



Heavy Rain Guide

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It's finally here - the videogame to single-handedly scare all those stubborn Hollywood executives who still doubt the power of real-time interactivity in storytelling. With a gripping murder mystery tale and cutting-edge graphics, Heavy Rain taps the PS3's full potential to create the most cinematic, Player-guided experience to date. Want to stop the ruthless Origami Killer? Looking for all the clues and possible endings? Wondering just exactly how many ways can Ethan Mars get killed? You've come to the right place.

Inside this Heavy Rain guide...

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- » [Trophy Guide](#)
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Heavy Rain Basics

Game Basics

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So, What the Heck Is This?

Quantic Dream's Heavy Rain is a cinematic adventure game made exclusively for the PS3. The Player controls four different heroes as they undertake their separate efforts to stop the Origami Killer, whose latest victim is the son of one of the protagonists.

Who's the Bad Guy?

The Origami Killer is a serial murderer who kidnaps and drowns little boys, leaving an origami figure on their dead, cold bodies afterward. Finding and catching this elusive criminal is the general goal of the game. Hey, at least the Origami Killer isn't the sort of person who eats the faces of his victims.

Who Are the Good Guys?

In their order of appearance, the main playable characters are:

Ethan Mars

A loving dad who's been traumatized by the accidental death of one of his sons two years ago. Ethan is an architect by trade, but recently he is undergoing psychological therapy to get his brains fixed up. His objective is to rescue his surviving son, Shaun, who has been kidnapped by the Origami Killer.

Scott Shelby

Some dude who's forty-something, fat, and funny. A former police officer, Scott is a gruff but easy-going private eye who is working on the case of the Origami Killer, at least when he isn't suffering from his asthma. He begins by interviewing the parents of the victims.

Norman Jayden

A young FBI agent sent to aid the local police in dealing with the Origami Killer. Norman's assignment comes at a bad time, because he's trying to fight a secret addiction. You can make all the crack cocaine jokes you want, but Norman gets to use a special sci-fi pair of shades called ARI. Quantic Dream has come a long way since Omikron's Kay'I and the SNEAK inventory-filing system, and ARI certainly looks cooler with its virtual reality programs and its high-tech analytical functions, providing its user with a portable forensics laboratory.

Madison Paige

A compassionate investigative journalist who is also trying to solve the mystery of the Origami Killer. Madison is the best back-up that the others can have, although none of them are aware of each other at the beginning. Her sources give her leads that may not be available to the rest. If you absolutely must know, she works for a paper called the American Tribune.

Game Basics

Controls Breakdown

General Tips

Control Layout

Heavy Rain's controls may seem unusual and bizarre at first, but the introductory scenes offer a good opportunity to get familiar with them. The fight scenes are entirely played out in displayed-button sequences (sometimes also known as quick-time events). A close comparison is the similar sequences in Ninja Theory's Heavenly Sword, where a few prompts can be missed without abruptly causing the heroes to fail.

Walking Controls

LEFT ANALOG STICK and R2

Push the Left Analog Stick to turn toward a direction, and hold R2 to walk in that direction.

Object Interaction Controls

RIGHT ANALOG STICK

When the character is facing a nearby interactive object, a white icon-like prompt will appear. Push the Right Analog Stick in the indicated motion.

Fighting Controls

RIGHT ANALOG STICK, X, CIRCLE, SQUARE, TRIANGLE, L1, L2, R1, R2, and SIXAXIS motions

During fighting scenes and other high-energy actions, time-dependent prompts will appear. Give the correct input, following these prompts. Note that the simple arrow icons correspond to the Right Analog Stick's directions, while the controller-shaped icons correspond to the Six Axis shoving motions. (The Left Stick is never used for these scenes.)

Camera Controls

L1

Press L1 to change the camera angle, where available. Sometimes the camera can also be leaned toward the direction in which the Left Stick is being held.

ARI Controls

RIGHT STICK, R1, SIXAXIS motions

Norman Jayden (the FBI guy) can use his special shades, ARI, to analyze clues and to do other things. When walking around freely at a crime scene, make the proper Right Stick motion to turn on ARI, and press R1 to scan the surroundings for any clues. When sitting down at a desk, follow the instruction prompts at the corner of the screen to navigate the menus and to study the acquired clues and files. (In case you're wondering and you don't have the manual, ARI stands for Added Reality Interface.)

Prompt Types

Plain Square Icon

Just press this button or direction once. For arc-like motions, make sure the Right Stick is reset to its center (neutral) position between every motion.

Plain Square Icon Topped by Arrow

Continuously hold this button or direction, until the icon disappears or the arrow turns upside down to request a deliberate release.

Dotted-Line Square Icon

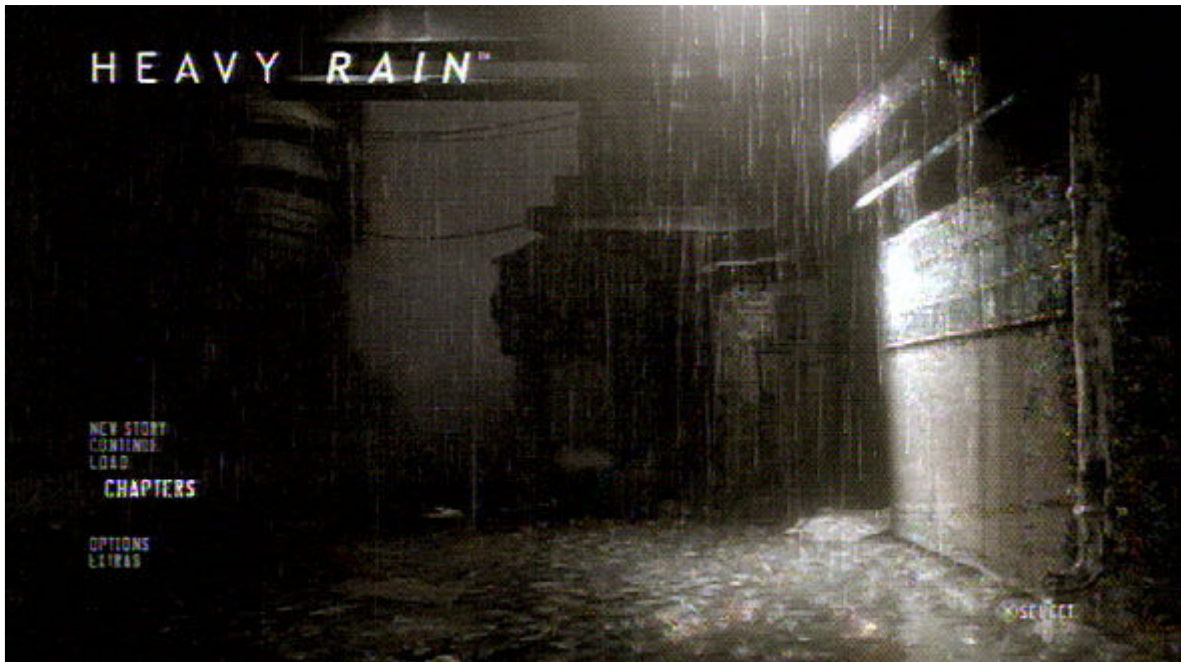
Slowly press this direction. There is no hurry, so do this with patience. (On the "Not Very Familiar" difficulty setting, this type of prompt is simplified.)

Plain Circle Icon

Quickly press this button or direction, before its timer runs down.

Pulsing Circle Icon

Keep pressing this button rapidly, until the icon disappears.



The characters' actions will determine the outcome of the story, but they don't all need to do a perfect job. (All of them actually can't die until a very few specific scenes toward the end of the game.) As long as one of them survives and gathers enough information, they stand a good chance of stopping the Origami Killer.

When multiple choices are available during decision points, the default X Button choice is usually (but not always) the straight, reasonable decision.

The difficulty setting has no bearing on the achievement trophies; it affects only the prompts during the fight scenes and other high-energy actions.

The "Not Very Familiar" difficulty setting is the easiest. The prompts mainly use the Right Stick directions and the X and Circle Buttons. (The slow-press motions and the Six Axis shoving-tilting motions are automated or simplified.)

The merely "Familiar" difficulty setting is the default choice. The prompts now also involve the Square and Triangle Buttons. The slow-press motions and the Six Axis shoving-tilting motions are used as normal.

The "Perfectly Familiar" setting is the toughest. The prompts now also involve the shoulder buttons. Furthermore, the time windows of the circle icon prompts are greatly shortened.

The achievement trophies don't care what difficulty setting is used, so for the trophies that require a perfect string of inputs, change the difficulty setting to "Not Very Familiar" for a much, much easier time. Also, upon making a mistake, immediately quit back to the main menu and then choose the continue option to resume from the last checkpoint, hopefully saving some loading time.

The main menu's chapter select option is a handy way to jump back to an earlier point, making the trophies less time-consuming to obtain. Keep in mind that when jumping back in this fashion, the completion of a chapter will only influence the conditions of the immediately following chapter, not everything else down the list.

Heavy Rain Walkthrough



Here is the list of the chapters. Certain chapters occur only under certain conditions. For example, if a character dies, his or her later chapters won't occur.

Chapter 01: Prologue	Ethan
Chapter 02: The Mall	Ethan
Chapter 03: Father and Son	Ethan
Chapter 04: Sleazy Place	Scott
Chapter 05: Crime Scene	Norman
Chapter 06: The Shrink	Ethan
Chapter 07: The Park	Ethan
Chapter 08: Where's Shaun?	Ethan
Chapter 09: Welcome, Norman!	Norman
Chapter 10: Hassan's Shop	Scott
Chapter 11: Sleepless Night	Madison

Chapter 12: Paparazzi	Ethan
Chapter 13: Lexington Station	Ethan
Chapter 14: The Motel	Ethan
Chapter 15: Kick Off Meeting	Norman
Chapter 16: Nathaniel	Norman
Chapter 17: Suicide Baby	Scott
Chapter 18: The Bear	Ethan
Chapter 19: First Encounter	Madison
Chapter 20: Covered Market	Norman
Chapter 21: A Visitor	Scott
Chapter 22: Kramer's Party	Scott
Chapter 23: The Butterfly	Ethan
Chapter 24: The Nurse	Madison
Chapter 25: Police News	Norman
Chapter 26: Shrink and Punches	Norman
Chapter 27: The Golf Club	Scott
Chapter 28: The Lizard	Ethan
Chapter 29: Fugitive	Madison
Chapter 30: Jayden Blues	Norman
Chapter 31: Under Arrest	Norman
Chapter 32: Manfred	Scott

Chapter 33: The Shark	Ethan
Chapter 34: The Doc	Madison
Chapter 35: Mad Jack	Norman
Chapter 36: Eureka	Scott
Chapter 37: The Cemetery	Scott
Chapter 38: Twins	Sheppard
Chapter 39: Flowers on the Grave	Scott
Chapter 40: Sexy Girl	Madison
Chapter 41: Fish Tank	Norman
Chapter 42: On the Loose	Ethan
Chapter 43: Trapped	Scott
Chapter 44: Face to Face	Scott
Chapter 45: Ann Sheppard	Madison
Chapter 46: The Rat	Ethan
Chapter 47: Solving the Puzzle	Norman
Chapter 48: Goodbye Lauren	Scott
Chapter 49: Hold My Hand	Sheppard
Chapter 50: Origami Killer	»
Chapter 51: Killer's Place	Madison
Chapter 52: The Old Warehouse	»
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Chapter 01: Prologue (Ethan)



The story begins two years before the present, when Ethan Mars is still a happy father of a happy family. Follow the prompts to get out of bed and wash up. Of course, this is a great time to learn and get accustomed to the game's controls. After Ethan goes downstairs, his wife and children will eventually return, but he can walk around and do other things until then.

To earn the Happy Birthday Trophy, he needs to do three things. On the house's ground floor, first go to the work studio (near the door to the backyard), and keep working on the drawing until it is totally completed. Next, when the wife returns, help set the dining table by taking the plates from the cabinet near that dining table. (Slowly set them down.) Then, go out to the backyard and play with the kids. (Sometimes, there is a glitch where Ethan may not properly appear when he picks up his children. Try jiggling the controls to see if his position is reset, otherwise just quit to the main menu and choose the continue option to resume again.)



