



## Introduction

Imagine if you were suddenly thrust into an unenviable situation that changes your life forever. Then imagine if that same situation changed not only your life, but millions of lives of the people that live in your home city as well. This is the reality of Infamous' main character, Cole, who one day thinks he's delivering a harmless package only to find out that it's a weapon of mass destruction. With the power of this bomb unleashed on the helpless, innocent civilians of Empire City, Cole finds himself a wanted, hated man. But you can certainly change things for Cole... if you want to, that is.

You see, Sucker Punch's latest title (and its first non-Sly Cooper title since the Nintendo64 days) gives you choices. Lots and lots of them. Cole made a mistake he didn't even know he was making. Will he rectify his mistakes by doing good? Or will he continue down the dark, evil road the sudden bomb detonation began to bring him down? That's entirely up to you. And there's no doubt you'll find plenty of opportunities to do good -- or bad -- for yourself and those around you, as you wake Empire City up from its destruction-enticed slumber.

Infamous is a deep game, and there's a lot to see in Empire City's three bustling boroughs. And that, of course, is where IGN Guides comes into play. Our Basics section will outline both the fundamentals and advanced tactics that you should know (and utilize) during your adventure, including myriad facts on Cole's new, intrinsic electrical abilities that are at the heart of your experience. Our Walkthrough will bring you through each and every main quest, while our Side Quests section outlines *all* side quests, whether they be good, evil or neutral. And finally, the last four sections of our guide -- Blast Shards, Dead Drops, Stunts and Powers -- provide in-depth coverage of all of the game's collectibles, from the Blast Shards that will increase your power exponentially to the special super powers that you can use as a result of being exposed to the bomb.

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The image shows a promotional box for 'IGN Insider Extras'. At the top, the text 'IGN INSIDER EXTRAS' is displayed in a bold, blue font with a red lightning bolt icon. Below this is a screenshot from the game 'Infamous' showing the character Cole MacGrath in a dark, industrial setting, surrounded by glowing red and blue energy. Below the screenshot, the text reads 'IGN Insiders get exclusive access to extra guide features:'. This is followed by a bulleted list of features: 'Downloadable PDF guides for offline viewing and printing.', 'PSP-formatted guides for instant access, anywhere.', and 'Video tips and strategy for added gameplay assistance.'. At the bottom right of the box, there is a red button with the text 'JOIN TODAY'.

## Infamous Basics

|   |                                  |                                  |                          |   |
|---|----------------------------------|----------------------------------|--------------------------|---|
| « | <a href="#">The Fundamentals</a> | <a href="#">Advanced Tactics</a> | <a href="#">Ten Tips</a> | » |
|---|----------------------------------|----------------------------------|--------------------------|---|

### A Primer

Infamous is a game about choices. Everything hinges on what you decide to do (or don't do). The main character, Cole, was victimized by an inopportune happenstance in his life -- the delivery and subsequent detonation of a bomb he didn't know he was carrying, one that laid waste to Empire City, his home. From that point onward, the things you decide to do will affect the ultimate outcome of the game. Whether or not Cole remains a dark villain post-detonation, or whether he rises from the ashes as a phoenix, prepared to right his inadvertent wrong and provide the hero Empire City desperately needs to sustain itself in these dark, perilous times is completely up to you. (And yes, to see everything the game has to offer, one *must* play through twice, once evil, once good.)



The unique bomb that laid waste to Empire City has endowed Cole with special powers. These powers, electrically-based, make him a sort of super hero (or super villain). And his travels through Empire City, along with eyewitness accounts, makes it clear to many that Cole is the one "responsible" for the city's obliteration. Whether or not you use your newfound abilities for good and evil, they will remain inherently the same (with some exceptions, as you will find out). Electrical bursts act as your primary "gun" of sorts, while you'll be able to supplement said attacks with myriad other skills you will learn throughout the course of the game.

Cole, in essence, is a one man killing machine sent out on an over-arching quest to find out just what happened to his beloved home. Along the way, you'll meet some familiar faces (to Cole, at least) that will allow you to explore Empire City's three boroughs, completing quests along the way. Most quests have options that will allow you to earn good or bad karma (more on this later). Interspersed within the confines of the game's main quests are optional side quests. Some of these are neutral, while others can only be completed by being good or evil in nature (hence, once more, the need to play through the game twice to see it all).



With those primer-based fundamentals out of the way, let's jump into the game's mechanics.

## Fighting

Fighting your enemies, of which there are many, is done primarily via your special electric-based skillset, though you can use far weaker melee attacks as well (usually as a supplement). However, apart from your basic attacks, special skills you learn along the way (which are covered in-depth in the Skills section of this guide and differ depending on your character's alignment) will remove power from your energy meter. Without this energy, only standard attacks and melee attacks will be allowed, which means you'll need to figure out a way to, quite literally, recharge your battery.



To do this, you must siphon electrical energy from other sources of power in the city. And as you turn more and more of the city's power grid back on throughout the course of the game, more of these power sources will become available to you. There are *always* power standbys if you need them in *dark zones* -- cars and dead bodies for instance -- but generally speaking, you can always seek out lights, trains, power boxes, generators, and a slew of other electric-using devices for varying amount of power. This, in turn, will recharge you and allow you to use all of those devastating special attacks that will make your life much, much easier.

Your health in-game isn't represented by a static meter. Instead, damage taken will usually be absorbed and, if enough time is given between strikes, its affects will become completely eradicated. As you take more and more damage, the screen will become stained with Cole's blood. If you continue to get damaged, the blood starts to pile up. When you're *really* in trouble (when you have perhaps 10% of your health left), the game will begin turning black and white, which will signify to you that you're in trouble. At this point, you should take a breather and hide until you are healed (which happens automatically after waiting for about fifteen or twenty seconds real time), or siphon power to heal yourself instantly. The latter technique is preferred, of course, since it is a quick-acting solution. Keep in mind that this might not always be practical, however, especially during the heat of battle.



With all of this in mind, it's probably evident to you by now that a delicate balance must be struck so that you're not using too much power, taking too much damage, or finding yourself in want of electricity too often. The best way to strike said balance is to rely almost completely on your standard attacks, only using meter-sucking assaults when necessary in the heat of battle. Otherwise, you're simply wasting electricity. And yes, while there's plenty of it around for you to use, why would you wantonly waste it if you didn't have to? Trust us -- refilling your meter gets old after a while, especially if you're doing it every ten seconds, all the while exhausting valuable sources of power that you might need at some other time.

## Empire City

Empire City is a big location, clearly modeled after some of the bigger cities in the United States, such as New York or Chicago (though, most notably, New York). Unlike New York City, however, Empire City is made up of three distinct boroughs instead of five, and the game's main events surround the unlocking of each borough, one after the other. As you move through the events each of the three boroughs has to offer, you'll slowly unlock the electrical grid for the borough, restoring power to the people (in one sense, anyway). In addition, you'll rid the boroughs, slowly, of their enemy contingents, liberating the citizens of Empire City.



Getting around Empire City can be dangerous until you start to clean it up. In fact, you can't willy-nilly jump from one borough to the other without first unlocking the totality of events in the previous borough. This will inherently hinder your want to explore, but once a new borough is unlocked, you can travel between the two -- Neon and Warren at first -- and when the third borough, the Historic District, is unlocked, you can travel between the three boroughs with immunity, exploring how you want.

The residents of Empire City are all scared. Their city has been quarantined and they are surviving the best way they can. Depending on the slant of your character, whether he's good or bad, the citizenry will take to your character, or they will loathe him. This has only a very peripheral effect on the game, thankfully, but it's still something to take note of. Antithetical to the defenseless and scared citizenry, of course, are the myriad gangs and enemy groups you will encounter throughout the game. A different faction controls each of the three boroughs, and as you progress through the game, you'll find that the factions, in typical videogame fashion, get more and more difficult to do battle with.

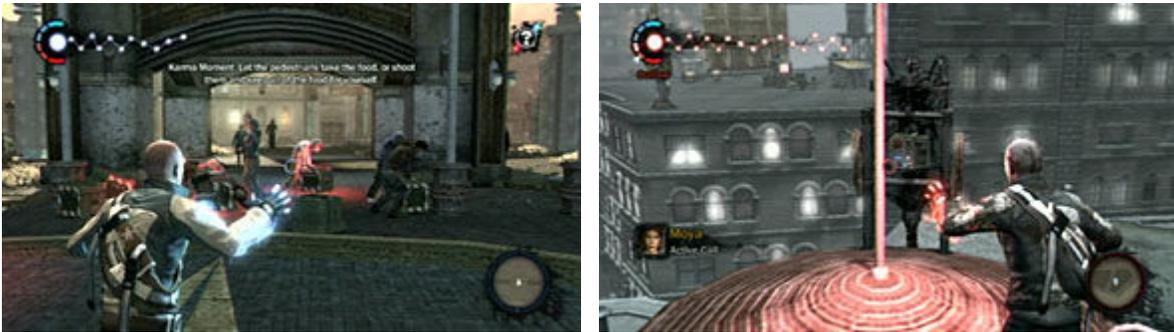


So, that's Empire City, your home for the duration of Infamous. Get used to its sights, sounds and people, because you're going to see a whole lot of them during your experience with the game!

