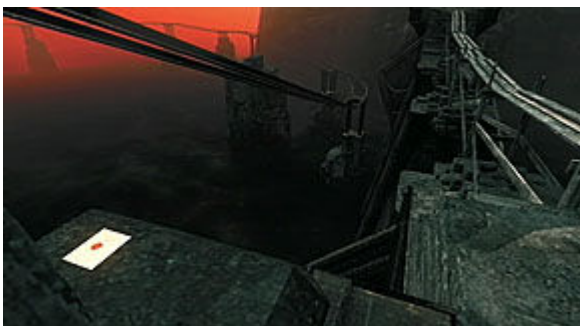
This cart ride doesn't last long, but you'll get a chance to use its turret to thin out the zombie horde surrounding the train cannon at the end of the tracks. When the cart stops, quickly hop off to take care of the enemies on even ground (we suggest using the Darkness Guns).



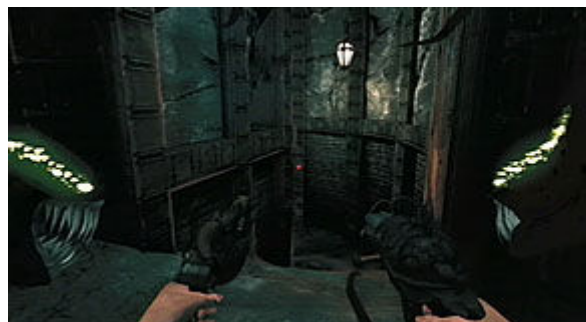
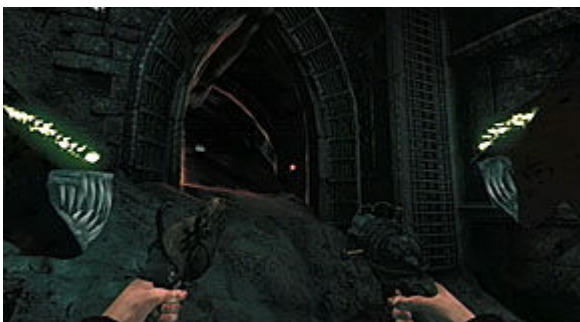
When the coast is clear, climb a nearby ladder to the top of the tank cannon and follow the walkway back to the hatch at the front of the massive vehicle. Drop inside the cockpit and activate the cannon, then leave the cannon and return to ground level.



Find the path directly in front of the tank cannon that leads across the chasm and into the massive castle ahead. Just before stepping onto the narrow wooden planks, look to the left for a **collectible phone number**. Cross the wooden planks and approach the steps of the castle. Before ascending the stairs, look right for another **collectible phone number**.



Go up the stairs into the castle entrance. Climb over the rubble and look for a dark corner to the left. In the darkness you'll find another **collectible phone number**. Grab the secret, then turn right to continue to the Castle Hall.



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Castle Hall

Go through the downward hall to reach a room with four odd contraptions. Before doing anything else, look for the **collectible phone number** found through the metal grating to your left. After you grab it, move around to the four electric chair-esque seats in the room and press the action button.



After activating each of the four chairs, the Darkness will come to life in the fifth chair at the head of the room. As it comes to, the Darkness summons darklings to attack you. *Put your guns away.* Simply approach the Darkness unarmed to trigger a brief cutscene that, hopefully, doesn't end with you dying.



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Fulton Street Station

When you come to back in *the real world*, leave the cemetery and take a left towards the Fulton Street Station entrance. Go down to the tracks and you'll find Vinny who gives you a bit of an update on the situation, as well as tells you to talk to Butcher who's gone to Aunt Sarah's place in the Lower East Side.



After talking to Vinny, turn right to find Rosie Hazelgrove, who's probably dead-asleep. Talk to her and you can complete the mission you accepted back at the Allied Village. You'll be rewarded with a **collectible phone number**...and a touch of old-school romance.