The opening scenes continue with Ethan's ill-fated family trip to a shopping mall. He'll be left to look after Jason, but the boy walks away on his own.

First, follow Jason along the second floor walkway, toward a clown who is selling balloons. Buy the balloon that Jason wants, and then follow the prompts to find some money to pay the clown. Afterward, start looking for the missing boy. If Ethan peers over the railing, he will see Jason on the lower level.

Find an unblocked escalator that leads down to the ground floor. There is a boy with a similar balloon near a display platform, but that isn't Jason. Instead, Jason has gone out through the mall's open main entrance, out to the streets. Go there to find him. (Sometimes, there is a glitch where Jason and his balloon will fail to appear, but Ethan can still go out through the mall's main entrance.)

The Interactive Drama Trophy will be obtained after the end of this chapter and the opening credits.

Chapter 03: Father and Son (Ethan)



The story now catches up to the present, in October of 2011. Separated from his wife and still recovering from the accident, Ethan Mars has come to pick up his surviving son, Shaun. Get in the car and drive home, following the prompts.

At Ethan's awesome shack of a home, there are plenty of things to check out, but don't worry about doing all of them at once. Our hero dad has a chance to spend some quality time with his boy. Or, he can be a deadbeat jerk by drinking beer from the refrigerator and playing basketball in the backyard. He can also go up to his work study, view old family videos, and cry some more.

To earn the Good Father Trophy, stick to the schedule posted on the kitchen walls as closely as possible, ignoring other activities if necessary. Ethan will have to talk to Shaun before he can actually carry out the scheduled tasks. Immediately after arriving home, give Shaun a snack (like a fruit from the basket on the kitchen counter). Tell him to do his homework. Fix him dinner (by taking food from the refrigerator and reheating it with the microwave). Tell him to go to bed, and agree to give him the teddy bear, which is on the laundry machine on the first floor. As for the illness, the cold medicine tablets can be found in the second floor bathroom high cabinet.

No matter how he does things, after Ethan sees Shaun to bed, he will suffer from a strange blackout, but he will automatically go back home. Stupid brains.

Chapter 04: Sleazy Place (Scott)



This is the first appearance of the second playable character, Scott Shelby. Working as a private investigator, he has come to a seedy inn to find Lauren White, the mother of one of the Origami Killer's past victims.

Lauren's room is up the stairs, at the last door to the left. Meet her and start the interview. To earn the Private Eye Trophy, choose the "Trick" choice (Circle Button) instead of the "Buy" choice, toward the end of the interview.

After the interview, Scott should leave and head down the hallway. He will suffer from an asthma attack, so follow the prompts to grab and use the inhaler. Meanwhile, an angry, violent, rapist dude will walk by, enter Lauren's room, and start beating her up. To earn the White Knight Trophy, go back, aggressively confront Troy (the angry guy), and win the fight against him.



This is the first appearance of the third playable character, Norman Jayden. The FBI agent has been assigned to help the local police, and he has come to the site where the Origami Killer's latest victim (the eighth) has been found.

Get out of the car, approach the police line, and show the cops some identification. Duck past under the tape, and enter the undeveloped lot. Due to the presence of rain, the body is covered by a small tent. Norman can find Lt. Blake (his police contact) first if he likes, or he can draw Lt. Blake's attention by trying to look at the body. As the conversation with Lt. Blake winds down, choose the "Leave" choice to continue looking around for clues.

Follow the prompts shown on Norman to use ARI, the analytical shades and glove. Press the R1 Button to scan the surroundings for clues, and then go up to them and follow more prompts to look at them.

To earn the FBI Investigator Trophy, using ARI, check all the clues at the crime scene: every interactive detail of the body (inside the small tent), the floating pollen between the body and the train tracks, the blood along the train tracks, the foot prints near the train tracks, the blood on the fence beside the train tracks, and the tire marks atop the steep slope past the fence (next to the freeway overpass). Climbing this steep slope will require some fancy button work.

When ready, head back to the car and leave.

Chapter 06: The Shrink (Ethan)

It's the next morning, and Ethan is attending another session with his psychotherapist. Have fun with the Rorschach-style blot images. When the psychotherapist asks if Ethan is troubled by anything else, Ethan can reply in any way he likes, too. Oddly enough, this game confuses schizophrenia with multiple personality disorder (haw haw haw).

Chapter 07: The Park (Ethan)



Later in the day, Ethan Mars brings Shaun to a public park and playground. They have some time to kill, so why not play around?

To earn the Good Friends Trophy, buy some candy from the candy vendor for Shaun, and play at least two games with Shaun (the seesaw, the wooden merry-go-round, the swing seat, and the boomerang in Shaun's backpack). Do all of this before choosing to leave and going toward the carousel.

After Ethan decides to leave, Shaun will soon ask to go on the carousel. Buy the admission from the booth attendant, and then go back to Shaun's side.

Ethan will get hit by another blackout. The fun with him continues straight into the next chapter.

Chapter 08: Where's Shaun? (Ethan)



Ethan has spaced out at the park, and nighttime has come. When Ethan recovers his senses, he will get to dodge an approaching truck. (Follow the sudden prompt successfully for a better dodge.) Run down any street to automatically return to the park. Check Shaun's backpack near the carousel, and then head back out through a gate to automatically return home. Go up the stairs to check Shaun's room to find that he isn't there either. Nuts.

Chapter 09: Welcome, Norman! (Norman)



Norman Jayden finds himself waiting outside the police captain's office. While he's sitting around, he can pass the time by playing a virtual handball game with ARI, or he can repeatedly stretch his legs and stare at the floor.

When Capt. Perry emerges, Norman should follow and talk to him. Follow the prompts to try to help him with his necktie.

After the captain goes off to the press briefing, Norman is free to walk around the station. He can stop by the press briefing to listen to the captain and the reporters, he can meet with Lt. Blake at his desk, and he can stop by the break area for some scalding, nasty coffee. When ready to continue his own work, he should meet with the same secretary outside the captain's office.

The secretary will show Norman to his own office room. Clear the desk, and use ARI. After selecting a virtual environment theme, start analyzing the clues collected from last night's crime scene. (Follow the instruction prompts displayed at the corner of the screen.)

When Norman is finished with ARI, he will suffer from addiction withdrawal symptoms. His goal is to reach the nearby washrooms. Follow the prompts to get there successfully. Otherwise, he will fall back on his drug vial.

While Norman finishes dealing with his withdrawal attack, Ethan Mars comes to report a missing Shaun to Lt. Blake. To earn the Got To Remember Trophy, give the correct answers. The time has been around 4:15 PM. The coat is beige. The pants are green. (By default, these are all the X Button choices.)

Chapter 10: Hassan's Shop (Scott)



After Lauren, Scott Shelby's next person to interview is Hassan, who runs a small convenience store. Hassan isn't in the mood to talk, but Scott will still want to pick up an asthma inhaler, so he should go to the rear shelves (near the locked staff door).

Just as Scott disappears into the back of the shop, a robber will come and hold up Hassan. Scott can play things safe by hiding right where he is, or he can try to sneak up on the robber and neutralize him. Don't worry about getting killed; even if Scott draws the robber's attention and pisses him off, he'll only get grazed at worst.

To earn the Negotiator Trophy, get held up by the robber (by drawing his attention), make enough calming-type choices without ever angering him, and choose the "Drop Weapon" choice as soon as it becomes available. (By default, keep picking the X Button choices.)

Chapter 11: Sleepless Night (Madison)



This is the first appearance of the fourth playable character, Madison Paige. She is suffering from insomnia and just can't get back to sleep, so she should mess around in her studio apartment.

Madison can drink something at the kitchen area, stop by her work desks, try sleeping on her proper bed, or wash up in the bathroom (if you're a minor, we hope you're playing with adult supervision). Eventually, after she goes through enough activities, she should notice that her refrigerator door has mysteriously opened. How odd.

Go close the refrigerator door, and cower in a corner when the unknown intruders shut off the lights. From here, try to exit through the front door (which is on the same side as the refrigerator). At that point, Madison will get into a lengthy fight with the intruders.

Luckily, this fight is merely a bad dream, and Madison is in no danger. This nightmare is a great way to practice for the real fights that will come later, though.

Chapter 12: Paparazzi (Ethan)



Reporters have massed outside in front of Ethan's home. Before he can worry about them, Ethan should read the mysterious letter that he has received previously. (He may have already noticed it during the earlier chapter when he brought Shaun home from school.) After reading and putting back the letter, he will acquire a locker ticket.

Now, to get out of the house. To earn the VIP Trophy, instead of going out through the front door into the throng of reporters, go out to the backyard, climb over the fence to the neighbor's backyard, walk through the alleyway, and then get into the car. Doing so will help Ethan reach his car without being bothered by the reporters.

Chapter 13: Lexington Station (Ethan)



Drawn along by the locker ticket found with the mysterious letter, Ethan comes to a train station. Ever since the accident, he suffers from a phobia of large crowds in wide open places. Follow the prompts to successfully move deeper into the station. If Ethan chokes, he'll need to try again.

Eventually, Ethan will suffer from a hallucination, when all the people look like frozen puppets. To earn the Agoraphobia Trophy, bump down about fifty of them before the hallucination ends. Don't bother to follow the Jason phantom, and just head straight for the crowds of frozen people.

After the hallucination, Ethan is free to enter the luggage locker area. To earn the Lucky Locker Trophy, go straight to the correct locker, Group 18 - Number 03 (indicated on the ticket in Ethan's hand), without accidentally checking any other lockers. This correct locker is along the back corridor that runs parallel to the entrance corridor, along the upper row.

Chapter 14: The Motel (Ethan)



Having retrieved the mysterious shoe box that the Origami Killer has left at the train station locker, Ethan brings it with him to a room at the Crossroad Motel, which from this point on will serve as his base of operations. It's no Batcave, but it'll do. There's not much that needs to be manually done here, except opening up the shoe box and going over its contents.

Here's the Origami Killer's game: Ethan will need to go through five trials that will test his resolve for rescuing Shaun. Each trial is represented by one of the origami figures: the Bear, the Butterfly, the Lizard, the Shark, and the Rat. For every trial where Ethan succeeds, he will gain a bit of data that can be fed into the mobile phone, ultimately revealing Shaun's location. (There is also a gun, but don't worry about that for now, because Ethan won't use it yet.)

Chapter 15: Kick Off Meeting (Norman)



Having finished studying the clues and files he has so far, Norman gives a briefing to Lt. Blake, Capt. Perry, and some other dude. He will automatically share his current profiling results. There is nothing much to manually do here except to click through the slideshow images and to respond to Lt. Blake's snippy comments. Finish this brief chapter to proceed to the next.

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Chapter 16: Nathaniel (Norman)



Norman has two possible suspects who fit his current profile. The first is a religious nutcase named Nathaniel. Check out his apartment with Lt. Blake, looking at the various religious displays in the living room, the bedroom, the kitchen, and the bathroom. Afterward, go to the back of the living room and wait for Nathaniel to return.

Interrogate Nathaniel. When Lt. Blake budges in and bullies him, Nathaniel will pull a gun on Lt. Blake. To earn the Blunder Trophy, choose the R1 Button choice to brain Nathaniel on the spot. Sucks for him. Or, to earn the Self Control Trophy, keep reasoning and convincing Nathaniel to surrender until Lt. Blake successfully handcuffs him. This even includes the part when Nathaniel makes one final surprise turn.

Chapter 17: Suicide Baby (Scott)



The next person for Scott Shelby to interview is Mrs. Bowles (the mother of the dead boy whom Norman has checked out at the earlier crime scene).

The front door is locked, and nobody's answering, so walk around the house and enter via the unlocked back door. The baby is left unattended, and a letter left on the floor reeks of suicidal moods.

Scott should find the bedroom and then break through the door to the bathroom. Take Mrs. Bowles out of the bathtub, put her on her bed, grab the medical supplies from the bathroom sink mirror, and use them on Mrs. Bowles.

After listening to her initial sad story, Scott will help her with her baby, Emily. Wash the hands in either the kitchen sink or the bathroom sink. Change her diaper. Reheat the milk bottle in the kitchen, feed her, and help her burp. Rock her to sleep (do so slowly), and then place her gently into the carriage (again, slowly).