## Karma & Choices

Infamous is identical to games like Mass Effect, KOTOR and Fallout 3 in that much of the game's events will hinge on choices you make and the moral disposition of your character at any given time. And much like the aforementioned trio of games, Infamous is best played to one extreme or the other. Finding a moral balance in the game won't serve you well, nor will it allow you to experience the game fully. So first things first -- if you want to see all Infamous has to offer, you will have to play it twice. And the best way to do that is to play as a chaotic good character, and then a chaotic evil character (or vice-versa). You're simply hindering yourself if you try to make good *and* bad choices, and that's a fact!

Karma is gauged by the icon on the upper left portion of your screen. When you do good deeds, your gauge will slowly but surely fill up in the "blue direction," while doing evil deeds will bring your gauge in the "red direction." The karma system isn't visible to the user per se -- that is to say, numerical values affixed to certain events and acts are only seen on the vague gauge on-screen as opposed to tangible numbers the gamer can see for himself. So, all one can really do is measure the severity of the moral choice and the implications of said choice. Usually, by making such a measurement, you can figure out how much positive or negative karma you're going to earn for a choice you make.



And believe us, Empire City is rife with choices, from the most minute and mundane choices to choices that will affect the outcome of the game, Cole's relationships with his friends and loved ones, and Empire City's disposition towards him. The former are, obviously, much more common. For instance, Cole will get a minor boost to karma for resuscitating injured civilians on the streets. However, he can also use Bio Leech on them to sap them of their inherent electrical power, receiving a minor dent to his karma. On the other hand, the latter, more critical choices lend far greater weight to your karmic meter, in one direction or the other. And without littering this with spoilers, let's just say that there are more than just a few of these critical choices you'll be making.

## Advanced Fighting & Stunts

95% of Infamous can be beaten by using your basic attacks, in the form of melee attacks and your typical electrical attacks that don't sap any of your electrical energy. However, if you want to fight the more difficult enemies in the game, you're going to need to step up your tactical approach to fighting significantly. What's more, if you are, say, a Trophy Hunter, you're also going to need to do some very special, extremely specific "stunts" in order to get the hard-to-obtain stunt-based trophy.



So, what does Advanced Fighting entail, exactly? It entails using your numerous special skills that you earn throughout the course of the game by spending your hard-earned experience points (these skills are covered in the Powers section of the guide). Let me give you an example or two. Let's say you see some enemies on the ground below you, while you're standing high above on the rooftop of a building. You can drop down and fight them with standard attacks, or you can do something much more obvious, Thunder Dropping onto them to deal immediate damage, throw them backwards, and give you a significant advantage at the outset of battle. Another example might be if groups of enemies are hovering around each other, using objects like cars as cover. You can shoot at them and hope to damage them slowly but surely. But you can also chuck electrical grenades at their location to kill multiple targets at once, all the while threatening to detonate the cars they're using as cover to deal additional damage.



The examples discussed above are both minor and obvious, but it gives you some ideas to work with as you develop your own skills and flesh out a fighting style and techniques that work best for you. As far as stunts are concerned, well, there's an entire section of the guide dedicated to them. However, stunts are not only a trophy-hunting gimmick, but some of them are downright useful to use, even when you've already achieved said stunt once and have no need to do it again. Scour the list at that section of the guide for more on each of the 21 stunts in the game, remembering that some of them, like High Falls and Enviro Takedowns are going to be your bread and butter throughout the game.

## Questing in Empire City

There are three types of quests in Empire City, and all three of them serve a certain function. While one type of quest is the most important, since it progresses the game's main storyline and are thus necessary to complete to see the end of the game, the other two quest types are important in their own ways, and are worthy of discussion in their own right. The former, however, the main adventure-based quests must be done, though not always in sequence, to progress through the game. These quests are marked by sky blue-colored circles and exclamation points on your map and HUD.



The second type of quest is the standard side quest. Standard side quests are placed in very specific locations throughout the three boroughs, and are unlocked for you in various ways, but they come in standard forms. That is to say, there are specific types of side quests that will appear numerous times for you throughout the game in specific areas, but the idea behind them is the same. So, as an example, there's a side quest type called Satellite Uplink. You'll do this side quest in about six or eight different areas throughout the game that count as individual, completed side quest, but they're identical in nature. Expect to find a variety of these types of side quests as a result. The more you run into certain types, the more confident and comfortable you'll become in completing them. Look for the distinct yellow-colored exclamation points and circles, which denote the start points of these quests.

The third type of quest is also a side quest, but these are the important side quests in the game, and there are thirty of them. These thirty quests are split into two distinct groups of fifteen quests each. There are good-aligned and bad-aligned quests, and they are marked by blue-and-yellow and red-and-yellow markers on your map and HUD, respectively. You can do a mix of both types of quests, but like we mentioned in Fundamentals, you are doing a disservice to yourself by trying to balance your game. Thus, choose one slant or the other, and go for the quests that match your alignment. Remember -- not only does completing a good quest negate its mirror bad quest from being able to be completed (or vice-versa), but it also contributes to your side quest completion that will ultimately unlock special skills for your character to use, good or bad, if you managed to complete all quests in a sequence.

1.) **Use Your Height Advantage** - The fundamental laws of warfare never change, even if your form of warfare in Infamous is in the use of a one-man army. Empire City is the environment in which the game takes place, and Empire City is a modern, bustling metropolis, replete with buildings galore and skyscrapers aplenty. During your extensive travels throughout Empire City, you'll be working your way around primarily on foot, all the while running into enemy contingents hell-bent on taking you down. When possible, travel around the city from rooftop to rooftop, which will give you the spring on any enemies gunning for you, and better yet, will give you an awesome vantage point from which to eliminate enemies also on rooftops that would otherwise be gunning at you from fortified positions you couldn't hope to strike back.

2.) **Hunt For Experience** - Though there isn't a standard RPG-like leveling up system in Infamous, experience is still at the heart of making Cole stronger by allowing him to unlock and purchase new attacks for him to use, and even some defensive assistance as well. Experience can be found everywhere, and should therefore never be ignored, even in small quantities. While you typically earn 500 experience points for completing main quests and 100 experience points for completing side quests, you can earn a couple of experience points for doing things like collecting Blast Shards, healing injured civilians, et cetera. Five experience points might not seem like a lot of experience points for doing something like collecting a Blast Shard, but when you consider there are 350 of them scattered around Empire City, you'll realize that at five experience points apiece, finding them all will net you 1,750 experience points. And that, my friends, is a nice amount of experience, indeed.

3.) **Mix Up Quests** - The worst way to play Infamous is to ignore side quests completely, since it eliminates much of the game's intended experience. However, there's another bad way to play the game, and that's to do quests by type. That is to say, questing in an attempt to complete all main quests first, leaving side quests for last, is not desirable. Since side quests are so monotonous at times, and since main quests are usually unique and longer, you should try to mix the two up, so that you're doing one, then the other, and so on and so forth. It will increase the quality of your game and keep you from getting bored.

4.) **Earn It? Spend It!** - In tip #2, we told you to earn as much experience as possible. And this is an important tip, indeed. But there's no reason to hoard your experience points, either. Constantly check how much experience you have via the Powers screen, and spend it as you earn it. If you're an active experience earner, and we hope that you are, you should earn *more* than enough experience to buy all of the upgrades you desire. So saving it means you're saving it for no real reason, because there's always more to be earned. So remember, spend that experience, or there's no reason to earn it at all!

5.) **Drain Power to Repower** - Never hesitate to drain power when you need it. While it might seem at first glance that there's a finite amount of power in Empire City, that's not true at all. If you siphon all of the power from an object, like a car or a street light, you can always repower them if necessary by using Cole's standard attack on them. Draining power won't only keep your batteries charged for unleashing special attacks on unsuspecting enemies, but it also heals you when injured during the heat of battle, allowing you to recover from damage at a much, much faster rate than by simply standing around and letting nature take its course. So, draining power from objects in the game is multi-faceted and quite important.



6.) **Stand and Fight** - There are few circumstances in the game that you should shy away from, and those including fighting gigantic groups of enemies, no matter how tough they are. Typically, you won't encounter and do battle with many random groups of foes that are too much for you to handle, but still, you're never going to want to run away from a fight unless you're mere seconds from dying. And even then, dying has no real penalty in Infamous, and thus isn't the worst thing in the world. Always stand and fight when given the opportunity, because as we've drilled into your head at this point, experience is golden in Infamous.