Before leaving the Fulton Street Station, locate Little Petey on the opposite end of underground. Talk to him and he'll give you another side mission. When you've accepted the deal, hop on the nearby train to go to the Canal Street Station.



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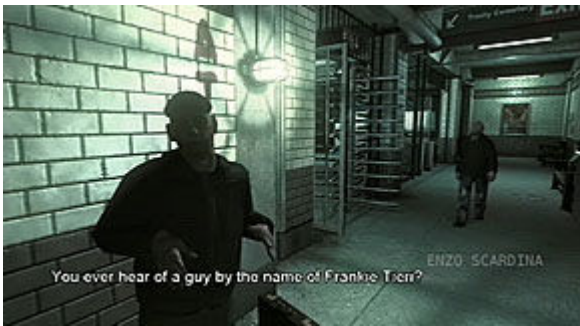
Canal Street Station

When you get off the train, go to the opposite end of the tracks. You'll find Mickey Famiano in the corner of the station away from everyone else. Talk to him to give him the message you got from Little Petey and you'll be rewarded with a **collectible phone number**.





There are a couple more side missions you can pick up at this time. First, follow the station tunnels towards the exit to Trinity Cemetery and speak to Enzo Scardina. He'll tell you about a briefcase switcheroo involving a guy back at Fulton Street Station. Before leaving Enzo, be sure to pick up the briefcase at his feet. Now go to the opposite end of the Canal Street Station, towards Chinatown. Near the station exit, you'll find Alfred Blackmoore who tells you about a deadbeat tenant he's got.



You can quickly take care of the tenant problem. Follow the signs to Chinatown streets, then walk straight ahead to an alley. Look for the first door on your right that leads you to a familiar apartment building. Inside and to the left you'll find Dana Cutrone. Talk to her and you'll get the keys to the apartment. Return to Alfred Blackmoore to get a **collectible phone number**.



Now's as good a time as any to take care of the other side mission you accepted. Hop a train back to the Fulton Street Station and locate Noses. He's dressed in all black, staring at a screen near Vinny. Simply walk behind him to swap suitcases, then return to Enzo near the Trinity Cemetery exit of the Canal Street Station. Talk to him for another **collectible phone number**.





After taking care of the two side missions, follow the signs to the Lower East Side and leave the Canal Street Station.

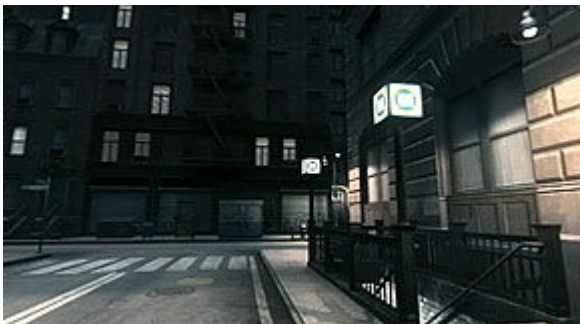
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Lower East Side

As you exit the underground, turn right towards Mulberry. Look for Sarah's house at the corner of Thompson and Mulberry and go inside to talk to Sarah and Butcher. Keep up the conversation until they've got nothing more for you. It's time to head to Grinder's Lane.



Leave Sarah's and return to the underground. Hop the first train back to Fulton Street Station, then follow the signs leading to Grinder's Lane.



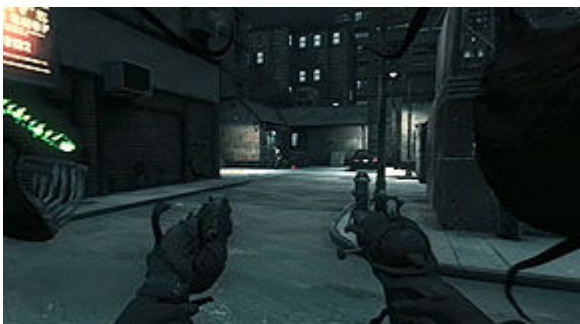
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Grinder's Lane

Upon arriving at Grinder's Lane, go right through the open gate. When you reach a wall, turn left to a shallow alley with a pair of dumpsters. Use the Demon Arm power the move the dumpsters away, revealing a collectible phone number.