To earn the Baby Master Trophy, after saving Mrs. Bowles, when caring for her baby, make a perfect string of inputs, with zero errors. (Change to an easier difficulty setting for a better chance.)

Once the baby chores are done, return to Mrs. Bowles, and learn about the strange mobile phone. Take it from the drawers near the baby, and then head back out to the car.



The bear origami includes a car maintenance garage ticket. Eager to find his son, Ethan goes to the address listed on the message.

At the garage, talk to the mechanic working under a vehicle, and show him the ticket. Get the car key, take the elevator down, and use the car key's alarm beeper to find the correct car. Inside this car, search the left side of the driver's seat to find a GPS device.

The Origami Killer's first trial is driving against traffic. Ethan must do so, but don't worry about getting killed; messing up merely causes him to suffer close shaves that slow him down. Even if he fails here, he will survive and continue.

To earn the Good Driver Trophy, successfully pass the Origami Killer's first trial (driving against traffic), perfectly or not.

To earn the Kamikaze Trophy, make a perfect string of inputs, with zero errors. In addition, at the nine points where multiple choices are offered, make the following choices:

First multi-choice	either LEFT or RIGHT
Second multi-choice	only RIGHT
Third multi-choice	only LEFT
Fourth multi-choice	only LEFT (This leads to a small road barrier.)
Fifth multi-choice	only RIGHT (This is for the cluster of three vehicles.)
Sixth multi-choice	only RIGHT
Seventh multi-choice	only RIGHT (This is for the toll area.)
Eighth multi-choice	only RIGHT TILT (This is for the pair of cop cars.)
Ninth multi-choice	either LEFT or RIGHT (This is for the barricade of cop cars.)

These decisions supposedly reflect the cleanest, least chaotic run down the freeway. Again, all the inputs must be perfectly made, with no errors. (Change to an easier difficulty setting for a better chance.)

No matter how well Ethan performs here, his ride will end with a glorious off-road crash. If he has succeeded, he will also get to smash apart the GPS device to acquire the key to the locked glove compartment, obtaining the first partial data on Shaun's location. The prompt icons here will be flipped upside-down, so handle them accordingly.

Chapter 19: First Encounter (Madison)



Madison has a weird disorder that lets her sleep well only at motels, so she comes to the Crossroad Motel, the same place where Ethan has a room.

Go to the reception desk, sign in, and then proceed up any sets of stairs to the 200s series of rooms (two floors up from the ground level).

As Madison approaches her own room (201), she will see Ethan leaning against a rail. Ethan has busted up his kidneys back at the car crash, and he isn't feeling so fantastic.

Help Ethan into his room, 207, and check him out. Go to the bathroom cabinet, take the disinfectant (the up arrow choice), and use it on Ethan's face (slowly). Next, take the painkillers (the down arrow choice), and give them to Ethan, too.

Chapter 20: Covered Market (Norman)



Norman has two possible suspects who fit his current profile. The first has been Nathaniel (the religious nut), and the second is some tough punk named Korda.

Korda will throw stinging hot coffee into Lt. Blake's face and then run like hell, so Norman should pursue him across the streets and into the grocery supermarket. To earn the Cat and Mouse Trophy, successfully chase Korda into the cold storage room, and then win the fight against him. (If Norman winds up getting his butt whapped, Lt. Blake will charge in to save the day.)

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Chapter 21: A Visitor (Scott)



Still working on the Origami Killer matter, Scott takes a nap on his desk at his home and office. It's time to get back to business, so follow the prompts to wake up. Check out the materials at the desk or the other things around the whole place.

Eventually, Lauren (the prostitute he has interviewed earlier) will ring the doorbell. Let her in, and learn about the strange letter envelope that she has kept. There is not much else to manually do here. Finish this chapter to go on to the next.



Scott has his own list of suspects, too, and the guy he wants to scope out is Gordi Kramer, the spoiled son of a wealthy businessman. Scott has a very good reason, because Gordi has been arrested for the suspicious death of a boy some time ago. Reluctantly towing along Lauren, Scott pays a visit to Gordi's mansion party.

Inside the mansion, approach the guards blocking the path to the staircase. Gordi is upstairs in his own room, but the guards won't let Scott see him. Scott will need to find some way to bypass the guards, such as asking Lauren to help distract the guards or getting a drunk party guest to start a fight.

After Scott reaches Gordi in his upstairs room and interviews him, two of his bodyguards will enter, trying to kick out Scott. To earn the Tough Guy Trophy, win the fight against the two bodyguards.

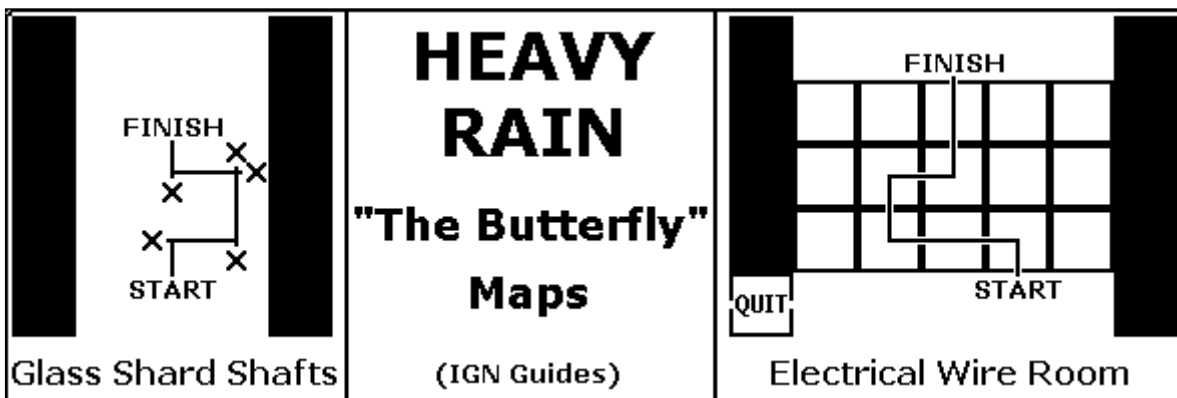


The butterfly origami leads Ethan to an old power plant. The front gate is locked, but there is more than one other way to enter the place, like over the broken part of the front wall or through the holes in the fence. When Ethan accidentally cuts himself on some barbed wire, he has reached the correct yard. Look for a side door marked with one of the butterfly symbols.

The side door leads into a small maintenance room. Open the valve hatch, take the matchbox, and crawl into the shafts.

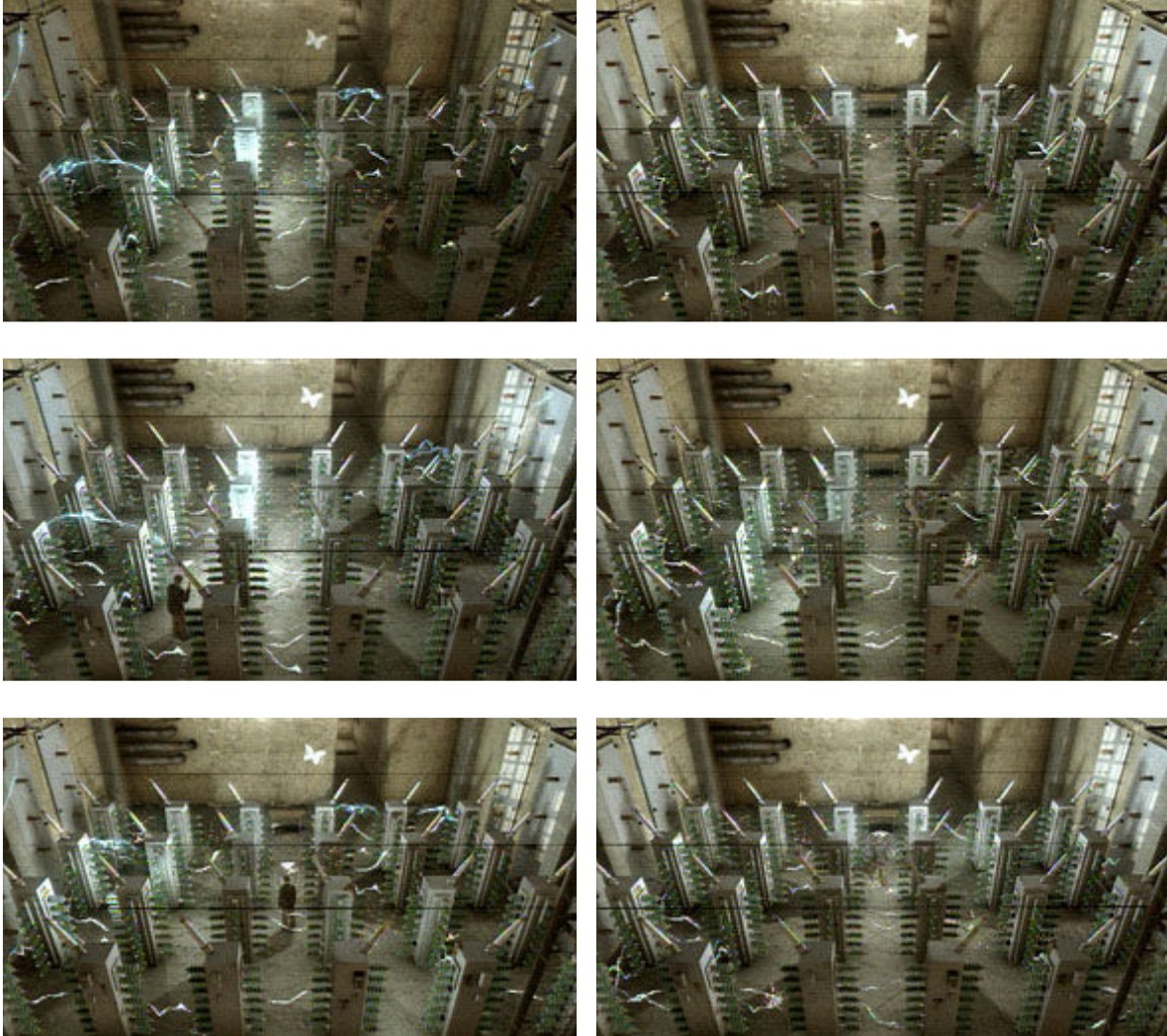
When the second trial talks about suffering, the Origami Killer means it. The shafts are lined with lots of awesome sharp broken glass shards. Ethan can't die, but moving quickly over the shards nonstop will cause him to automatically quit and escape early. If the red pain status is building up, just stop and take a break, letting it subside.

The correct path through the shafts, starting from the beginning, is RIGHT, LEFT, LEFT, RIGHT. Normally, Ethan can discover this by lighting up the infinite matches, following the directions in which the flames are blowing. Beware of the iffy camera work, however. Midway through the shafts (near the second correct left turn), Ethan can trigger a cutscene about mice, and it can have disorienting camera shifts. The last shaft has a well-lit opening at the end.



If Ethan gets through the shafts fine, he will soon come to the electrical wire room. The challenge here is to carefully work through the grid of wires. The wire tangles that are excessively sparking can't be passed. Like before, Ethan can't die, but touching the wires too many times will cause him to automatically quit and escape through the emergency exit door (with the "Coward" word written on it). Beware, though; unlike in the shafts, the red pain status here won't subside, so consider every move carefully.

One possible way to pass through the grid is to begin at the fourth-from-the-left spot (or, the second-from-the-right spot). From there, go LEFT, LEFT, UP, RIGHT, UP, UP.



To earn the Coward Trophy, fail the Origami Killer's second trial (power plant), by moving too quickly through the glass shard shafts, by manually quitting through the "Coward" door, or by touching the electrical wires too many times.

To earn the Electrified Trophy, successfully pass the Origami Killer's second trial (power plant), perfectly or not.

Again, there is no worry about getting killed. If Ethan fails in this area, he will still live and proceed onward.



Madison emerges from her break refreshed, only to find Ethan taking a nap in his own room (207). His arms are lacerated from his adventures with the glass shards, and his right nipple has probably been burnt off by the electrical wires.

Sigh. Dump Ethan on the bed, check his forehead to notice his fever, and pull off his shirt to ogle his man boobs. Go get the medical supplies from the bathroom cabinet again. Give him some anti-fever pills, some antibiotic pills, and maybe some painkillers. Use the disinfectant on his forearms, the ointment on his burnt chest (if applicable), and then the bandages at the end.