7.) **Stick With Your Alignment** - We can't possibly stress this point enough. While it might be tempting to strike a sort of balance in the game and remain, for all of you AD&D nerds out there, chaotic neutral, there's absolutely no reason to do so. In fact, you'll ruin your game by making good choices, then bad choices, then good choices, bringing your character nowhere at all. With that said, if you want to play good, play good all the way. And if you want to play bad, play bad all the way. There's no balance to strike. If you play good, do the fifteen good side quests, buy the good powers, et cetera, and do the same for bad, but don't mix them up! You have to play the game twice to see everything anyway, and that sort of gameplay will ensure that you have to play it a third time.

8.) **Explore!** - Empire City is a gigantic place, consisting of three good-sized boroughs. There's a lot to see, so be sure to explore whenever you get the chance. While the game will no doubt direct you towards the things you have to see (or that are optional to see, like side quests), there's still a lot of random stuff to see. Watch the hijacked television station run by the Voice of Survival, help random characters who are hurt, being mugged, et cetera. There are a lot of small, completely random and often humorous events happening around Empire City at any given time, if you just take the time to seek them out.

9.) **Blast Shard Collection** - While there are multiple fetch quest-like collecting sprees to be had in Infamous, including Dead Drops and Stunts, the most considerable and difficult of them is Blast Shard collecting. Not counting Blast Shards you earn from side quests and other events, there are 350 of them scattered throughout the three boroughs, sitting in the wild. We've found them all for you, and want to direct you towards the corresponding section of the guide. Because grabbing these guys willy-nilly in hopes to find them all is certainly *not* the way to go about things. L3 presses will reveal their locations if you want to find them on your own... or you can use our awesome maps and let us find them for you.

10.) **Play Through Twice** - How many times has this already been mentioned in the Basics section of this guide? Nonetheless, we'll mention it one more time. Play through the game twice. We implore you to do this. There are major differences in the game, especially towards the end, that hinge on whether your character is good or evil, and has made good choices or evil ones. Infamous isn't a terribly long game, so heed our call and check out the game twice, playing evil, and playing good. Something tells us you won't be sorry if you do.

## Infamous Walkthrough

Welcome to the walkthrough section of our guide. Here, all of the game's main quests are covered. Main quests are marked by sky blue-colored circles and exclamation points on your map. We've numbered the missions, but many of them can be done in different orders. However, the names remain the same, so you shouldn't be too confused.

Clicking on any given quest link will bring you to the appropriate page you're looking for. At the beginning of each quest walkthrough, a map will be shown, which will show the specific starting location of said mission. Keep in mind that not all missions are available at all times, so you'll need to wait for missions to become available, and then tackle them from there. Other than the Karma Moments being pointed out in the guide, there's little else to say. This is a pretty straightforward walkthrough. Enjoy!

|  |                        |
|--|------------------------|
| <b>Mission Zero: Introduction</b>        |                        |
| 01                                       | <a href="#">PART 1</a> |
| <b>Mission One: First Glimpse</b>        |                        |
| 02                                       | <a href="#">PART 1</a> |
| <b>Mission Two: Escape</b>               |                        |
| 03                                       | <a href="#">PART 1</a> |
| <b>Mission Three: Mysterious Signals</b> |                        |
| 04                                       | <a href="#">PART 1</a> |
| <b>Mission Four: Blood Trail</b>         |                        |
| 05                                       | <a href="#">PART 1</a> |
| 06                                       | <a href="#">PART 2</a> |
| <b>Mission Five: Medical Emergency</b>   |                        |
| 07                                       | <a href="#">PART 1</a> |
| <b>Mission Six: High Ground</b>          |                        |
| 08                                       | <a href="#">PART 1</a> |
| 09                                       | <a href="#">PART 2</a> |
| <b>Mission Seven: Mind Games</b>         |                        |
| 10                                       | <a href="#">PART 1</a> |
| 11                                       | <a href="#">PART 2</a> |
| <b>Mission Eight: The Good Stuff</b>     |                        |
| 12                                       | <a href="#">PART 1</a> |
| <b>Mission Nine: The Rescue</b>          |                        |
| 13                                       | <a href="#">PART 1</a> |
| <b>Mission Ten: Nemesis Revealed</b>     |                        |
| 14                                       | <a href="#">PART 1</a> |
| <b>Mission Eleven: No Protection</b>     |                        |
| 15                                       | <a href="#">PART 1</a> |

|   |        |
|---|--------|
| 16  | PART 2 |
| <b>Mission Twelve: Sasha Reaches Out</b>        |        |
| 17  | PART 1 |
| <b>Mission Thirteen: Dinner with Sasha</b>      |        |
| 18  | PART 1 |
| 19  | PART 2 |
| <b>Mission Fourteen: Stranded</b>               |        |
| 20  | PART 1 |
| <b>Mission Fifteen: Zeke's Request</b>          |        |
| 21  | PART 1 |
| <b>Mission Sixteen: An Old Friend</b>           |        |
| 22  | PART 1 |
| 23  | PART 2 |
| <b>Mission Seventeen: Playing Hero</b>          |        |
| 24  | PART 1 |
| <b>Mission Eighteen: Aiden Strikes</b>          |        |
| 25  | PART 1 |
| 26  | PART 2 |
| <b>Mission Nineteen: Spy Drones</b>             |        |
| 27  | PART 1 |
| <b>Mission Twenty: Standard Protocol</b>        |        |
| 28  | PART 1 |
| <b>Mission Twenty-One: Anything for Trish</b>   |        |
| 29  | PART 1 |
| 30  | PART 2 |
| <b>Mission Twenty-Two: The Arrest</b>           |        |
| 31  | PART 1 |
| <b>Mission Twenty-Three: Terrorized Streets</b> |        |
| 32  | PART 1 |
| <b>Mission Twenty-Four: Aiden in Chains</b>     |        |
| 33  | PART 1 |
| 34  | PART 2 |
| <b>Mission Twenty-Five: Light in the Tunnel</b> |        |
|   |        |

|  |        |
|--|--------|
| 35   | PART 1 |
| <b>Mission Twenty-Six: Secrets Revealed</b>        |        |
| 36   | PART 1 |
| <b>Mission Twenty-Seven: The Ray Sphere</b>        |        |
| 37   | PART 1 |
| 38   | PART 2 |
| <b>Mission Twenty-Eight: Alden's Rampage</b>       |        |
| 39   | PART 1 |
| <b>Mission Twenty-Nine: The Price</b>              |        |
| 40   | PART 1 |
| 41   | PART 2 |
| <b>Mission Thirty: Vengeance</b>                   |        |
| 42   | PART 1 |
| 43   | PART 2 |
| <b>Mission Thirty-One: Against the World</b>       |        |
| 44   | PART 1 |
| <b>Mission Thirty-Two: Hunt for the Ray Sphere</b> |        |
| 45   | PART 1 |
| <b>Mission Thirty-Three: End of the Road</b>       |        |
| 46   | PART 1 |
| 47   | PART 2 |
| <b>Mission Thirty-Four: The Truth</b>              |        |
| 48   | PART 1 |

|   |                     |                    |                    |                      |   |
|---|---------------------|--------------------|--------------------|----------------------|---|
| « | <b>Mission Zero</b> | <b>Mission One</b> | <b>Mission Two</b> | <b>Mission Three</b> | » |
|---|---------------------|--------------------|--------------------|----------------------|---|

**Mission Zero: Introduction**

As with many videogames, the beginning of Infamous will be an interactive controls tutorial. After you witness the detonation of a mysterious bomb in the heart of your current location (Empire City), you'll gain control of the game's main character, a messenger named Cole. As Cole comes to, you'll be ordered to walk, jump and run across the ruins around you. Get used to the controls in this way, and simply follow the on-screen prompts so you know what to do next. When you get a call on your phone from your friend Zeke, you'll know you're headed in the right direction. He'll propose meeting at a nearby bridge, and you should take him up on the offer.



When you arrive at the bridge and find a semblance of order (ambulances are parked, medics are tending to the wounded, et cetera), you'll see Zeke on the bridge, encouraging you to run across the bridge to the borough of Neon, where things are a little bit safer. Begin to run across the bridge, and you'll get zapped by a huge dose of electricity. As you proceed across, you'll need to do some platforming in order to survive, but nothing that you can't handle. Regrettably, you won't make it across the bridge without being knocked unconscious by electricity and fallen debris, at which point a cutscene will catch us up with events thereafter.