Turn around and go to the opposite end of the street, ready to shoot at a moment's notice. Just around the corner to the right is a car with a few goons around it. Take out the goons, then go into the building just left of the car.



Follow the indoor hall to engage a few enemies. If the hall seems familiar, it's because you've been here before. After moving down the first hall, go right through a doorway into a lunchroom, then left into the locker room. In the room just beyond the locker room, turn right to open a mechanical door that leads outdoors.



Directly across from the mechanical door is a small shed. Go inside and locate the radio, then use it to call in the Santa Maria. With that taken care of, leave the shed, ready to throw a Black Hole at the car full of bad guys that roll up on your left. When they're gone, leave the yard through the gate behind the car and turn left towards the subway. Hop the train back to the Canal Street Station, make a quick call to Butcher, and then continue up to the Lower East Side.



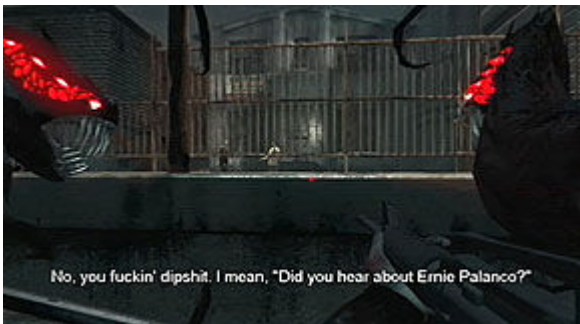
You won't spend much time in Lower East Side. Just walk straight as you exit the underground and follow the road to the intersection with Waterfront. Take a right on Waterfront and follow the road through a tunnel, towards Pier 19.



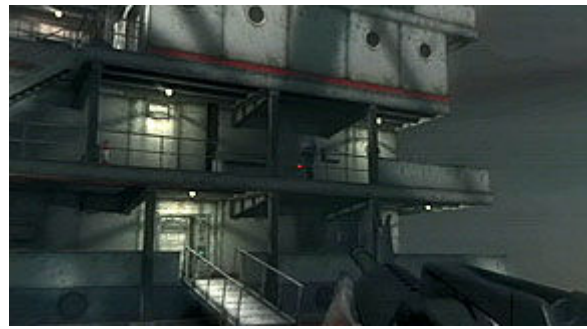
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Pier 19

Almost immediately upon entering the Pier 19 area, turn right to spot a couple of baddies through a metal fence. Take them out, then turn left to find an enemy or two near the car parked in the middle of the street. Follow the road to the lot where you spotted the first two guys. In the corner of the lot, past a darkling portal, is a narrow alley with a **collectible phone number** at the end.



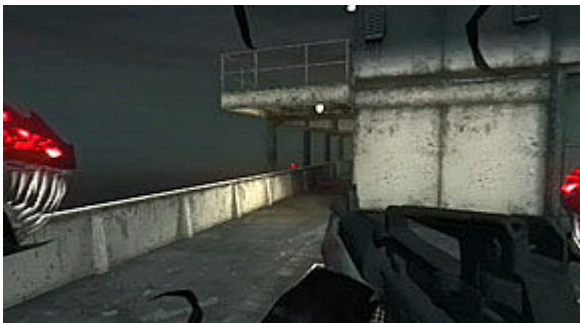
Follow the main road to a large shipping yard with stacks of massive shipping containers. The Santa Maria is neatly parked on the pier, almost ready to be boarded. But before you step on the ship via the ramp just right of the huge crane, take care of a couple of baddies you can spot on the upper levels of the boat.