Ethan will snooze some more, and when he wakes up, respond to his questions in any way. He still needs to save his boy, so he should grab the next origami message and resume his mission.



Whether Korda (the punk back at the grocery supermarket area) has been apprehended by Norman and Lt. Blake or not, the police will learn that his alibi checks out. At this point, though, Mrs. Mars will come and share her suspicions about Ethan with Lt. Blake. There is little to do here except to giggle at Ethan's ever-worsening predicament and to continue to the next chapter.



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Chapter 26: Shrink and Punches (Norman)



Acting on the suspicions of Mrs. Mars, Norman and Lt. Blake pay a visit to Ethan's psychotherapist. Lt. Blake will always get riled up and start beating down the psychotherapist, but Norman can react in different ways.

To earn the Good Cop Trophy, when Lt. Blake is bullying the psychotherapist, intervene and try to hold back Lt. Blake. Or, to earn the Bad Cop Trophy, don't do anything at all to interfere with Lt. Blake.

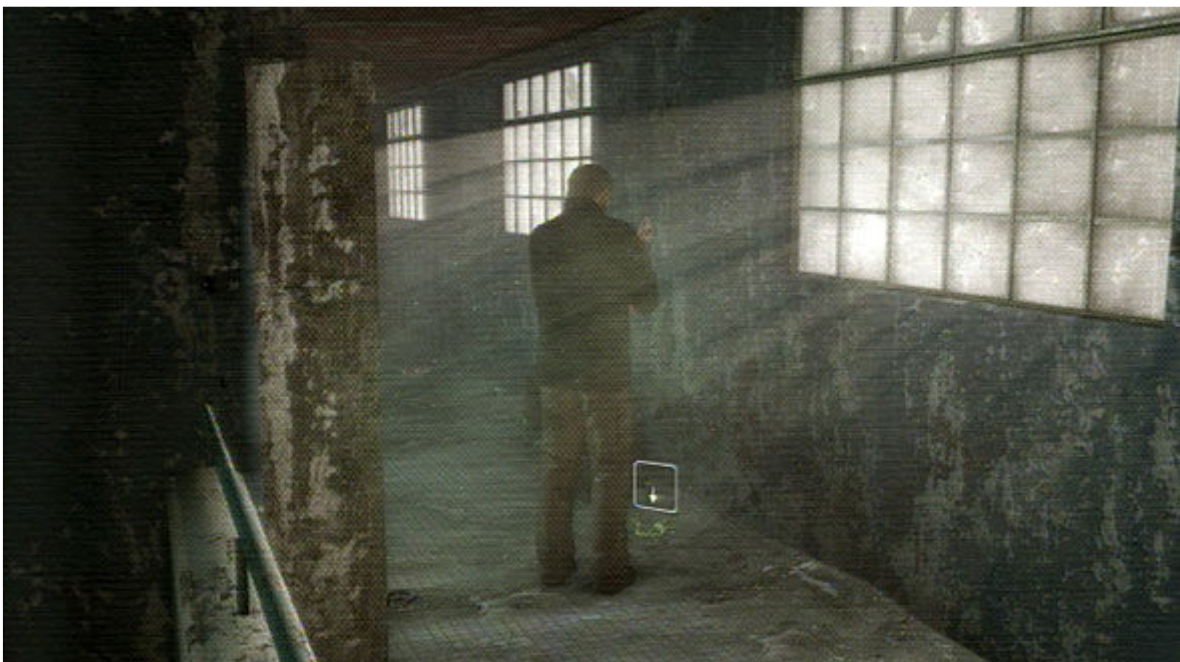
Chapter 27: The Golf Club (Scott)



Following the incident at the mansion party, Gordi's wealthy father, Mr. Charles Kramer, has invited Scott up to his high-tech golfing facility for a little chat.

There is nothing really to fret about here. Following the prompts, just play some golf, and listen to Mr. Kramer's stern words of warning, before going on to the next chapter.

Chapter 28: The Lizard (Ethan)



The lizard origami sends Ethan to a dumpy, deserted apartment building. The apartment he needs to enter is locked, but the key is hidden inside the third lizard sculpture (a bright green one) after the staircase starting point. Pick up this sculpture, shake it to hear the key clinking inside it, and then smash it on the ground to free the key.

Inside the apartment, the real fun begins. The third trial is for Ethan to cut off a part of a finger (somewhat yakuza-style), within a time limit of five minutes. After starting the challenge, Ethan can find several tools scattered all around the apartment's main room, kitchen, and bathroom.

He can pick up the tools one by one and assemble them at the main table. There are multiple ways to cut off the finger, and not every tool is mandatory. In the case of the iron rod (found on the floor near the main table), it can be heated up at the kitchen stove and then used after the cutting to cauterize the wound, but that's optional. Also optional are the alcohol flask (from the kitchen's upper cabinets) and the wooden bite piece (from the main room floor, near a window corner).



To earn the Gold Finger Trophy, successfully pass the Origami Killer's third trial (finger cutting) by using the disinfectant (from the bathroom sink mirror); by using the kitchen knife (from the kitchen walls), the pliers (from the TV cabinet), or the hand axe (from the main room floor); and then by using the heated iron rod (from the main room floor, heated at the stove). All of these items can be assembled at the main table first. The five minutes are more than enough time to do all of this.



To earn the Butcher Trophy, successfully pass the Origami Killer's third trial (finger cutting) by using the scissors (from the bathroom sink) or the saw (from the main room floor). The disinfectant and the iron rod aren't required for this trophy, but using them anyway is a fun way to make Ethan scream and groan some more.

If Ethan passes this trial, he will need to punch through the floorboards under the table to find the partial data on Shaun's location. Alternatively, if Ethan wants to fail this trial and keep his fingers intact, he will have to wait out the five minutes.

Chapter 29: Fugitive (Madison)



Madison has tailed Ethan to the cruddy apartment building, just as the police forces are preparing to catch him. When she gets off her bike and enters the building, she will meet Ethan, who has just come back down from the third trial.

Being so nice and kind, Madison wants to help him elude the cops, and she can do that via the window behind the tall boards. If Ethan has cut off a finger, he won't be able to help her move the tall boards. Ironically, if he has kept his fingers intact, he will wind up getting shot outside in the alleyway, which will make him totally dependent on Madison anyway. Don't worry about Ethan getting busted here or not; if he gets caught in this chapter, he has a chance to escape very soon.

To earn the Fugitive Trophy, upon finding Ethan after the third trial, help him escape from the police. Pull down the tall boards covering a window, and push over the low box. Before the cops come, help him out to the alleyway, weave between the stopped cars on the street. Enter the subway station, go past the side toll counters (not the central ones with the warning boards), squeeze down along the escalator, and then drop down and cut across the subway tracks.

To earn the Hands Up Trophy, have Ethan get busted by the cops. (Madison always automatically escapes.) At this scene, the cops will actually begin their entry and pursuit after Madison has pushed the low red box into place and opened the window. Getting caught by the oncoming train down on the subway station tracks will also cause Ethan to get apprehended. (Sorry, there are no messy train fatalities in this game.)

Chapter 30: Jayden Blues (Norman)



This chapter occurs if Ethan escapes the police after the third trial. Not being able to catch Ethan, Norman goes back to his hotel room, taking a break with another ARI virtual reality simulation.

To earn the Ludwig Von Trophy, for the piano in the ARI nightclub simulation, make a perfect string of inputs, with zero errors. (Change to an easier difficulty setting for a better chance.)

When Norman returns to working on his clues, he should analyze the traffic camera footage, analyze the car clue, and then analyze the profile of the suspected car criminal (Mad Jack).

After Norman puts away ARI, however, he will experience another scary withdrawal attack, suffering from some powerful hallucinations based on ARI's forest environment theme. He can give in to the easy drug answer, or he can try to fight it.

To earn the Detox Trophy, avoid the drug vial on the cabinet and use the bottled drink and the shower stall, or approach the drug vial and choose to discard it by flushing it down the toilet.



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Chapter 31: Under Arrest (Norman)

This chapter occurs if Ethan is captured by the police after the third trial. Disagreeing with Lt. Blake that Ethan is the Origami Killer, and not liking Lt. Blake's methods at all, Norman should see Capt. Perry.

Protesting against Lt. Blake's actions to Capt. Perry does little good, though, so Norman just goes back to his office room, taking a break with another ARI virtual reality simulation.

To earn the Ludwig Von Trophy, for the piano in the ARI nightclub simulation, make a perfect string of inputs, with zero errors. (Change to an easier difficulty setting for a better chance.)

When Norman returns to working on his clues, he should analyze the traffic camera footage, analyze the car clue, and then analyze the profile of the suspected car criminal (Mad Jack).

After Norman puts away ARI, he will decide to help Ethan escape. To earn the Wise Guy Trophy, go to the surveillance room looking into Ethan's interrogation room, and use the switch on the camera to turn it off. Do this before going to free Ethan.

Lt. Blake has left the interrogation room at the present and is busy at his desk. Enter the interrogation room, and keep talking to the lone police officer there to ask him to leave. After helping up Ethan into his seat, Norman should go back into the surveillance room and take the dark police raincoat on a chair there. Next, he should look for the unoccupied desk (not far across from Blake's desk), the one with the handcuff key lying on the open top surface. Take it.

With the dark police raincoat (from the surveillance room) and the handcuff key (from the unoccupied desk), Norman should return to the interrogation room and use those items to free Ethan and to disguise him. Now, Ethan's back in action.

Chapter 32: Manfred (Scott)



The next item on Scott and Lauren's to-do list is finding the typewriter model used for the Origami Killer's envelope, so the two come to Manfred's shop, which deals with typewriters and other antique goods.

Manfred is sitting on a work table toward the back, so Scott should walk in there and greet him. While Manfred pulls out some alcohol to celebrate, Scott should help him answer the black telephone behind the curved front counter. Then, go take a drink, show Manfred the letter, and give him the magnifying glass that's also found behind the curved front counter.

Later, after waiting long enough for Manfred to retrieve his records, go to the back office area, and find that he's been suddenly murdered. Damn. When Scott tries to exit the back office, Lauren will discover the bad news, too. Scott says that being dragged down to the police station will waste precious time, so he suggests covering his and Lauren's own tracks, by removing all their fingerprints at the scene.

At Manfred's shop, wipe away all the prints at the following places: the white telephone in the back office, the black telephone at the curved front counter, the two whiskey glasses, the tall whiskey bottle, the magnifying glass, the music box held by Lauren, the glass-top counter directly in front of the main door (if Lauren has leaned on it shortly after entering at the beginning), and the main door itself. (Also wipe the bathroom area if it's been used.)

If all the fingerprints are successfully removed, Scott and Lauren won't be automatically brought to the police station in the following scenes.

Soon afterward, Scott will try to convince Lauren to quit while she still can, but she remains stubborn, forces the car to a halt, and storms out onto the road. There is little else for Scott to do but to think his moody thoughts, catch up to her, and make up.

Chapter 33: The Shark (Ethan)



The shark origami challenges Ethan to kill another man, who turns out to be a drug dealer living in some apartment. This fourth trial is pretty much a pure fight scene, so follow the prompts. Don't worry about getting killed; if Ethan messes up and gets grazed by too much buckshot, the drug dealer will merely kick him out the door. To emerge victorious, Ethan must survive until reaching the little girl's bedroom, where his opponent will run out of ammo.

To earn the I'm a Killer Trophy, successfully pass the Origami Killer's fourth trial (shooting the drug dealer), by winning the fight against the drug dealer and then braining him. By doing this, Ethan will gain more partial data on Shaun's location.

To earn the I'm Not a Killer Trophy, fail the Origami Killer's fourth trial (shooting the drug dealer), by winning the fight against the drug dealer but refusing to shoot him. (This counts as failing the trial, even though Ethan must still win the running gunfight.)



Death Alert

Madison can die in this chapter.

Madison learns from her own sources that the apartment building for the third trial is owned by an evil doctor, Adrian Baker, who now makes his living in a criminal fashion. Madison plans to approach him pretending to be a drug-user who wants to illegally buy some pills.

When Madison and the evil doctor first meet, he will offer her some bad wine. She will have to keep talking to him until she brings up the matter of the apartments.

To earn the Smart Girl Trophy, at the evil doctor's house, refuse to drink his tainted wine.