When you come to, you'll find Cole and Zeke on a rooftop. This is their new home since the explosion (it's now been a full two weeks since the detonation). With the city half in ruins and criminal gangs running the show, there's little to be hopeful about. Nonetheless, Cole has some new abilities. Electric abilities, to be precise. And now, you'll get your chance to try them out. Zeke asks Cole to zap some power into the batteries on the roof so that he can watch some television. Walk around and fry the three batteries to recharge them. Then, assault the various mannequins on the roof as well. This will ultimately bring about the first of the game's many missions.



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|---|--------------|-------------|-------------|---------------|---|
| « | Mission Zero | Mission One | Mission Two | Mission Three | » |
|---|--------------|-------------|-------------|---------------|---|

**Mission One: First Glimpse**

This mission will begin seamlessly with the introductory mission of the game. Zeke will tell you to jump from the building you're currently on top of to the streets below. He'll join you down on the streets in short order thereafter. Keep in mind that you can essentially fall from any distance and land safely, so long as you're not landing in water. So the fall you just took is, indeed, a minor one. Nonetheless, run behind Zeke for a couple of minutes as he and Cole banter back and forth. Zeke is headed over to a predetermined location where a new gun is waiting for him, one he earlier traded for. When you arrive at the parking lot where the gun should be, Zeke will find too many cars for him to look under. Help him out by zapping and shoving out of the way the car on the right (follow the on-screen prompts to do this). Hereafter, once Cole starts feeling weak, use the electrical box on the side of the building parallel to the parked cars to recharge yourself (again, follow the on-screen prompt).



Doing this will allow you to continue with the mission at hand. Trish, Cole's sometimes-girlfriend, will give him a call on the phone. These two are still on good terms with each other, but that won't last for very long, as you will soon find out. Your next destination is Archer Square, near the north end of the borough of Neon (the current borough you're in). There is a food drop from the government that landed there, and you're going to go and check it out. And this, my friends, is where you get to make your very first difficult decision in the game. But first, about that food shipment. You must climb the large structure in the middle of the square, where the food is snagged. Once you reach the food itself, you can shoot the rusty hook holding the pallet to the parachute, which will send the food flying to the area below.



Cole, Zeke and some civilians of Empire City aren't the only ones who want this food, however. The bad guys that control Neon, red-hooded thugs known as Reapers, will appear on the scene in an attempt to acquire the food as well. This will thrust you into the first fight of the game, though as you'll find, there's nothing too difficult about this fight. Thunder drop into the fray, and then finish off the first wave with conventional attacks. Red dots on your HUD will represent enemies, so keep an eye on the periphery of the HUD, since more foes will come in subsequent waves. Again, these are about the weakest enemies you will meet in the game, so you should have absolutely no trouble felling them.



 **Karma Moment** | Let the pedestrians take the food, or shoot them and keep all of the food for yourself. 

With the Reaper waves slain, you'll have what is known in Infamous as a "Karma Moment." Karma Moments present you with a good choice or bad choice, and what you do or how you act will determine whether you get points towards your heroic side, or points towards your villainous side. The choice here is simple. You either can let the people take the food by doing nothing but standing there (the "good" alternative), or you can shoot one or two of them and have the rest scurry off, so that you can claim the food for yourself (the "bad" alternative). Make your choice, and earn the corresponding Trophy in return! After a subsequent cutscene, this mission will conclude, leaving you up to your own devices.





Mission Two: Escape



 **Karma Moment** | Attack the police on your own, or fire at them from inside the crowd and start a riot. 

Almost immediately after this mission begins, you'll be presented with another karmic choice. There are a crowd of protestors located near the sealed bridge that's keeping everyone from leaving not only the borough, but the city in general. Armed guards are stationed along the front of the barricade. The game presents you with an option. If you're feeling righteous, you must attack the police officers at point blank range, so as to not involve the crowd of innocent bystanders. But if you're feeling rather evil, feel free to attack the guards from *within* the group, so that the cops cannot identify who initiated hostilities, thus involving everyone there in the fray. After you've made your choice, eliminate the group of guards, and then use your powers on the electric switch on the left side of the barricade door to proceed.



The bridge is covered with evidence suggesting the federal government (or *whatever* powers that be) *really* don't want you crossing it. For instance, if the massive containers strewn across the bridge weren't enough evidence, then maybe the firearm-wielding agents will convince you. And hey, if that's not enough, then the machinegun nests that you will start to encounter as you head forward will certainly be the straw that broke the camel's metaphorical back. Remember to carefully use cover, drawing out and eliminating a single enemy at a time if at all possible. And if you're in want of electrical power or, more importantly, health, be sure to siphon electricity off of electrical objects on the bridge, such as lights. This will heal you rapidly, as opposed to having to wait behind some cover while Cole recovers from his injuries.



When you reach new doors in the ever-expanding bridge barricade, simply open them by electrifying the switch to the left of said door, just like you did earlier. Naturally, the further down the bridge you press, and the further away from Empire City proper you manage to get, the more stiff the enemy resistance is going to get. Be sure to carefully use cover as you navigate around debris, containers and the like. To deal with machinegun nests, try flanking their positions by going above them or to the sides, where they can't hit you back. If you approach them at awkward angles, it will force the gunner to abandon the nest, where you can deal with him one-on-one. If you don't want fellow baddies to occupy the gun thereafter, be sure to approach it, where you can then follow the on-screen prompt to ensure that the gun is destroyed, thus rendered unusable.



Eventually, you'll get a call from your random informant and be told to get back into the city, which we'll have to do in a precarious manner. We can't go back the way we came, that simply isn't an option. Instead, the game will take this opportunity to give you an active, mission-based tutorial on advanced "platforming" the game has to offer you. You'll have to cross large chasms using nothing but poles that must be shot into place by destroying the rusty hooks that hold them horizontally (what's with all of the rusty hooks in this game?) On a far platform are a couple of Reapers waiting for you to cross. Try hanging from one of the poles you use to bridge this gap and fire on them from afar, so that they aren't really threats to you at all. By the time you reach the platform they were once occupying, they should be long dead.



To your left on the first platform is something called a Blast Shard. These glowing blue objects are remnants from the electrical explosion that victimized Cole, and there are 350 of them scattered around the city. This is the first one you'll find. Also, keep in mind that more Blast Shards are available beyond the ones found in the wild; those can be found as rewards for various missions and side quests in the game, and *don't* count towards your total. However, we do have an entire section of the guide dedicated to finding each and every last shard, should you desire to do so. After grabbing this first Blast Shard, carefully navigate around the support beam, where you can begin a new round of swinging from pole-to-pole towards another enemy-occupied platform. Be wary of the gas-emitting pipes near the shard that can kill you instantaneously! When you've finally managed to cross this second lengthy chasm, and have eliminated the final batch of enemies, this mission will conclude.



Mission Three: Mysterious Signals



You'll begin this mission atop a building, as shown on the map. When you arrive at the quest marker, you'll get a call from Moya, the mysterious FBI agent (or so she claims). She'll tell you that a mysterious signal (hence the name of the quest) is transmitting from near your location. Naturally, you're going to want to go investigate just what's causing this interference. Use your HUD to find the location of the interference, as it's marked by a sky blue dot. The adjacent building to your east holds the answer. Jump over to the building and scale the cylinder-shaped structure. At the top, you'll find what was causing the interference -- a satellite dish.



This satellite dish is known in the game as a Dead Drop, because it uses the satellite to transmit an audio recording affixed to it. Dead Drops are a form of collectible in the game, and Moya asks you to find two more. Now, you could theoretically find any two you want (there are thirteen Dead Drops in total in Neon, including the one you found already), but we'll direct you two #s 2 and 3, if you check out our Dead Drops section of the guide. You could also do things the old-fashioned way, tracking them down by clicking L3 and following the directions on your HUD. Either way, this is a short-lived mission is simply an introduction to Dead Drops. If you want to start collecting them, visit that section of the guide now!



Mission Four: Blood Trail



Head to the location designated on the map. When you arrive at the proper coordinates, the mission will begin. Moya will alert Cole to the fact that one of her important contacts hasn't checked in with her recently. She needs you to go check things out and see what his situation is. After the briefing, head northward towards the marker on your HUD. You'll run into a dead body, but it's not the body of Moya's informant. Cole interacts with the corpse and finds an echo on one of the murderers, which he can now follow around the city.



The echo appears in two ways. The first way the echo appears is on-screen. The green outline of a man running from the scene of the crime is going to be the primary way you follow along. However, by pressing L3, you can also see a sky blue dot on your HUD, which will indicate the direction in which you're supposed to go if you've lost sight of your mark. Keep in mind that, during the early going of this chase (of which, by the way, there is no timing), you'll run into a wily enemy known as a Conduit. These enemies can disappear, reappear and cause all sorts of havoc. Dodge their devastating ground-based attacks and return fire when you can, eliminating the enemy posthaste before you continue.