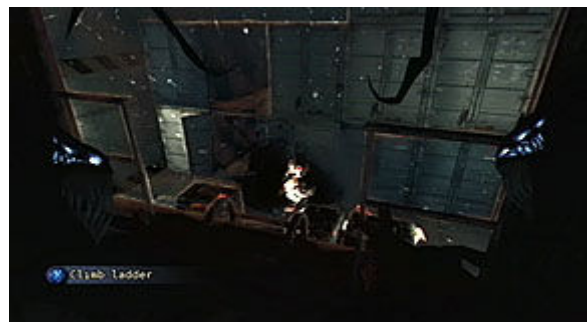
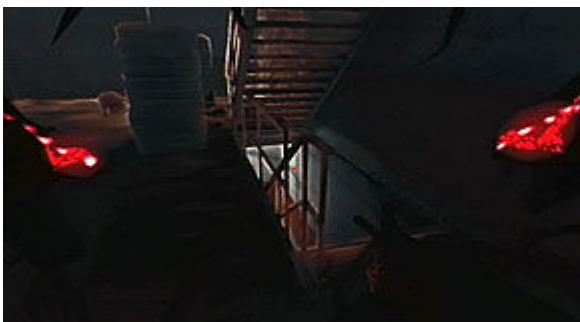
As you step onto the boat, turn left and run towards the front of the ship. There's a short stairway (and a lone bad dude). Go down the stairs to find a **collectible phone number**, then return to the main deck of the ship.



Make your way towards the back of the ship while hugging the rail to your left. There's a short stairway at the back that leads to the second level of the ship. Be ready to fight off enemies around every corner, using whatever you've got. The halls of the ship might be a bit confusing, but you'll ultimately be making your way *upwards* towards the captain's cabin. When you finally reach the captain, send him to his maker to get an update on your objective.



Go to the *left* side of the ship's deck (assuming you're facing with the front of the ship) and look for a small stairway that leads down to a cargo room. There are a few enemies amidst the clutter in the room, but nothing a little Black Hole won't fix. When the room's clear, look for a stairway that leads *down*, underneath another set of stairs. You'll go further into the ship's holds with more cargo boxes.



After fighting off a few enemies, move through an open shipping container to the left. The container leads to



a very narrow gap between two large stacks of containers. Use the Creeping Dark power to crawl up the side of the second stack of shipping containers to find a **collectible phone number** hidden at the top. Grab it, then return to the ship's deck. Expect a few enemies at the top of the ladder on your way out.



When you return to the main shipping yard on the docks, more enemies spawn around you. We suggest taking cover amidst the shipping containers in the center of the yard while fighting off the bad guys. When the immediate area is clear, start making your way back towards the Lower East side via the street to the right. There's a pair of cars with some more bad guys around the corner, but not much else to stop you.



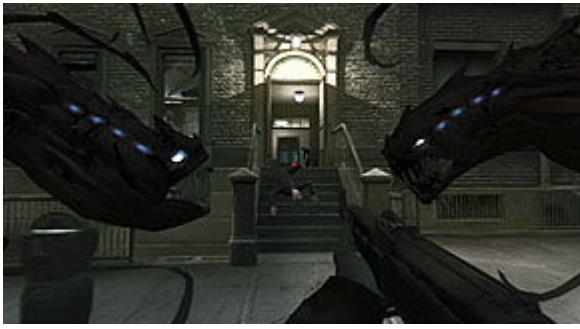
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Lower East Side

Make a left at the first fork in the road to continue down Clark, back towards Sarah's place. You'll run into a bit of light resistance on your way, so be ready with your darkness powers. Clear a path back to Sarah and company.



When you enter Sarah's apartment, you'll find the place stacked with some old school mobsters that are tired of Paulie's shenanigans. There's extra ammo in the room directly across from the front hallway, plus a few guns in the kitchen with Sarah. We suggest holding up in the kitchen with Sarah, peeking out the windows to pick off the enemies that crawl out from behind their cars.



After settling the situation in the kitchen, go to the back room to make pick off any stragglers. When all enemies are done for, Butcher Joyce will drive by in his car and enter the home. He gives you a possible location where Paulie might be hiding out. Afterwards, Jimmy the Grape makes you an offer—the choice is yours to make.