If Madison refuses to drink the wine, the evil doctor will leave to get the drugs. During this time, she should enter the bedroom (via the door on the same side where she's been seated) and take the nightclub pass on the bedside cabinet. Afterward, to save herself trouble, she should just exit back out the front door, escaping while she's ahead.

To earn the Queen of Ropes Trophy, at the evil doctor's house, get caught by drinking his tainted wine or by going deeper into the hallway, and then break free from the ropes while the evil doctor answers the doorbell ringer. The correct starting step is to loosen the ropes on the right leg, and then knock around the drill to cut the ropes. (The doorbell ringer can draw away the doctor twice.) Madison will still need to fight the evil doctor to the death before she can escape.



Death Alert

Norman can die in this chapter.

The automobile used by the Origami Killer brings Norman to a car scrap yard to check in on a suspected car criminal, Mad Jack. Norman can meet him by approaching him at his crane or by entering the large garage to draw his attention. After Mad Jack returns to his work, Norman is free to use ARI to search for clues.

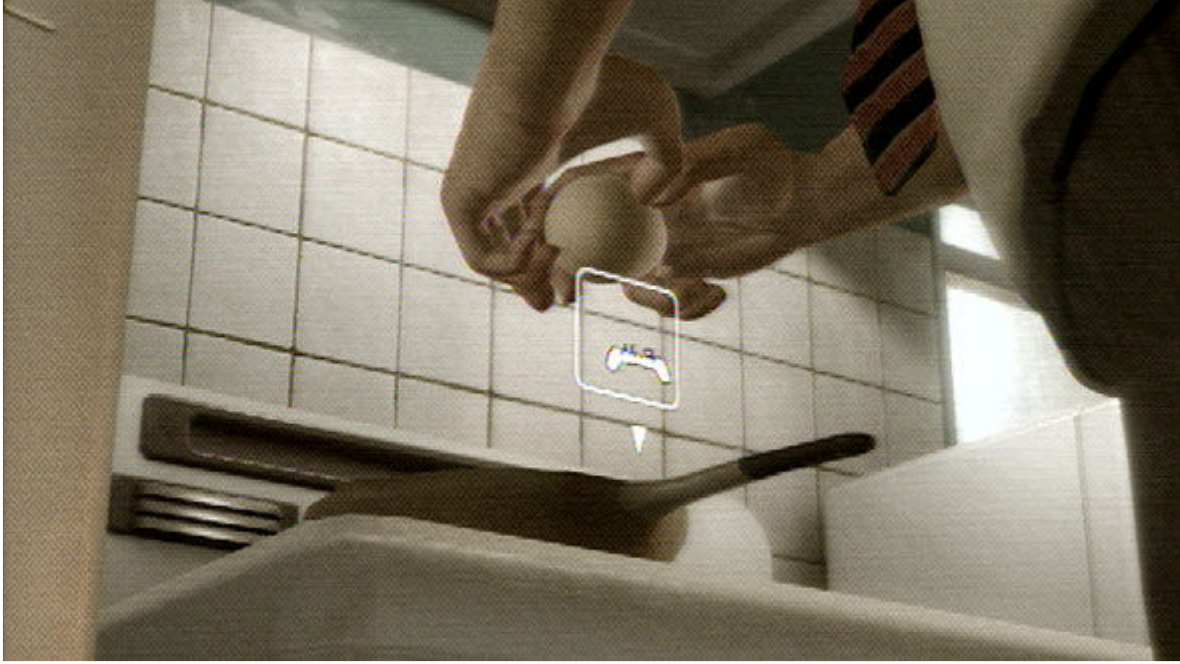
At Mad Jack's garage, find the fingerprints, the size-13 footprints, the size-10 footprints, the various tire tracks, the pollen near the winch, the paint residue in the back, the blood trail toward the front, and finally the skull under the metal sheet. (Be sure to find this skull last.)

As soon as Norman discovers the skull under the metal sheet, Mad Jack will definitely reveal his criminal, murderous intentions. To earn the Goodbye Mad Jack Trophy, when Mad Jack attacks, win the fight against him, including the extended crusher part as necessary.

Norman can successfully begin the fight by using the objects inside the garage, otherwise Mad Jack will shoot him execution-style when they reach the very back.

If Norman wins the first round and forces some information out of Mad Jack, Norman will then suffer from a withdrawal attack. Successfully use the drug vial, carefully following the prompts, in order to conclude the chapter by cuffing and hauling in Mad Jack alive. But, if Norman screws up and loses the drug vial, Mad Jack will attempt to throw him into the car crusher. Follow more prompts to escape and to win this extended fight segment, which ends with a bloodier fate for Mad Jack.

Chapter 36: Eureka (Scott)



Scott and Lauren return to his office home. After talking a bit more, she decides to use his bathroom.

To earn The Chef Trophy, while Lauren washes up, properly cook her some scrambled eggs. Use the eggs (from the refrigerator) and the frying pan (from the dish rack on the counter). While the stove fire is on, keep turning the eggs (initiated with the downward motion prompt). When a brief cutscene shows a lot of light steam coming out, turn off the stove fire. (Turning off the fire too early results in a raw meal, while failing to turn the eggs results in an overburnt meal.)



Lauren will eventually emerge and sit down in the kitchen. Ask her about the notebook she has recovered.

Chapter 37: The Cemetery (Scott)



By crosschecking Manfred's notebook with the origami magazine subscriber list, Lauren has found a name worth checking out: John Sheppard. The problem is that it belongs to a young boy who's been dead for ages. Scott and Lauren travel to the cemetery to investigate.



John Sheppard's gravestone is a low, light-shaded tombstone located a few plots past the gravedigger. After Lauren asks a visitor for help, Scott will be able to recognize Sheppard's gravestone. Check the origami figure and the fresh flowers placed there.

Chapter 38: Twins (Sheppard)



Flashback time. Scott and Lauren listen to the gravedigger as he recalls the demise of young John Sheppard.

In this scene, the Player assumes the role of John's wiener twin brother. The goal here is to play with John by following him through the obstacle course-like construction site. Toward the end, at the balancing plank part, carefully use the Six Axis tilting controls to keep Sheppard's arms level and balanced (while he slowly walks forward).

To earn the I'm Not Scared Trophy, for the construction yard flashback with John Sheppard, make a perfect string of inputs, with zero errors. (Change to an easier difficulty setting for a better chance.)

After following the irritating John to the end, Sheppard will high-five him and then play a hide-and-seek game. After counting to five, he can skip numbers to count more quickly.

Unfortunately for John, he has doomed himself by trapping himself in a deadly hiding spot. Sheppard should run out to the middle of the yard, follow the straight line of concrete (the drainage ditch), until finding John under a large crack in this line of concrete. Sucks to be him.

Chapter 39: Flowers on the Grave (Scott)

The gravedigger sums up the rest of the story. John dies, and his brother is adopted by another family. Scott and Lauren can't learn anything else here, so they should head back to their car. (Follow Lauren to find the correct exit.) However, this brief chapter ends with the two catching a glimpse of Mr. Kramer visiting John Sheppard's grave. Hmmm.

Chapter 40: Sexy Girl (Madison)



This chapter occurs if Madison survives the encounter against the evil doctor. Her next clues are the Blue Lagoon nightclub and a guy called Paco (whose names she has acquired either from the nightclub pass or from the evil doctor himself during the basement capture scene).

Paco turns out to be the nightclub's owner, and he is sitting in his private booth just to the left of the main dance floor's entrance. First, talk to the bodyguard there to learn that Paco doesn't want to be disturbed by random visitors. Next, wait around and notice how Paco takes a fancy to the pretty dancing bimbo in the dark dress. Then, go to the women's restroom (marked by the neon red door behind where Paco is sitting). Go to the sink, and carry out a makeover, by following the prompts for the hair, the shirt, the skirt, and the purse's eyeliner and lipstick.

After finishing up the makeover, go back out toward Paco's booth. Step up onto the same platform where the earlier dancing girl has been, and pull off a dance, following the prompts. When Paco is impressed, respond to the bodyguard's calls, and meet Paco.

Madison will suggest that they go to a more private area, so Paco will walk ahead to his upstairs office. The

staircase is located along the walls on the same side as his booth. Go up there, and enter Paco's office.

Here comes the infamous striptease scene that's been so heavily hyped, but believe it or not, there is no way for Madison to fail or get killed here. Paco will force Madison to strip before him, but she can overcome him by using the lamp behind her.

To earn the Pride Saved Trophy, at Paco's office, after undoing the first article of clothing (either the shirt buttons or the skirt), choose the "Lamp" choice as soon as it becomes available.

After knocking out Paco's brains at first, Madison will tie him up and start interrogating him. Follow the prompts to beat him awake, and then beat him some more. When the bodyguard outside comes knocking, use either choice to convince him that everything's okay. Finish up the interrogation by following more ball-busting prompts. When finished, exit the office, and leave the main dance floor.

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Chapter 41: Fish Tank (Norman)



Death Alert

Norman can die in this chapter.

This chapter occurs if Norman survives the encounter against Mad Jack. Having heard of the man named Paco at the Blue Lagoon nightclub from Mad Jack, Norman goes there to continue his investigation.

If Madison has finished the previous chapter, she can be seen walking past, but naturally Norman and she won't recognize each other. He should go up the same staircase she has used in order to reach Paco's upstairs office. (After entering the main dance floor, look along the left walls to find the staircase.) Show some identification to the bodyguard up there to get past the door.

Unfortunately, the Origami Killer has reached Paco first, and Paco won't be talking any time soon. Norman should check his corpse and prepare to immediately fight the masked Origami Killer, who will attack. (Holy

crap, he looks like The Shadow, plus he uses samurai swords. Cool.)

To survive the battle, follow the prompts. Be particularly alert toward the end, because Norman can gain additional evidence if he successfully grabs at his opponent's coat, just as the Origami Killer flees.

If Norman lives, he can rough up the bodyguard outside to squeeze off a little more information about the assailant. Now, continue to process Paco's fish tank office as a crime scene.

Recover ARI and Norman's own gun from the floor, and then find the killer's gun near the curtains behind the door, the bullet shell behind the desk, Paco's fingerprints on the table objects, Madison's fingerprints on the tape roll and the lamp, the pollen, and the receipts torn from the killer's coat. (These receipts appear only if Norman is successful with the last prompts of the fight.)

When done and ready, exit the office, and leave the main dance floor.

Chapter 42: On the Loose (Ethan)



Capture Alert

Ethan can be imprisoned for the rest of the game in this chapter.

Ethan has returned from the fourth trial. He's sitting down beside the window, dealing with his personal nightmares, waiting for any possible gunshot wounds to wear off, or just trying to digest that horrible stuff Madison has bought for him last time. Blorg.

Speaking of Madison, if she has survived the encounter against the evil doctor, she will show up again, giving Ethan a chance to get romantically involved with her. If she has died, he will need to struggle to get up on his own.

To earn the Unforgivable Trophy, choose to kiss and make out with her, check her jacket, and then choose to distrust her. Or, to earn the Lover Boy Trophy, choose to kiss and make out with her, check her jacket, and then choose to forgive her.

Regardless of how things go, the police forces have arrived outside, and they're coming to catch Ethan. If

Madison is the one to see them coming, she can give Ethan a heads-up by calling him with the reception room's public phone on the wall. (His room number is 207.) Or, she can just ride away on her bike.

In any case, Ethan has a chance to dodge the cops in a lengthy run, mostly across the balconies and the rooftop. To earn the Escape Master Trophy, escape from the cops when they raid the motel, choosing to jump off at the end and to carjack the taxi cab. Or, to earn the Hands Up Trophy, have Ethan get busted by the cops. Keep in mind that if Ethan gets caught here, he will remain in jail for the rest of the game.



Chapter 43: Trapped (Scott)



Death Alert

Lauren can die in this chapter.

Scott is returning to his office home after some errands in the night, only to find Lauren being held by Mr. Kramer there. Now, he and Lauren have been left to die in his car, which is sinking fast into deep water.

Scott can't die here, but Lauren can. First, Scott will need to free himself. Follow the prompts to break off the ropes. Next, Scott can choose to help Lauren or not. By untying her ropes as well, he will help her escape when he gets out himself. Otherwise, she'll go down with the car.