After defeating the Conduit, use L3 to trace the ghostly echo and continue to follow along his trail. As usual, he won't be too hard to keep up with, and is impossible to lose completely. When he crosses a busy street, he'll run you directly into a group of six or seven Reapers, and you'll need to halt your advance temporarily to deal with the threat. Be sure to seek cover here, and don't overextend yourself during this fight. While a group of enemies like this will eventually be nothing for you to handle, you can't make mincemeat out of them just yet, since there's no way you have enough experience to deal with them as it stands. So, seek cover, take on one at a time, and regenerate your health by using nearby electrical sources if applicable.



After this fight is over, you'll be able to start your chase one more time. This time, after a brief run behind the green-shaded echo, you'll be brought to a power plant. The Reapers have occupied this location heavily, and they have quite a few thugs here waiting to take you out. Red dots on your HUD will represent the locations of the enemies, but remember that there are enemies not seen on the HUD, since they haven't yet made themselves known. So don't run willy-nilly through the power plant thinking no enemies are waiting for you once the initial wave is slain, because you'll be killed awfully quickly if you do. The power plant has plenty of explosives in the form of electrical coils and the like, so use those to your advantage if an enemy or enemies congregate around them. However, when you reach the back end of the power plant and approach the substation, a Reaper suicide bomber will do himself in, in order to take the substation with him. And then, everything goes dark.





|   |              |                   |              |             |   |
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| « | Mission Four | Mission Four (II) | Mission Five | Mission Six | » |
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**Mission Four: Blood Trail (Continued)**

Thankfully, the echo still appears, and he'll bring you in short order to a manhole in the middle of a street. Follow the on-screen prompt to enter this manhole. This is the first of many underground excursions you'll take during your time with Infamous, and the reason you go underneath the city is simple. There are power stations strewn around the underground portions of the city that must slowly but surely be turned on by Cole. The first one of these stations, once you've gone down the manhole, is directly in front of you. Jump the gap and follow the on-screen prompt near the surging device to turn the power on in your vicinity aboveground. Doing this will also grant Cole new powers -- in this instance, your ability to heal downed civilians, restrain injured enemies, and use Bio Leech are all unlocked.



Once you've turned the power back on and earned your new power, jump across the water towards the locked gate, where you'll find a man writhing in pain on the ground. You have to heal this man, whether you're playing as a good guy or a bad guy, in order to get through the gate. So stand over him and use the Triangle button to bring him to life. Doing so will allow him to encourage his friend on the other side of the gate to open it up so you can get through. Here, you'll find some helpless, scared civilians, as well as several dead and dying Reapers. Depending on the slant your character is playing, you may or may not want to heal the civilians, restrain the Reapers, or use Bio Leech. Whatever you want to do here, do it. Just remember to try and stay consistent with the moral slant of your character!



Once you get through this small underground settlement, you can get back to the task at hand, which is getting to the power station underground in order to switch it back on, now that you've gotten electricity flowing through the wires. This will require you to fight a few more Reapers, but nothing too difficult. This will also require you to do some platforming, but again, not too difficult (it gets much, much harder down in the sewers later in the game). Try to eliminate enemies from afar if possible, and be sure to heal/hurt/kill/Bio Leech enemies and writhing-in-pain people you run across en route through the rest of the sewer.





**Karma Moment | Tell Brandon his wife is dead, or shoot him.**



You'll eventually run into a locked gate with a man on the other side. This is Moya's informant, and he's protecting the substation, not knowing that his wife is already dead. He's refusing to let you through as a result, afraid that the Reapers are going to kill his wife. So, what you do is really quite simple, and this is where the karma moment comes into play. Either approach him and tell him his wife is already dead for the good outcome, or wield your lightning-filled hand and do him in for the bad approach. The choice is yours. Either way, the substation on the other side of the gate needs to be turned on once you've made your choice. Do so by shooting the power box on the bottom left of the box until the green lights turn on. You'll then be automatically thrust back outside, and this mission will conclude.



Mission Five: Medical Emergency



This mission is indeed one that is positioned beforehand as a main quest mission, but is in fact a primer for the game's many side quests. However, since the mission is posed as (and is indeed) mandatory, we've placed it in the main quest section of the guide, and we hope this doesn't confuse too many people. Nonetheless, when you arrive at the location as shown on your map, Moya will give Cole a call and tell him that a nearby medic is being assailed by the Reapers at his makeshift clinic. Head towards the yellow triangle/dot on your HUD to find the man in distress, who will flag you down and give you the 411 on the situation when you arrive.



You'll have to run up the street and kill about a half-dozen Reapers occupying the clinic and the area around it. This is a pretty easy task indeed, and although these "Medical Emergency" quests get harder later in the game, this is simply meant to show you how the side quest system in the game works. The Reapers occupying the clinic won't last very long, so this is an *extremely* short mission, and one that will only take one or two minutes from start to finish.



**Mission Six: High Ground**



Once you've reached the location as shown in the map, Moya will call Cole and tell him that it's time to restore power to more of Neon. But to do that, we're going to need to actually *get* to the desired location, which requires running through a dark, heavily-occupied area of the city, with Reapers everywhere. First, you need to cross over via an electrical wire to a building across the street. Once there, power up the cell tower as requested by Moya, by shooting the box at the base of the structure. Once the deed is done, Moya will contact Cole again and tell him that, as we've already mentioned, Reapers are everywhere in the upcoming area, and making matters worse, you won't be able to glean electricity from devices that have none coursing through it. As she tells you, stray generators can be found on rooftops and elsewhere. Head across an electrical wire to your left to the next building over, where one such generator can be found.



We're headed towards another sewer grate that will lead us into another portion of the underground network of tunnels beneath Neon. Getting there will be no easy task, however, because as we've already mentioned (and as Moya has already mentioned), Reapers are everywhere. Regrettably, you won't just run into standard Reaper infantry. They'll also have plenty of their trucks with gun emplacements on them waiting to tear you apart. You'll have to do battle with at least three such set-ups en route to the sewer in question, though you can fight even more if you so desire the experience points. Start by moving forward along the rooftops until you run into your first resistance below. Clear the enemies in the courtyard and nearby street from above, and then Thunder Drop on any residuals to quickly clean them up.



To your left is the first of the three trucks with gun emplacements we mentioned, and getting close to it can be a pain. Moya recommends staying on rooftops, but we actually recommend the exact opposite. Staying high above forces you to dodge enemy encounters, which is antithetical to your experience-driven hunt. We highly recommend, instead, that you stay on the ground and fight. Watch the park adjacent to you as you move towards the truck, as enemies will flank you from that location. Then, press towards the truck. Yes -- it will shoot at you and strike you, but you can use cars as cover as you move forward. Once you're next to the truck, the gunner won't be able to fire at you. Carefully aim through the hole in the gun's protective shield, which should line-up perfectly with the gunner's face. And then, pull the trigger.



The above-mentioned technique to assaulting gun emplacements and taking out the gunner is a tried-and-true technique that you should use multiple times throughout the game. Thankfully, you'll have two more reasons to use it presently (or more, if you want), for the second gun emplacement is atop the raised train tracks ahead. To get to the tracks, use the buildings on your left to climb up, and then make a leap of faith to the support beams above the tracks, and then down to the track itself. There's no cover to use, so you're going to have to run towards the truck, tumbling towards it to dodge fire as best you can. Repeat the process you used to kill the first gunner on this guy, and then proceed down the track until you see a park on your right. Jump down to it and take down yet another gunner on a truck here. That should eliminate all of the major threats in your vicinity.





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| « | <b>Mission Six (II)</b> | <b>Mission Seven</b> | <b>Mission Seven (II)</b> | <b>Mission Eight</b> | » |
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**Mission Six: High Ground (Continued)**

Now, all you have to do is book it towards the sky blue dot on your HUD, which represents the manhole we'll use to access the sewage system below. Of course, this is easier said than done, considering the very fact that even though the stationary guns are no longer a threat, there are still plenty of Reaper boots on the ground. Red dots on your HUD, as always, represent their locations. Seek cover behind something durable, like the jersey barriers shown in the leftmost image below. Then, let the thugs come to you. Remember that you should be using opportunities like this to Bio Leech dead enemies, or restrain them, as these choices will give you negative and positive karma, respectively.



When you jump into the sewer, there will be no enemies until you reach the severed power source. So, all you have to worry about is successfully navigating through the initial area of the sewer while avoiding the water flowing all about, which is deadly to Cole if touched for even a few seconds (though you can survive a brief encounter with water, as you like know by now). The platforming here is a bit advanced compared to your original foray through the sewers, but as usual, it's always obvious how to progress. Remember to shimmy across the pipes above when there are no platforms to use! When you finally reach the power source, activate it. You'll earn the Shock Grenade skill for doing so, which is easily the most useful skill in the game, and one that you will be using with intense regularity.