Leave the apartment and make your way *back* toward Pier 19. When you reach the main shipping yard, turn left and follow the edge of the water. A boat will come to pick you up at the dock at the far left end of the water. Hop aboard.



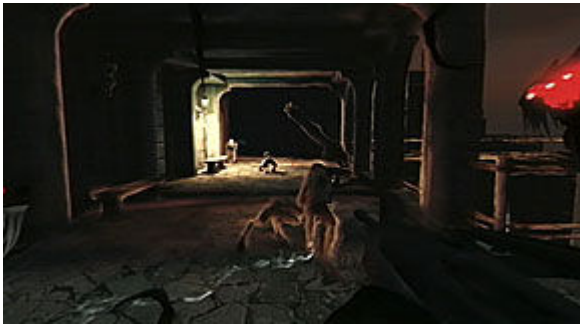
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Lower East Side

The goal for now is simple: get to the mansion at the top of the island. Follow the path ahead and watch for enemies around every corner. Move forward *slowly*, treading very carefully to engage only a couple of enemies at a time. Be sure to also knock out every light you walk by—you'll need all the darkness you can get. When the going gets rough, use a Black Hole to suck up the enemies.



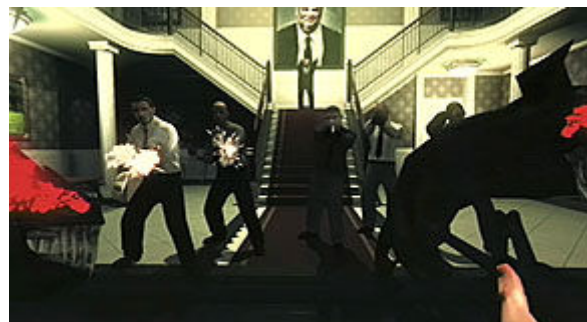
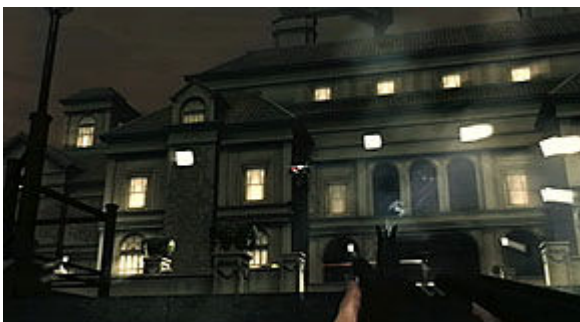
There's a bunch of darkling portals on your path up the hill. Be sure to use them every chance you get, summoning darklings (gunners and light killers are the best) to provide some distraction for the enemies.



Unsurprisingly, there's a massive force waiting for you right in front of the mansion. On the bright side, there are also multiple darkling portals just before the large courtyard at the top of the hill. Constantly summon darklings and send them into the courtyard ahead of you. Hang back at the bottom of the stairs and pick off the enemies you can. You should also shoot out the bright flood lights over the mansion entrance to increase the advantage of the darkness.

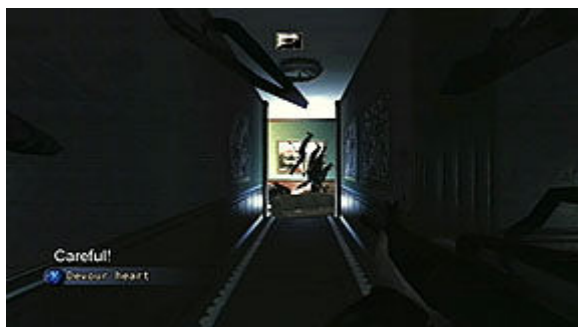


You need to be *really* patient with this part of the game. Enemies will continue to pour out from all corners of the mansion courtyard, so hang back and let your darklings do the dirty work. Even when you think the coast is clear, be ready for a quick retreat because new enemies are probably waiting to jump you. When you've finally cleared the courtyard, approach the front door of the mansion. A series of cutscenes take over.