To earn the Swimming Instructor Trophy, inside the sinking car, try to slap awake Lauren and then untie her ropes. Do all of this before kicking out the side window of her door or before the front windshield breaks from the pressure. (When Scott automatically escapes, he will bring along Lauren if her ropes are untied.)

Chapter 44: Face to Face (Scott)



Scott escapes from Mr. Kramer's murder attempt, losing a damn good car and gaining a bloodthirsty rage. Follow the prompts to crash straight into the mansion and to start a mighty shootout.

Like in so many of the earlier chapters, don't worry about getting killed; Scott can't die here. If he messes up and gets grazed too much, he'll merely retreat and live to terrorize the bad guys another day. Maybe.

To earn the Invincible Scott Trophy, for the gunfight at the Kramer house, make a perfect string of inputs, with zero errors. (Change to an easier difficulty setting for a better chance.)



If Scott kills all the guards and catches up to Mr. Kramer, he'll get to beat him up and learn more about Gordi's crimes. Afterward, Mr. Kramer will also suffer a heart attack, and Scott can choose to save him or to let him die.

To earn the Kind Hearted Trophy, win the gunfight at the Kramer house, perfectly or not, and then choose to give Mr. Kramer his heart medicine from the desk drawer.

Chapter 45: Ann Sheppard (Madison)



This chapter occurs if Madison survives the encounter against the evil doctor. Working on another lead from her sources, she has come to see Ann Sheppard (the mother of John Sheppard, the dead kid from long ago).

Check in at the hospital's reception desk, and then head down through the corridor and into Room 19. Start talking to Ann. She's demented and weak-minded, so the conversation will take quite a while.

Eventually, Madison will be able to show things to Ann to gain more information. On a table near her bed, flip to the instructions for the dog origami, and use the paper sheets to fold one. Doing so will reveal the tip about Max. Also check the bird origami on the table opposite the bed, and check the photo inside the drawers under the flower vase. Go back out into the corridor, find and take an orchid flower, and bring it back to the flower vase in Ann's room. Do all of this to learn the adopted name of her surviving son, the Origami Killer.

Chapter 46: The Rat (Ethan)



This chapter occurs if Ethan escapes the police after the fourth trial (in *On the Loose*). The rat origami guides him to a small, fancy-looking room, where the final trial awaits.

This last challenge is pretty simple. On the table is a vial of poison. Ethan passes simply by drinking it. The bad news is it'll leave him with only one hour to live, at least according to the Origami Killer's message. The good news is doing so will award the last chunk of partial data on Shaun's location. To wussy out, Ethan can just turn around and walk away.

To earn the Sacrifice Trophy, successfully pass the Origami Killer's fifth trial (drinking poison), by simply gulping down the bottle's contents.

All right; here come the consequences of Ethan's performances. After the final trial, he will return to his vehicle, where he will review the data he has gathered.

If he has passed two or less of the trials, he won't have enough information to find Shaun. At this point, his only hopes lie in Norman or Madison taking up the slack for him.

If he has passed three or four of the trials, he can do the guessing challenge. Hold the mobile phone, and listen to the audio clue in the videos of Shaun. On the GPS device, press the Left Analog Stick to highlight one of the possible addresses, and press the X Button to confirm it. Ethan can make only one guess. If he blows it, again, he'll have to rely on Madison or Norman for help. The answer is 852 Theodore Roosevelt Road (because that's the only address near the major river, as implied by the foghorn audio clue).

If he has passed all five trials, he'll immediately learn the full address where Shaun is held, and he won't need to bother with the guessing challenge.

To earn the Clever Dad Trophy, at the location guessing challenge, Ethan must choose the correct address: 852 Theodore Roosevelt Road (because that is the only address near the large river, as implied by the foghorn audio clue). Again, this requires Ethan to succeed in only three or four trials; less will give him too little data to

do the guessing challenge, while all five will outright reveal the location.

Chapter 47: Solving the Puzzle (Norman)



This chapter occurs if Norman survives the encounter against the Origami Killer at Paco's fish tank office. After the conversation with Lt. Blake, when Norman goes back into ARI, he can choose to give up and stop his investigation now, or he can keep continuing.

If he chooses to continue, fully check every clue and file. For the killer fight video recording, pause and scan the video somewhere in the first half to acquire the wristwatch clue. (Follow the instruction prompts at the corner of the screen to work with the video. The sword clue in the second half of the video is extraneous.)

Along with the earlier clues, if Norman has enough of the new clues (wristwatch, dropped gun, and dropped receipts), he will be able to acquire a likely suspect. Geo-analyze this suspect element to find Shaun's location.

Chapter 48: Goodbye Lauren (Scott)

This chapter occurs if Lauren survives the sinking car scene (in Trapped). Scott tells Lauren to go hide at a safe place while he finishes sorting out the Origami Killer mess. This is a very brief scene, with no manual input required. Sit through it, and move on to the next chapter.

Chapter 49: Hold My Hand (Sheppard)

This flashback finishes up the earlier one. Trying to find help for his brother John, Sheppard should run back across the construction site to his trailer home, toward his drunk dad. After that, sit back, watch the cinematics, and wonder why the accents are all so wrong.

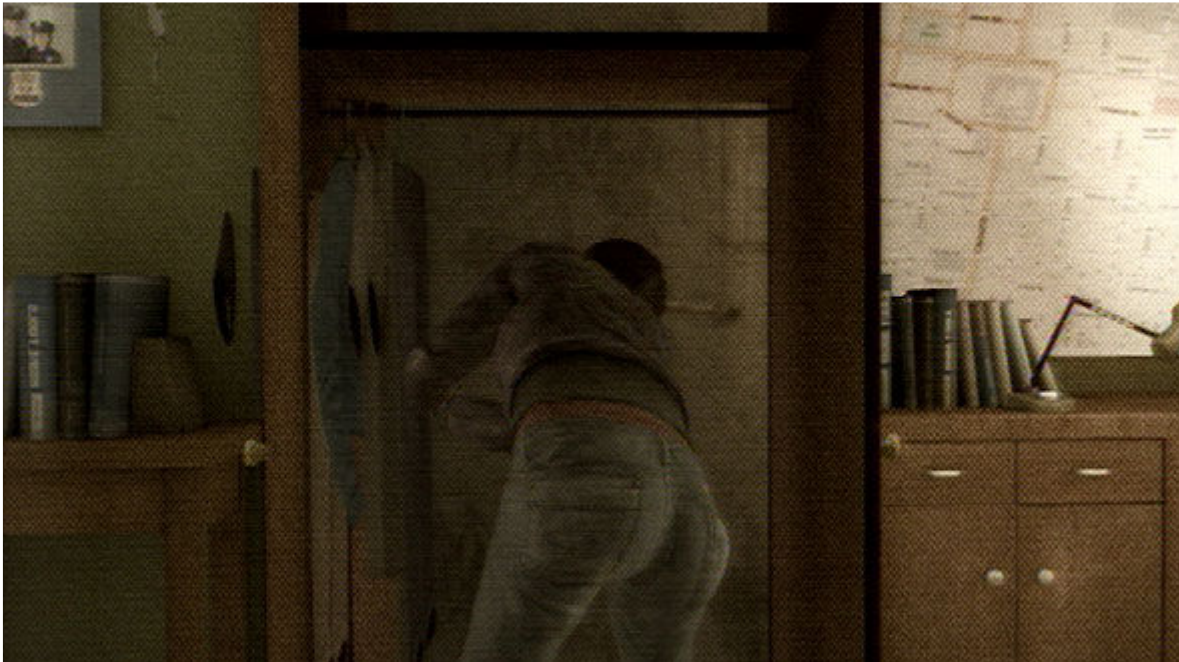
Chapter 50: Origami Killer

Now we come to see the Origami Killer at his secret home base. The only thing to do here is to burn up the evidence. Following the prompts, pick up the matchbox, light up a match, and start chucking all that tasty evidence into the burning bin. (The evidence found here depends on the performances and the decisions in the

previous chapters.)

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Chapter 51: Killer's Place (Madison)



Death Alert

Madison can die in this chapter.

Learning of the Origami Killer's identity from Ann Sheppard, Madison comes to his apartment home to find dirt on him. The front door is locked, so she'll need to whip out her lockpicks on them. Follow the prompts to unlock the door.

Inside the apartment, there are many points of interest to check out, but the only absolutely necessary one is the wardrobe closet near the desk. Open it up, push aside the clothes, and uncover the secret door behind the rear panel.

Open the secret door, and enter the secret room. There are more points of interest to find here. The most important one is the laptop. To find Shaun's location, keep trying out various passwords, and choose the "Max" choice as soon as it becomes available. (It will appear by the third attempt.)

Eventually, either when Madison finds Shaun's location and tries to leave, or when she keeps messing up and entering incorrect passwords, she will be trapped inside the secret room by the Origami Killer, who returns and proceeds to set the entire place ablaze.

To escape, Madison should tap on the walls (to look for a hollow spot), and then she should pull out the blocky computer component from near the laptop. Use it to smash open a hole in the blank wall spot near the locked door.

Breaking out of the secret room, Madison will come into the bathroom. From here, she needs to work her way through the bedroom, the main room, and then the kitchen. Despite how things look, Madison has plenty of

time to tread carefully. Work between the flames, and follow the prompts to flip over the couch in the bedroom and the cabinet in the main room. All but one of the windows are deathtraps; jumping out of them will result in lots of screaming, broken bones, splattered organs, and painful, painful death. Getting set on fire without putting it out will also lead to excruciating death.

A fuel canister is left in the main room, serving as a bomb that will eventually explode. (Madison may have already seen it by looking through the high window from the bathroom.) The apartment's front door is locked shut, so the goal is the kitchen, which offers two avenues of escape. One is through the window near the microwave on the counter. Sweep clear the counter, and climb out that particular window, whose position will allow access to the stairs and the exit. (Sometimes, there is a glitch where the camera becomes stuck facing a corner after Madison sweeps clear the counter. Just quit to the main menu and choose the continue option to resume as normal.) The other solution is to sit through the blast inside the cover of the refrigerator, after emptying its contents.

To earn the Cold as Ice Trophy, upon reaching the kitchen, open the refrigerator, empty its interior, and then hide inside it. Madison will automatically proceed down to the streets after the explosion safely passes.

If Madison learns of Shaun's location and emerges alive from the blaze, she has the option to share that knowledge with either Ethan or Norman, but not both, because either she's brain-damaged or her mobile phone sucks really bad. This is a handy way to bring along one of the others in case they've failed to find Shaun's location on their own. Obviously, though, Ethan must remain free or Norman must remain alive in order for this to work.

If Madison escapes but hasn't entered the correct password at the laptop, she will survive fine, but she will have no way to obtain Shaun's location.

Chapter 52: The Old Warehouse

Death Alert

Ethan, Scott, Norman, and Madison can die in this chapter, depending on various conditions.

End of the Game

This is the final chapter, which will always occur no matter what happens. Any of the heroes can reach this area, as long as they fulfill two conditions: they have stayed alive (or in Ethan's case, free), and they have obtained Shaun's location (whether on their own or through Madison). The game is designed so Scott can never directly confront the Origami Killer, so the main focus lies on the conditions involving Ethan, Norman, and Madison. If no hero manages to reach this area, then Shaun dies a horrible death, and nobody cares.

To earn the Heavy Rain Hero Trophy, simply finish the game (for the first time, with any ending).

To earn the Saved the Kid Trophy, find Shaun's location and rescue him, with any character.

If either of Norman and Madison are present, they get to fight the Origami Killer (conveyor belt and grinder for Norman, crates and crane for Madison). Follow the prompts to stay alive and to emerge victorious. To earn the Simple Mind Trophy, win the first fight against him, and then choose to help him up when he is clinging over the death pit.

To earn the So Close Trophy, Ethan, Norman, and Madison all have to reach Shaun's location, but then both Norman and Madison have to fail their respective challenges.

To earn the Four Heroes Trophy, Ethan, Scott, Norman, and Madison all have to reach Shaun's location and win the fight against the Origami Killer. (Madison may help one of the others learn of Shaun's location if necessary.)

For more information regarding the trophies, refer to the trophies section of this guide.

Spoiler Alert: Here's a list of who does what for the different combinations of heroes. (For details about the epilogues themselves, refer to the epilogues section of this guide.)