Infamous is great about functioning tutorials, and your Shock Grenade-based tutorial is forthcoming. There's a makeshift barrier in the tunnel ahead that is blocking your path, and the only thing that will destroy it is a well-placed Shock Grenade. Chuck a few towards the barrier to send it sky-high, and then proceed down the tunnel to the next area. As you jump over the water from platform to platform, you'll notice some enemies ahead. There are three Reapers congregating around some explosive canisters. Chuck four or five Shock Grenades their way, and they should all be killed before they even know what hit them. The arc of a Shock Grenade is something you have to get used to, but you will eventually get used to throwing them with regularity. Therefore, during this initial time spend with the skill, if there are any stragglers after you've thrown a few, use your standard attacks to take them out. Then, approach the platform they were occupying, recharging your batteries via the electrical device en route.



The next stretch will again force you to use your Shock Grenades with some skill in order to progress. As you work your way through the enemy-less void over some more dank water, you'll eventually begin being shot at from a machinegun nest ahead. As you get closer to that machinegun nest, you'll notice that you're being flanked on either side by two more of them. Thankfully, there are some permanently-charged devices nearby that will allow you to siphon electricity endlessly, so if you miss with your initial barrage of Shock Grenades on any of these guns, you can always replenish your batteries and try again. All three nests should be disabled by killing the gunners before you proceed. While well-placed Shock Grenades will kill the gunners directly, all three nests have explosives surrounding them that will help your cause significantly.



We're almost to the power station now. The only thing standing in your way is a continuous platform that leads to said station without much of an issue. However, it's the new kind of enemies you encounter on your way to the power station that is of issue here. You won't run into one Mad Bomber, but two. These suicide bombers hold dynamite in their hands and have absolutely no problem blowing themselves sky high, so long as they're able to bring someone -- anyone -- with them. And in this case, that someone is you. To avoid being killed by the harsh explosions they bring forth, shoot them from as far away as possible, being persistent until they are felled. One will come after the next, so you won't have to deal with them simultaneously, but these are dangerous enemies you need to keep an eye out for during the rest of your experience with Infamous. After felling them, charge up the power station, and the mission will conclude automatically.



Mission Seven: Mind Games



After arriving at the location as designated on the map, you'll get another call from Moya, who is quickly becoming Cole's exclusive handler. She'll tell you that there's some issues with the water supply of Empire City, and as if it comes as any surprise, the Reapers seem to be the one behind it. A nearby fountain may be the key, and the fountain will be designated by a sky blue marker on your HUD as soon as your conversation with Moya ends. Head over to the fountain, and you'll witness a tar-like substance contaminating the water supply. Many people are suffering around the fountain (and elsewhere) as a result. Making matters even worse for Cole, perhaps, is the fact that his astray girlfriend, Trish, is nearby helping people, as she's a medic. After a brief quarrel between the two characters, Trish will ask Cole to help her by turning a nearby nozzle off, so that the toxic tar stops flowing.



The nozzle is right next to you, so approach it and press Triangle to shut it off. However, it's not as clean of a job as you think, because when Cole turns the nozzle, he's sprayed directly in the face with the toxic tar. The tar doesn't have the same affect on Cole as it does many other people. That is to say, it's not deadly to him. But it does cause him to hallucinate. As a result, you won't be able to attack, jump or use powers in this state. Follow Trish back to her ambulance, where she has medicine that will cure you. En route, you'll see all sorts of stuff that's not really there, including towering Reapers twenty feet tall. You'll also hear a mysterious female voice, the source of which we'll find later.



Once healed, Cole will radio to Moya to let her know that the fountain situation is taken care of. However, there's still more to deal with, because there are two nearby water towers also being infused with this tar. She asks Cole to head to them and fix the problem, and Cole obliges. Both of the valves in question are in the nearby park. The first one you encounter is well-guarded by Reapers, so be absolutely sure you kill the Reapers around you before you close the valve. That's because you're going to be splashed in the face, once more, with the toxic tar. Thankfully, Cole knows what to expect by now, and the affects only last a few seconds before they wear off this time around. Closing the valve will bring more Reapers towards you, however, including a Conduit. So stay on the well-lit path when you fight them, that way you can siphon electricity off of the lights as needed, if you need more power for attacks or if you need to heal yourself rapidly.



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| « | Mission Six (II) | Mission Seven | Mission Seven (II) | Mission Eight | » |
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**Mission Seven: Mind Games (Continued)**

 **Karma Moment** | Close the valve yourself, or hurt the pedestrian until he closes it for you. 

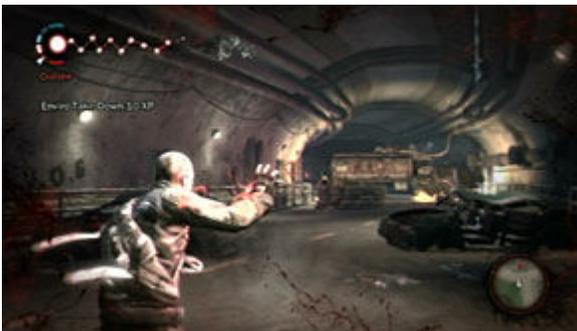
The second valve is also nearby, and while it's not guarded by Reapers, the turning of this valve does provide you with a moral dilemma -- a Karma Moment, if you will. There's a poor, helpless citizen of Empire City sitting next to this valve. Cole will thus have a choice; will he turn the valve himself and suffer another mental episode when the tar splashes in his face, or will he coerce the man near the valve to turn it for him? If you choose the latter, evil choice, you'll need to punch the guy in the face and then convince him. Either way, once the deed is done, we can move on with our mission.



The final leg of our mission, if you head to the next dot on your HUD, brings us through a tunnel. This tunnel doesn't have any moving cars in it, simply abandoned or destroyed cars that were left behind after the explosion. These cars make great cover for the enemies you're going to fight here, so be liberal with your use of Shock Grenades to do away with the cars as much as possible as you press forward through the tunnel. The Reapers here, at least in the early-going, shouldn't give you too hard of a time. When you get around or over the bus blocking the path, however, things will change for you considerably.



As soon as you get past the bus, all of Cole's exposure to the tar is going to cause him extreme hallucinations again. This time, however, he's better able to deal with the hallucinations, and while they last a while, he can attack, jump around, and otherwise act normally throughout his bout with his temporary mental illness. The hallucinations will again cause gigantic mirages of Reapers, like earlier in the game, but this time the mirages can damage you and must be shot (once each) for them to disappear. They come in two major waves. By the time you've pressed forward past the location of the second wave, you'll deal with the final wave of *real* enemies, all huddled around the toxic tar truck that they are fervently guarding. Eliminate the enemy threat, and Cole will call Moya, who will instruct him to lay waste to the tar truck. Do so, and the mission will conclude.



Mission Eight: The Good Stuff



When you arrive at the place shown on the map above, Cole will enter the underground portion of Neon, where he will turn on the lights for half of the residents of Neon that have yet to have their power restored, thereafter leaving only a fourth of the borough's population wanting for electricity. After speaking briefly with Moya upon arriving inside the sewer, you'll be able to move towards the severed power hub ahead. Use the vertical pipes on your right to jump across to some horizontal pipes, which will in turn lead to the location where you can reestablish the power connection. In return for doing this, you'll get yet another new skill. This new skill is known as the Induction Grind, and it's extremely useful. Not only will it allow you to use the electricity coursing through thick building-to-building wires and train tracks to travel quickly over them, but grinding on these objects will also restore power to your batteries. So, as the sample scene shows, if you were to grind along a wire while throwing Shock Grenades, for instance, you'd earn that used power back almost instantaneously.

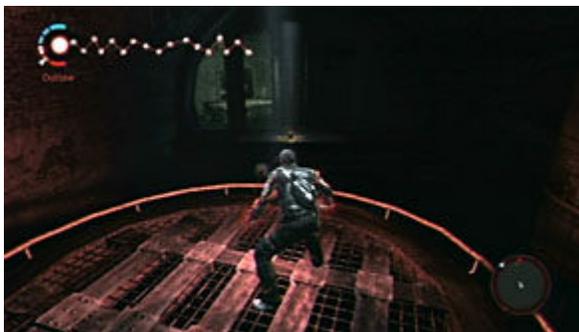




From here, the rest of this sewer-based mission is really one great hodgepodge of events that all rely on the Induction Grind in one fashion or another. Because of this, further explaining the nuances of the mission become difficult, because things move pretty fast. However, there are a few things to keep in mind going forward. Perhaps the most important thing to keep in mind as you move through the sewer learning to better use Induction Grind is to keep in mind your jump potential. When you're moving as fast as you do during a grind, your momentum will send you flying if you choose to jump out of the grind. While this is certainly beneficial at certain points, it can also prove to be disastrous. Be careful not to over-jump your targets, nor should you judge far away objects as attainable to land on simply because you can Induction Grind.