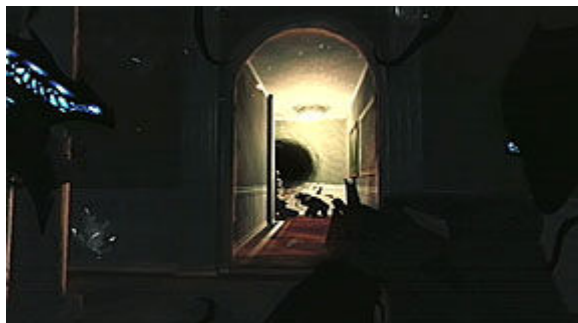


There are a few times during the cutscenes where you have brief control. Don't bother doing anything but walking

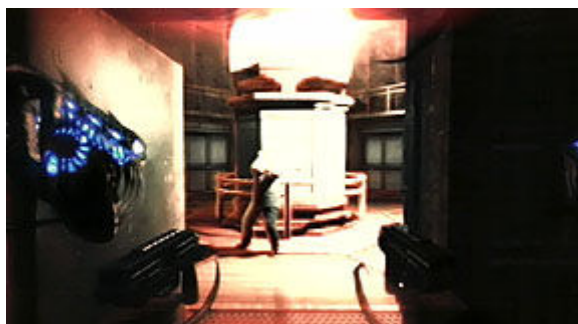
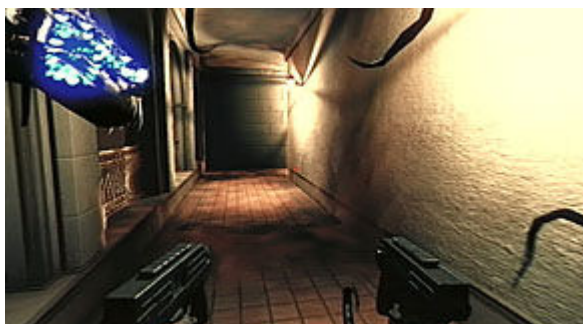
forward until after you've seen a chopper fall from the sky. After that, use the Black Hole power to take care of the enemies at the end of the hall. When they're dead, another cutscene will take over.



You'll be transported back to the main foyer of the mansion. Unleash your weapons and Black Holes to clear the room, then drop downstairs and follow the illuminated hall to the left of the front door. Use Black Holes to clear the hallway, and eventually another cutscene will take over. After this scene, use either of the doorways nearby to return to the main foyer.



Go upstairs and through the second floor hall to the left. Follow the halls to a tiled walkway and eventually to the bottom of a tall tower. Climb the tower, moving ever upwards after Paulie, through the insults. When you reach the top floor, look for a door on the outside of the tower. Peek in (don't step in) and blast Paulie. A cutscene will take over soon. Finish him off to end the game.



The Darkness Secrets

Secret Phone Numbers			
555-1037	555-1847	555-1206	555-1233
555-2309	555-2349	555-2402	555-3243
555-3285	555-3840	555-3947	555-4372
555-4565	555-4569	555-5289	555-5723
555-6118	555-6205	555-6322	555-6325
555-6557	555-6667	555-6893	555-6969
555-7613	555-7658	555-7892	555-7934
555-8024	555-8930	555-9132	555-9528
555-9562	555-9723	555-9898	555-9985

Secret Achievements		
Name	Requirement	GP
Beginnings	Complete the first part of the game	25
Crazy for You	Acquire Black Hole	25
Darkling Master	Collect all darkling types	15
Happy Birthday	Acquire Creeping Dark	25
Hills	Acquire Darkness Guns	25
Into the Dark	Complete the second part of the game	50
Keeper of Secrets	Call 18 secret numbers	10
No Man's Land	Acquire Demon Arm	25
One with the Dark	Achieve max darkness level	25