Ethan only

Ethan saves Shaun, chooses whether to spare the Origami Killer or not, but always winds up eating a hail of lead.

Ethan and Norman

Norman fights the Origami Killer, and Ethan saves Shaun, without getting machinegunned in the face.

Ethan and Madison

Ethan saves Shaun, Madison fights the Origami Killer, and Ethan is unkillable. If Ethan has kissed and forgave Madison, the conclusion of the fight will also have a special variation.

Norman only

Norman saves Shaun and then fights the Origami Killer.

Madison only

Madison saves Shaun first and then fights the Origami Killer, or she fights the Origami Killer first and then saves Shaun. (The order depends on whether she knocks out the Origami Killer with the first super-sudden blow.)

Madison and Norman

Madison fights the Origami Killer, and Norman saves Shaun.

Ethan, Madison, and Norman

Norman fights the Origami Killer, Ethan saves Shaun, and Madison stops Lt. Blake. (Ethan normally lives if he has a friend tagging along, but he will get blown away if Madison fails here.)

The ending is really a collection of multiple epilogues, reflecting the outcomes for the various characters. The 18 possible epilogues technically form Chapters 53 through 70. To earn the All Endings Trophy, reach and completely view all the different possible epilogues for all the characters. (Some of the epilogues have further

sub-variations, but those don't count.)

Here is a list of the conditions for reaching every epilogue (spoiler-free):

News Report

News Report

The news report epilogue always plays out first, providing a review of the general outcome (whether Shaun lives or dies, etc.).

Ethan

A New Start

Ethan doesn't kiss or forgive Madison. Ethan escapes arrest, and Shaun is rescued by anyone.

Innocent

Ethan is jailed after the fourth trial (in On the Loose), and Shaun is rescued by somebody else.

Ethan's Grave

Ethan dies (at The Old Warehouse, because nobody else helps him).

Origami Blues

Ethan doesn't kiss or forgive Madison. Ethan escapes arrest but doesn't obtain Shaun's location, and Shaun dies.

Helpless

Ethan is jailed after the fourth trial (in On the Loose), and Shaun dies.

Madison

Heroine

Ethan doesn't kiss or forgive Madison. Madison survives and obtains Shaun's location, and Shaun is rescued.

Square One

Ethan doesn't kiss or forgive Madison. Madison survives but doesn't obtain Shaun's location. (Whether Shaun lives or not doesn't matter.)

Dead Heroine

Madison dies (at The Doc or The Old Warehouse).

Ethan and Madison

These two special combination epilogues occur only if Ethan and Madison have a positive romantic relationship and if both of them live.

New Life

Ethan kisses and then forgives Madison. Madison survives, anybody obtains Shaun's location, and Shaun is rescued.

Tears in the Rain

Ethan kisses and then forgives Madison. Madison survives, but nobody obtains Shaun's location, and Shaun dies.

Norman

Case Closed

Norman survives and obtains Shaun's location, and Shaun is rescued.

Resignation

Norman survives but doesn't obtain Shaun's location, and Shaun is rescued by somebody else.

Smoking Mirror

Norman survives but doesn't obtain Shaun's location, and Shaun dies.

Uploaded

Norman dies (at Mad Jack, Fish Tank, or The Old Warehouse).

Scott

Unpunished

Scott survives, and Lauren dies (at Trapped).

A Mother's Revenge

Scott survives, and Lauren survives.

Origami's Grave

Scott dies (at The Old Warehouse).

Heavy Rain Trophy Guide

Here's a list of Heavy Rain's Trophies. Click on a Trophy to expand the entry and reveal the Trophy's hint, plus details on how to earn it.

Heavy Rain Achievements / Trophies...

» Happy Birthday

BRONZE

Prologue - Complete the drawing + Set the table + Play with kids.

On the house's ground floor, first go to the work studio (near the door to the backyard), and keep working on the drawing until it is totally completed. Next, when the wife returns, help set the dining table by taking the plates from the cabinet near that dining table. (Slowly set them down.) Then, go out to the backyard and play with the kids.

» Interactive Drama

BRONZE

Thank you for supporting Interactive Drama.

This is automatically obtained after the introductory scenes and the opening credits.

» **Good Father**

BRONZE

Father and Son - Follow the schedule with Shaun and put him to bed in good mood.

Stick to the schedule posted on the kitchen walls as closely as possible, ignoring other activities if necessary. Ethan will have to talk to Shaun before he can actually carry out the scheduled tasks. Immediately after arriving home, give Shaun a snack (like a fruit from the basket on the kitchen counter). Tell him to do his homework. Fix him dinner (by taking food from the refrigerator and reheating it with the microwave). Tell him to go to bed, and agree to give him the teddy bear, which is on the laundry machine on the first floor.

» **White Knight**

BRONZE

Sleazy Place - Beat Troy.

After leaving Lauren's room, go back, aggressively confront Troy (the angry guy), and win the fight against him.

» **Private Eye**

BRONZE

Sleazy Place - Lead Lauren to talk about her son.

Use the "Trick" choice (Circle Button) instead of the "Buy" choice, toward the end of the interview.

» **FBI Investigator**

BRONZE

Crime Scene - Find all clues related to the Origami Killer in the scene.

Using ARI, check all the clues at the crime scene: every interactive detail of the body (inside the small tent), the floating pollen between the body and the train tracks, the blood along the train tracks, the foot prints near the train tracks, the blood on the fence beside the train tracks, and the tire marks atop the steep slope past the fence (next to the freeway overpass).

» **Good Friends**

BRONZE

The Park - Play two games with Shaun successfully and buy him candy.

Buy some candy from the candy vendor for Shaun, and play at least two games with Shaun (the seesaw, the wooden merry-go-round, the swing seat, and the boomerang in Shaun's backpack). Do all of this before choosing to leave and going toward the carousel.

» **Got To Remember!**

BRONZE

Welcome, Norman! - Remember the time it was at the park and what Shaun was wearing.

When reporting to Lt. Blake, give the correct answers. The time has been around 4:15 PM. The coat is beige. The pants are green. (By default, these are all the X Button choices.)

» **Negotiator**

BRONZE

Hassan's Shop - Persuade the Robber to leave.

Get held up by the robber (by drawing his attention), make enough calming-type choices without ever angering him, and choose the "Drop Weapon" choice as soon as it becomes available. (By default, keep picking the X Button choices.)

» **VIP**

BRONZE

Paparazzi - Leave home without being spotted by the journalists.

Instead of going out through the front door into the throng of reporters, go out to the backyard, climb over the fence to the neighbor's backyard, walk through the alleyway, and then get into the car. Doing so will help Ethan reach his car without being bothered by the reporters.

» **Agoraphobia**

BRONZE

Lexington Station - Knock down at least 50 passers-by.

During the hallucination when all the people look like frozen puppets, bump down about fifty of them before the hallucination ends. Don't bother to follow the Jason phantom, and just head straight for the crowds of frozen people.

» **Lucky Locker**

BRONZE

Lexington Station - Find the correct locker on first try.

In the luggage locker area, go straight to the correct locker, Group 18 - Number 03 (indicated on the ticket in Ethan's hand), without accidentally checking any other lockers. This correct locker is along the back corridor that runs parallel to the entrance corridor, along the upper row.

» **Blunder**

BRONZE

Nathaniel - Shoot Nathaniel.

When Nathaniel pulls a gun on Lt. Blake, choose the R1 Button choice to brain Nathaniel on the spot. Sucks for him.

» **Self Control**

BRONZE

Nathaniel - Do not shoot Nathaniel.

When Nathaniel pulls a gun on Lt. Blake, keep reasoning and convincing Nathaniel to surrender until Lt. Blake successfully handcuffs him. This even includes the part when Nathaniel makes one final surprise turn.

» **Baby Master**

BRONZE

Suicide Baby - Make no mistakes taking care of the baby.

After saving Mrs. Bowles, when caring for her baby, make a perfect string of inputs, with zero errors. (Change to an easier difficulty setting for a better chance.)

» **Kamikaze**

BRONZE

The Bear - Take the best route on the highway.

For the Origami Killer's first trial (driving against traffic), make a perfect string of inputs, with zero errors. In addition, at the nine points where multiple choices are offered, make the following choices:

- First multi-choice: either LEFT or RIGHT.
- Second multi-choice: only RIGHT.
- Third multi-choice: only LEFT.
- Fourth multi-choice: only LEFT. (This leads to a small road barrier.)
- Fifth multi-choice: only RIGHT. (This is for the cluster of three vehicles.)
- Sixth multi-choice: only RIGHT.
- Seventh multi-choice: only RIGHT. (This is for the toll area.)
- Eighth multi-choice: only RIGHT TILT. (This is for the pair of cop cars.)
- Ninth multi-choice: either LEFT or RIGHT. (This is for the barricade of cop cars.)

These decisions supposedly reflect the cleanest, least chaotic run down the freeway. Again, all the inputs must be perfectly made, with no errors. (Change to an easier difficulty setting for a better chance.)

» **Good Driver**

BRONZE

The Bear - Complete the Bear Trial successfully.

Successfully pass the Origami Killer's first trial (driving against traffic), perfectly or not.

» **Cat and Mouse**

BRONZE

Covered Market - Beat Korda in the cold storage.

First, successfully chase Korda into the cold storage room, and then win the fight against him.

» **Tough Guy**

BRONZE

Kramer's Party - Defeat Gordi's bodyguards.

After the interview with Gordi Kramer, win the fight against the two bodyguards.

» **Coward!**

BRONZE

The Butterfly - Give up or fail the Butterfly Trial.

Fail the Origami Killer's second trial (power plant), by moving too quickly through the glass shard shafts, by manually quitting through the "Coward" door, or by touching the electrical wires too many times.

» **Electrified**

BRONZE

The Butterfly - Complete the Butterfly Trial successfully.

Successfully pass the Origami Killer's second trial (power plant), perfectly or not.

» **Good Cop**

BRONZE

Shrink and Punches - Stop Blake from hitting Dupre.

When Lt. Blake is bullying the psychotherapist, intervene and try to hold back Lt. Blake.

» **Bad Cop**

BRONZE

Shrink and Punches - Do not stop Blake from hitting Dupre.

When Lt. Blake is bullying the psychotherapist, don't do anything at all to interfere with Lt. Blake.

» **Gold Finger**

BRONZE

The Lizard - Cut your finger using axe, knife or pliers + Disinfect and cauterize the wound.

Successfully pass the Origami Killer's third trial (finger cutting) by using the disinfectant (from the bathroom sink mirror); by using the kitchen knife (from the kitchen walls), the pliers (from the TV cabinet), or the hand axe (from the main room floor); and then by using the heated iron rod (from the main room floor, heated at the stove). All of these items can be assembled at the main table first. The five minutes are more than enough time to do all of this.

» **Butcher**

BRONZE

The Lizard - Cut your finger using saw or scissors.

Successfully pass the Origami Killer's third trial (finger cutting) by using the scissors (from the bathroom sink) or the saw (from the main room floor). The disinfectant and the iron rod aren't required for this trophy, but using them anyway is a fun way to make Ethan scream and groan some more.

» **Fugitive**

BRONZE

Fugitive - Manage to escape Blake in the subway station.

Upon finding Ethan after the third trial, help him escape from the police. Pull down the tall boards covering a window, and push over the low box. Before the cops come, help him out to the alleyway, weave between the stopped cars on the street. Enter the subway station, go past the side toll counters (not the central ones with the warning boards), squeeze down along the escalator, and then drop down and cut across the subway tracks.

» **Hands Up!**

BRONZE

Fugitive or On the Loose - Get arrested by Blake.

Have Ethan get busted by the cops, either after the third trial (when Madison is with him at the alleyway and subway area) or after the fourth trial (when Madison leaves from his motel room).

» **Ludwig Von**

BRONZE

Jayden Blues or Under Arrest - Play the piano without a wrong note.

For the piano in the ARI nightclub simulation, make a perfect string of inputs, with zero errors. (Change to an easier difficulty setting for a better chance.)

» **Detox**

BRONZE

Jayden Blues - Resist Triptocaine.

This chapter occurs if Ethan escapes the police after the third trial. Avoid the drug vial on the cabinet and use the bottled drink and the shower stall, or approach the drug vial and choose to discard it by flushing it down the toilet.