The great thing you'll quickly learn about the Induction Grind is the ability it gives you to deal with enemies while moving in ways you'd otherwise never be able to take advantage of. Since you'll move forward along any railway or power line as soon as you jump on it from a certain direction, you can concentrate -- while moving -- on mowing down various enemies that would otherwise give you a hard time. And since you're a moving target, it makes it harder for enemies like Reapers to hit you. Therefore, using Induction Grind works in more beneficial ways than just one.



Nonetheless, when you finally arrive at the power box, simply power it back up as you normally would, and Cole will automatically emerge from out of the dark, dank sewers, watching the lights around him turn on. You've now restored power to an impressive part of Neon -- three-fourths of the borough, to be exact. Though there's a fourth of the borough left to restore power to, Moya will send you on other misadventures first, which we will cover now.



Mission Nine: The Rescue



After heading to the designated spot as shown on the map, you'll be given yet another call by Cole's handler, Moya. Moya informs Cole that there's a train full of innocent civilians nearby. This train is being used as a rather heinous bargaining chip by the Reapers, who figure the people of Empire City will stay in line as long as they hold a group of them hostage. It's up to Cole to free the citizens from the train. As shown in the screenshot below, the train is on the platform adjacent to the building you're currently standing upon. As a result, you can simply jump down to the street below and shimmy up the support beam to the train itself. By standing on the train car in front, Cole's inherent electric nature will allow the train to progress forward.



Of course, things aren't as easy as they sound. They never are. Cole will quickly find that there's debris blocking the rails in the form of cars that must be pushed out of the way. There are also some Reapers to deal with while the train is still standing still. But once you get it moving forward, you'll be able to progress towards your end goal while killing random Reapers standing around you. Keep an eye on your HUD so you can anticipate where enemies will be located before you get into their field of fire, and of course, use Shock Grenades with regularity, since you can always garner more electricity off of myriad nearby objects. When the train refuses to move forward, you'll need to jump under the train tracks and repower the box as seen in the screen below. The box will be marked by a blue dot on your HUD, and will always be directly underneath the front of the train when the train halts.



As you move forward, you'll need to repeat this process a couple of more times as things get progressively more difficult. More enemies will shoot at you as the train hurdles forward, including RPG-wielding enemies that can do great damage if their rockets land even remotely in your vicinity. Therefore, you'll want to target and eliminate them first and foremost when they appear. Most of the enemies on the sides of the rail as you move forward have explosive barrels conveniently located near them for easy kills. Move more debris out of the way of the train when applicable, and get ready to recharge a few more boxes underneath the rails when prompted to do so.



As you get towards the end of this mission, the enemy resistance will become more pitched than it's ever been. Expect to have to fend off a few wily Conduits and many of their lesser friends, which will come at you from both the roads below, the train tracks you're riding upon, and of course, the buildings you're passing by. Prioritize attacking enemies based on strength and the threat they provide to you if possible. And keep moving, staying healed and behind cover. Don't be afraid to abandon the train temporarily if you're inundated with threats. It's not going anywhere without you. After you've fended off the Conduits and their friends, recharged the box under the train tracks once more, and removed more debris from the tracks, the mission will conclude.



Mission Ten: Nemesis Revealed



This is an interesting mission that will force you to make moral choices for your character about a half-dozen times throughout the mission's fairly brief duration. You'll be informed by Moya about some devices that the Reapers have set on water towers atop several rooftops in your vicinity. These devices are pouring that toxic tar we encountered earlier directly into the water supply, and as a result, massive damage is being done to the city's populous. Of course, how you deal with these devices is completely up to you. After you defeat the enemy contingent surrounding the first water tower (which is marked by a sky blue dot on your HUD), you might be confused as to what to do. For good karma, use Shockwave to knock the box off of the water tower, covering you in toxic tar in the process. For bad karma, use your basic electrical attack to activate the box on the front of the device, causing it to rupture. Either way, the problem will be taken care of, but the latter, evil choice will cause more tar to leak into the water supply instead of on you.





**Karma Moment** | Force the tar kegs' pump to implode by overcharging it, or destroy the tar keg with Shockwave.



From here, you'll have to go to five more water tower locations, each of which well-guarded by Reapers. Unlike your first encounter with the water tower and the device, each subsequent encounter will bring up an identical Karma Moment for you, and you can actually make a different choice each time if you really wanted to. However, remember that we encourage moral consistency in the game, so you can fully take advantage of what one or the other karmic slant provides for you. So, as you progress from rooftop to rooftop dealing with more and more enemies, make your choice on each tower, and the next will show up on your HUD in short order.



There are a few things to keep in mind as you move forward. The first thing to keep in mind is that both good *and* bad-slanted players will have the opportunity to earn some experience and morality points going through this mission. All of the bad guys you'll have the opportunity to slay will give you plenty of opportunities to bind them or Bio Leech off of them. There are also, for whatever reason, sick and dying civilians on the rooftops with the water towers on them, which gives good players opportunities to heal them. So keep an eye out for little advantages like this that present themselves, since it's a great way to earn a minor amount of experience points and morality points.



The other thing to keep in mind has to do with the enemies you encounter. While a vast majority of the enemies you encounter on this mission come in the form of standard Reapers, you're more and more likely to encounter stronger enemies as you press deeper and deeper through the mission. Thus, while a number of Reapers may be guarding the early water towers, the latter ones will be guarded by the same Reapers in addition to enemies like Conduits, Reapers with RPGs, and even Reapers mounting machinegun emplacements. Be prepared for increasingly-difficult fights, but nothing you can't handle.





Mission Eleven: No Protection



Head to the location designated on your map, which is on the far western end of the borough of Neon, in the fourth of the borough still under the cover of darkness. You're going to fix that presently with this mission, however. Once you've arrived at that location, Cole will jump into the sewers, talk to Moya once more, and be on his way to the final substation that he needs to turn on. However, in the early-going, you're going to need to do a fair bit of platforming, so be ready for that.



After the initial segment of platforming concludes, you'll find yourself running through a small tunnel. On the other side of the tunnel, you'll see an electrical box ahead and to your left. Charge this box up, and it will allow the mechanism in front of you to move back and forth. This is key, since the movement of this mechanism will allow you to use it as a sort of moving platform. Carefully jump over to it, preferably standing atop it as opposed to hanging from it, and use it as a jumping point to reach more pipes and platforms that ultimately lead to the power station. Start the sucker up, as you've done three previous times, to get the juice flowing once more.



Of course, as you're well aware of by now, doing this will result in a new power being learned by Cole. That power is Precision Mode, which allows Cole to slow down time while zooming in on targets for precise hits to specific parts of the body. This mode is a literal energy suck, and should only be used when absolutely necessary, but it's still an awesome skill to have at your disposal. In fact, you'll need to use it almost immediately, as there's a fast-rotating fan blocking an electrical switch that must be activated via Cole's powers. Use Precision to shoot in between the blades of the fan, activating the switch. This will force another platform like the one we used earlier to swing back and forth. Use it to head to the platform on your left.



Mission Eleven: No Protection (Continued)

Run forward and use the cylindrical platforms on your left to hang from one to the next, until you reach the grating beyond their location. Run forward along the grating, and you'll come to a fork in the road, so to speak, where you can either head rightward or leftward. You have to go rightward to continue, but doing so without paying attention to what's to your left can be fraught with danger. That's because there are two shielded Reapers there, as well as a gun installation. Naturally, these types of enemies encourage the use of Precision, so break out your new skill, stand next to the conveniently-placed electrical source, using it as both cover and a source of electricity. Do in all three enemies with well-placed headshots, and then dash rightward to continue.



We're nearing the end of this mission, but first, there's a final group of enemies we need to deal with, again using our newfound Precision skill. You'll arrive at a gigantic chasm, with four enemies on a far platform, two static (but soon-to-be moving) platforms to your right, and the doorway we have to continue through to your far right. Use the electrical source on your starting platform as cover as you first use Precision to deal with the enemy threat. Once the foes there are eliminated, it's time to turn your attention on getting those platforms moving once more. To do so, look below in the chasm, and turn your attention on your right. There's a fan there. Use Precision to slow time down and shoot through the fan to hit the switch, which will get the first switch moving.