» **Wise Guy**

BRONZE

Under Arrest - Switch the camera off in the surveillance room before saving Ethan.

This chapter occurs if Ethan is captured by the police after the third trial. Go to the surveillance room looking into Ethan's interrogation room, and use the switch on the camera to turn it off. Do this before going to free Ethan.

» **I'm a Killer...**

BRONZE

The Shark - Kill the Drug Dealer.

Successfully pass the Origami Killer's fourth trial (shooting the drug dealer), by winning the fight against the drug dealer and then braining him.

» **I'm Not a Killer!**

BRONZE

The Shark - Do not kill the Drug Dealer.

Fail the Origami Killer's fourth trial (shooting the drug dealer), by winning the fight against the drug dealer but refusing to shoot him. (This counts as failing the trial, even though Ethan must still win the running gunfight.)

» **Smart Girl**

BRONZE

The Doc - Do not drink the Doc's beverage.

At the evil doctor's house, refuse to drink his tainted wine.

» **Queen of Ropes**

BRONZE

The Doc - Escape before the Doc returns.

At the evil doctor's house, get caught by drinking his tainted wine or by going deeper into the hallway, and then break free from the ropes while the evil doctor answers the doorbell ringer. The correct starting step is to loosen the ropes on the right leg, and then knock around the drill to cut the ropes. (The doorbell ringer can draw away the doctor twice.)

» **Goodbye Mad Jack**

BRONZE

Mad Jack - Survive the fights against Mad Jack.

When Mad Jack attacks, win the fight against him, including the extended crusher part as necessary.

» **The Chef**

BRONZE

Eureka - Prepare a good omelet on time.

While Lauren washes up, properly cook her some scrambled eggs. Use the eggs (from the refrigerator) and the frying pan (from the dish rack on the counter). While the stove fire is on, keep turning the eggs (initiated with the downward motion prompt). When a brief cutscene shows a lot of light steam coming out, turn off the stove fire. (Turning off the fire too early results in a raw meal, while failing to turn the eggs results in an overburnt meal.)

» **I'm Not Scared!**

BRONZE

Twins - Follow your brother without making any mistakes.

For the construction yard flashback with John Sheppard, make a perfect string of inputs, with zero errors. (Change to an easier difficulty setting for a better chance.)

» **Pride Saved**

BRONZE

Sexy Girl - Take off no more than one item of clothing during the strip-tease.

This chapter occurs if Madison survives the encounter against the evil doctor. At Paco's office, after undoing the first article of clothing (either the shirt buttons or the skirt), choose the "Lamp" choice as soon as it becomes available.

» **Unforgivable**

BRONZE

On the Loose - Do not forgive Madison.

This requires Madison to survive the encounter against the evil doctor. Choose to kiss and make out with her, check her jacket, and then choose to distrust her.

» **Lover Boy**

BRONZE

On the Loose - Forgive Madison.

This requires Madison to survive the encounter against the evil doctor. Choose to kiss and make out with her, check her jacket, and then choose to forgive her.

» **Escape Master**

BRONZE

On the Loose - Escape the police at the motel.

Escape from the cops when they raid the motel, choosing to jump off at the end and to carjack the taxi cab.

» **Swimming Instructor**

BRONZE

Trapped - Save Lauren underwater.

Inside the sinking car, try to slap awake Lauren and then untie her ropes. Do all of this before kicking out the side window of her door or before the front windshield breaks from the pressure. (When Scott automatically escapes, he will bring along Lauren if her ropes are untied.)

» **Invincible Scott**

BRONZE

Face to Face - Do not get shot in Kramer's villa.

For the gunfight at the Kramer house, make a perfect string of inputs, with zero errors. (Change to an easier difficulty setting for a better chance.)

» **Kind Hearted**

BRONZE

Face to Face - Give Kramer his medicine.

Win the gunfight at the Kramer house, perfectly or not, and then choose to give Mr. Kramer his heart medicine from the desk drawer.

» **Sacrifice**

BRONZE

The Rat - Drink the poison.

This chapter occurs if Ethan escapes the police after the fourth trial (in On the Loose). Successfully pass the Origami Killer's fifth trial (drinking poison), by simply gulping down the bottle's contents.

» **Clever Dad**

BRONZE

The Rat - Work out where Shaun is held.

This requires Ethan to pass only three or four of the five trials. At the location guessing challenge, Ethan must choose the correct address: 852 Theodore Roosevelt Road (because that is the only address near the large river, as implied by the foghorn audio clue). Again, this requires Ethan to succeed in only three or four trials; less will give him too little data to do the guessing challenge, while all five will outright reveal the location.

» **Cold as Ice**

BRONZE

Killer's Place - Survive the explosion by hiding in the fridge.

Upon reaching the kitchen, open the refrigerator, empty its interior, and then hide inside it. Madison will automatically proceed down to the streets after the explosion safely passes.

» **Simple Mind**

BRONZE

The Old Warehouse - Save the Origami Killer before he falls, with Jayden or Madison.

This requires Norman or Madison to reach Shaun's location and confront the Origami Killer. Win the first fight against him, and then choose to help him up when he is clinging over the death pit.

» **So Close...**

BRONZE

The Old Warehouse - Reach the end with all characters... and fail.

Ethan, Norman, and Madison all have to reach Shaun's location, but then both Norman and Madison have to fail their respective challenges.

» **Heavy Rain Hero**

BRONZE

Finish Heavy Rain.

Simply finish the game (for the first time, with any ending).

» **Four Heroes**

SILVER

Complete the story with four characters alive.

Ethan, Scott, Norman, and Madison all have to reach Shaun's location and win the fight against the Origami Killer. (Madison may help one of the others learn of Shaun's location if necessary.)

» **Trial Master**

SILVER

Succeeded in all Ethan's trials.

Successfully pass all five of the Origami Killer's trials.

» **Nerd**

SILVER

Find all clues using ARI (Crime scene + Mad Jack + Fish tank) and find the Origami Killer.

For all three crime scenes where ARI may be used, investigate every possible clue, and for the analysis scenes, completely process every clue and file.

- At the wasteland crime scene, refer to the "FBI Investigator" trophy conditions.
- At Mad Jack's garage, find the fingerprints, the size-13 footprints, the size-10 footprints, the various tire tracks, the pollen near the winch, the paint residue in the back, the blood trail toward the front, and finally the skull under the metal sheet. (Be sure to find this skull last.)
- At Paco's fish tank office, win the fight against the killer, and grab at his coat at the end. Recover ARI and Norman's own gun from the floor, and then find the killer's gun near the curtains behind the door, the bullet shell behind the desk, Paco's fingerprints on the table objects, Madison's fingerprints on the tape roll and the lamp, the pollen, and the receipts torn from the killer's coat.
- Again, for the analysis scenes, fully check every clue and file. For the killer fight video recording, pause and scan the video somewhere in the first half to acquire the wristwatch clue.

» **Saved the Kid**

SILVER

Save Shaun.

Find Shaun's location and rescue him, with any character.

» Perfect Crime

GOLD

Clean Manfred's shop of evidence + Let Lauren, Hassan and Kramer die + Kill Madison and Jayden + Origami Killer free.

This reflects the ideal turnout for the Origami Killer, usually meaning the worst-case scenario for everybody else. Specifically, do the following:

- Hassan dies in Hassan's Shop (by Scott hiding in the back until the robber shoots and then flees).
- Ethan is jailed both times (in Fugitive and again in On the Loose).
- At Manfred's shop, wipe away all the prints at the following places: the white telephone in the back office, the black telephone at the curved front counter, the two whiskey glasses, the tall whiskey bottle, the magnifying glass, the music box held by Lauren, the glass-top counter directly in front of the main door (if Lauren has leaned on it shortly after entering at the beginning), and the main door itself. (Also wipe the bathroom area if it's been used.) If all the fingerprints are successfully removed, Scott and Lauren won't be automatically brought to the police station in the following scenes.
- Madison dies in The Doc.
- Norman dies in Mad Jack.
- Lauren dies in Trapped.
- Mr. Kramer dies in Face to Face (after Scott wins the gunfight).

» All Endings

GOLD

See all endings.

Reach and completely view all the different possible epilogues for all the characters. See: [Heavy Rain Endings Guide](#)

Heavy Rain Endings Guide

N O T E . . .

For a more detailed explanation of how to unlock the individual epilogues of the possible endings in spoiler-free form, check out the [Epilogue Guide](#) section of our walkthrough. See: [Epilogue Guide](#)

After completing the game, you can return to previous scenarios to make different decisions that'll guide you toward the game's various alternate endings. Complete the game according to the following criteria and you will have to go back only as far as the On the Loose scenario—no further—in order to see all of the game's endings:

- Earn the Trial Master Trophy
- Earn the Nerd Trophy
- Earn the Perfect Crime Trophy

When going for the Perfect Crime Trophy playthrough, have Shelby kill Jayden during the Old Warehouse scenario, and make sure Madison is still alive into the Killer's Place scenario, in which she can die. Once you've got the Perfect Crime ending with the above criteria, you can then reload previous chapters to replay the game according to the various conditions listed below in order to see all endings.

Perfect Crime Ending

1

During the Hassan's Shop scenario, wait at the back of the shop until Hassan gets shot.

During Fugitive, allow Ethan to be arrested by removing the window planks with Madison, moving a red box near the window, standing on the red box as Madison and waiting for the police.

During the Manfred scene, keep Shelby out of the bathroom and clean the prints that are on the telephone in the shop and the telephone in the office of Manfred, on the magnifying glass, whiskey glasses and whisky bottle, on the ballerina ornament Lauren finds, and on the front door handle and the glass cabinet Lauren leans against.

During On the Loose, kiss Madison, complete the love scene, and decide to forgive Madison at the end.

During Trapped, don't remove the seatbelt, allowing Lauren to drown.

During Face to Face, leave the study without giving pills to Kramer.

During Killer's Place, allow Madison to die when locked in a secret room.

During Old Warehouse, allow Shelby to kill Jayden on the conveyor belt.

N O T E . . .

In addition to earning the Perfect Crime Trophy, fulfilling the above criteria will unlock the following epilogues: New Start, Dead Heroine, Uploaded, and Unpunished.

Other Endings

2

Backtrack to the Killer's Place scenario to find the warehouse address on the laptop. Hide inside the refrigerator in the kitchen to survive and choose to either go to the warehouse alone or call someone (anyone) to join you. During the Old Warehouse scenario, make sure that Ethan saves Shaun, Madison alerts Ethan to the cops, and that Jayden kills Shelby. When given the choice, make sure you pull the Origami Killer back from the ledge to save him.

N O T E . . .

Fulfilling the above criteria will unlock the following epilogues: New Life, Origami's Grave, and Case Closed.

3

Backtrack to the Old Warehouse scenario and purposely fail all of the events so that Jayden is killed and Madison fails to warn Ethan about the police.

N O T E . . .

Fulfilling the above criteria will unlock the following epilogues: Ethan's Grave, Heroine, and Unpunished.

4

Backtrack to the The Rat scenario. Fail the trial and fail finding Shaun by filling in the blanks. During Solving the Puzzle, make Jayden give up, and during Killer's Place allow Madison to die.

N O T E

Fulfilling the above criteria will unlock the following epilogues: Origami Blues, and Smoking Mirror.

5

Backtrack to the Killer's Place scenario. Escape with Madison, and don't find the warehouse address with the laptop. Shelby will arrive after waiting in a secret room for a couple of minutes.

N O T E

Fulfilling the above criteria will unlock the following epilogues: Tears in Rain.

6

Backtrack to the On the Loose scenario. Get Ethan arrested. During Trapped, don't let Lauren drown. During Solving the Puzzle, make Jayden give up. During Killer's Place, escape with Madison, and don't find the warehouse address with the laptop. Shelby will arrive after waiting in a secret room for a couple of minutes.

N O T E

Fulfilling the above criteria will unlock the following epilogues: Helpless, Square One, and A Mother's Revenge.

7

Backtrack to the Killer's Place scenario. Get the warehouse address from the laptop and choose to go to the warehouse alone (no homies). During Old Warehouse, make sure Madison saves Shaun and Shelby survives the rooftop chase.

N O T E

Fulfilling the above criteria will unlock the following epilogues: Innocent, Heroine, and Resignation.