From here, all you have to do is jump onto the moving platform, which will lead to a circular platform on the far side of the gap. Jump on this new platform, and turn around to face the way you came, looking to your left. There's another fan down below. Again use Precision to hit the switch on the far side of the fan, which will get the other platform moving. This will allow you to get out of this area and continue into the next one. Cross the watery gaps you encounter, which will eventually lead to the power box. Get the power moving there, and the mission will end automatically, in success.



Mission Twelve: Trish Reaches Out



After heading to the location shown on the map to begin this mission, one of the last main quests you'll partake in during your introductory travels through Neon, you'll get a call from Trish. It appears that a medical crate chock full of valuable and important supplies has come under attack from a contingent of Reapers, and you're in demand to hold them off, ensuring that the crate doesn't take too much damage. Thankfully, the fray is occurring just to the south of your current location, so head there immediately. There's no time to waste!



When you arrive in the alleyway where the medical container is, you'll quickly be assailed by the first of many waves of Reapers. Thankfully, just about every wave of enemy you deal with comes from a specific part of the alleyway, so spreading out your tactics as you constantly rove the alleyway looking for new enemies is completely unnecessary. Your best tool here is your HUD, which will show groups of enemies as red dots (as always). When these appear after a previous wave is felled, you'll have a pretty good idea of where to expect the next assault.



Aggressive tactics work best here, because if you're not in the line of view of enemies on the scene, they'll turn their attention on damaging the medical container instead. If this occurs, incurred damage will be noted on the top right of your screen, giving you vague indications of the condition of the container. When trucks appear on the scene, you're going to be even more in trouble than you were, but for the time being, concentrate on the Reaper infantry as they appear. Don't hesitate to use cover when necessary, and try tactics like lobbing Shock Grenades at groups of enemies to eliminate them en masse. Remember -- as long as you're drawing the Reapers' fire away from the medical container, you can take your time fighting them. There's no rush so long as no one is taking pot shots at the medicine.



You'll know that you're making headway when eighteen wheelers show up with Reaper machinegun nests on the back. Unlike the Reaper infantry and their relatively weak weapons, these machinegun emplacements can devastate the medical crate in a matter of seconds. As a result, when these trucks show up, you must finish off any remaining infantry posthaste and concentrate on drawing their fire away from the container. There are myriad ways to take on the gunners behind the machineguns, as you already know. In our opinion, the best way to eliminate them in this particular instance is to climb up from the front of the truck onto the top of the rig, and then point down through the hole in the machinegun shell for a one-hit headshot kill. For some reason, they simply can't hit you from there.



Mission Thirteen: Dinner with Sasha



This mission's start point is near the start point and setting for the previous mission. Thus, you should have only a short ways to travel until you arrive at the necessary location where this mission will ensue. When you arrive, Moya will phone up Cole and tell him that Sasha, the woman that's been telepathically stalking him, is nearby. You're eventually going to do battle with her, but to gain access to the tunnel she's located in (which will ultimately lead to the next borough, Warren), we're first going to have to open its door. And to do that, we're going to need to breach the compound across the street from your current location. Thankfully, getting into said compound is as easy as approaching the door into it and using your potent electrical powers on the switch nearby.





Once you get inside, immediately get ready to fight or avoid two suicide bombers who will run at you without a moment's hesitation. When that's said and done, heal yourself if necessary, and then progress to the main body of the compound on your right. As soon as you arrive, expect to be inundated with gunfire from multiple angles. The first angle you're going to want to concentrate on is the angle in front of you and to the right, if your back is facing the way from which you entered. There's an enemy atop a guard tower there that will take incessant potshots at you if he's not felled. From there, you'll then want to swing into the compound itself and direct your fire on the few enemies ahead.



The biggest threat, of course, is posed by the enemies in the mounted machineguns. Precision fire is a must here if you want to get out of this area quickly and cleanly. Aim at the gunners behind the shielded machineguns and do them in with careful headshots. There should be lights and other electrical fixtures around if you want to refill your electric meter (and you should). When the gunners are slain, make quick work of any other Reaper in the area, since they can mount vacated machineguns in short order. If you want to be extra thorough (and earn some extra experience points), be sure to visit both machinegun nests and break them by following the on-screen prompt. Then, climb the watch tower on your right and jump over to the tower on your left, where a switch opening the tunnel door below can be found. Expect to have a mental episode en route.



When you open the gate to the tunnel, a few Reapers will appear from out of it, but they'll have no clue where you are. Use this opportunity to Thunder Drop onto these unsuspecting foes, doing away with them almost immediately. Once they're felled, go ahead and enter the tunnel, but keep in mind that it will shut behind you, and you will be trapped here for the duration of the mission. You'll be able to move forward with relative immunity for the time being, but as soon as you see a horizontal sever in the road with many vehicles ahead of you (including a bus ahead with a fire burning in front of it), you can expect to get into the first of several fights in this enclosed structure. Remember -- the machinegun turrets in the distance can devastate you, and killing the gunners on them should be a priority.



**Mission Thirteen: Dinner with Sasha (Continued)**

Thankfully, there's plenty of cover to use going forward, so you should be able to move ahead slowly-but-surely, eliminating enemies as you encounter them. You'll need to deal with suicide bombers, and eventually, you'll have your hands full with Conduits as well. But for the most part, all you're going to be dealing with here is a mass group of standard Reapers who will come at you in several waves. Keep your distance and eliminate them from afar. Remember, too, that although Precision is an energy-sucking skill, it will prove to be invaluable time and time again to score headshots on distant, unsuspecting enemies. Use it, but be sure to refill your energy before you move forward again, so that you're ready for possible future waves.



Eventually, you'll reach a locked gate. The lock on said gate can be eliminated with a simple burst of electricity. On the other side of the gate, Cole will contact Moya to let her know that he seems to have found the source of Reaper creation. There are humans in cages all around you, as well as some unfortunate souls that have already been turned. You can bust the lock off of each cage in order to free the civilians and earn some experience points. This doesn't seem to have much of an effect on your moral standing, so good and bad characters should do this. After all, while it might seem like a nice thing to do, you're also being self-serving in releasing these captives, since you'll have more Reapers to fight if these still-humans are turned by the toxic tar.



The battle with Sasha is an easy one. When you arrive at a drop off in the road you've been following, simply drop down in the purple-hued location below. You'll begin to have psychic episodes again if you touch the water here, so try to stay out of the water at all costs. When Sasha shows up, you're going to have to take advantage of the time she exposes herself to you, since most of the time, she would have otherwise obscured herself from vision. She only has three primary attacks of any consequence. The first attack is a Conduit-like attack that will burst forward from her and knock you backwards for a fair amount of damage. The second attack is to call forth dreamlike (yet tangible) Reapers that will shoot at you. Shoot each one once to make them disappear. The third attack begins with worms coming out of the ground. Any worm not felled will eventually shoot an orange orb your way in an attempt to strike you.



Now, each of these attacks can be easily avoided, but that's not at all what this battle is about. Instead, this battle is all about the ability to dodge attacks while sustaining *some* damage in order to deal some damage of your own. If you concentrate only on evasive maneuvering, you're going to find yourself with little-to-no time to deal any damage yourself. Sasha is a quaint figure who's difficult to see at times, but you'll find her amongst her attacks each time she unleashes on. So, for instance, if there are Reapers attacking you, she's standing amongst them. Be sure to deal some damage to her before she disappears, and repeat this process for each attack. There are electrical boxes in the area that are great for healing yourself and recharging your energy (though the latter isn't necessary, since you won't be using special attacks too often, if at all). When Sasha falls and a green orb encompasses her, run up to her. Press X rapidly while moving the circles towards each other in a quicktime event. Execute this move enough times, and the battle will be over before you know it.



Mission Fourteen: Stranded



The very first mission you will undertake in the game's second borough will immediately bring you down into the sewer system underneath this, the game's largest borough. Warren, as it's named, is completely in the dark right now, much like Neon was before you slowly-but-surely restored power to all four quadrants. Head the location designated on your map, which isn't too far from the point in which you initially breach this borough. Then, jump into the sewer. As you head forward and rightward along the initial platforms in the sewer, Moya will converse with Cole over the phone, letting him know that the more difficult white-cloaked enemies you find in Warren are different than the Reapers in Neon. These foes are known as Dustmen, and they back a more powerful, lethal punch than their red-clothed cousins across the river. Thankfully, they're also worth twice the experience when slain.



After some initial platforming, you'll run into the all-important severed power link here. Approach it and reconnect it, as you've done four previous times in the game. This will complete the first of two steps that are necessary to restore power to a portion of the city above. This will also give you Static Thrusters, a super-important skill that allows you to slowly glide in the air by holding the R1 button while airborne. Use this skill to navigate the subsequent series of platforms, most of which are too far away from one another for you to conventionally jump from one to the next, remembering of course that water is deadly to the ever-electrified Cole.



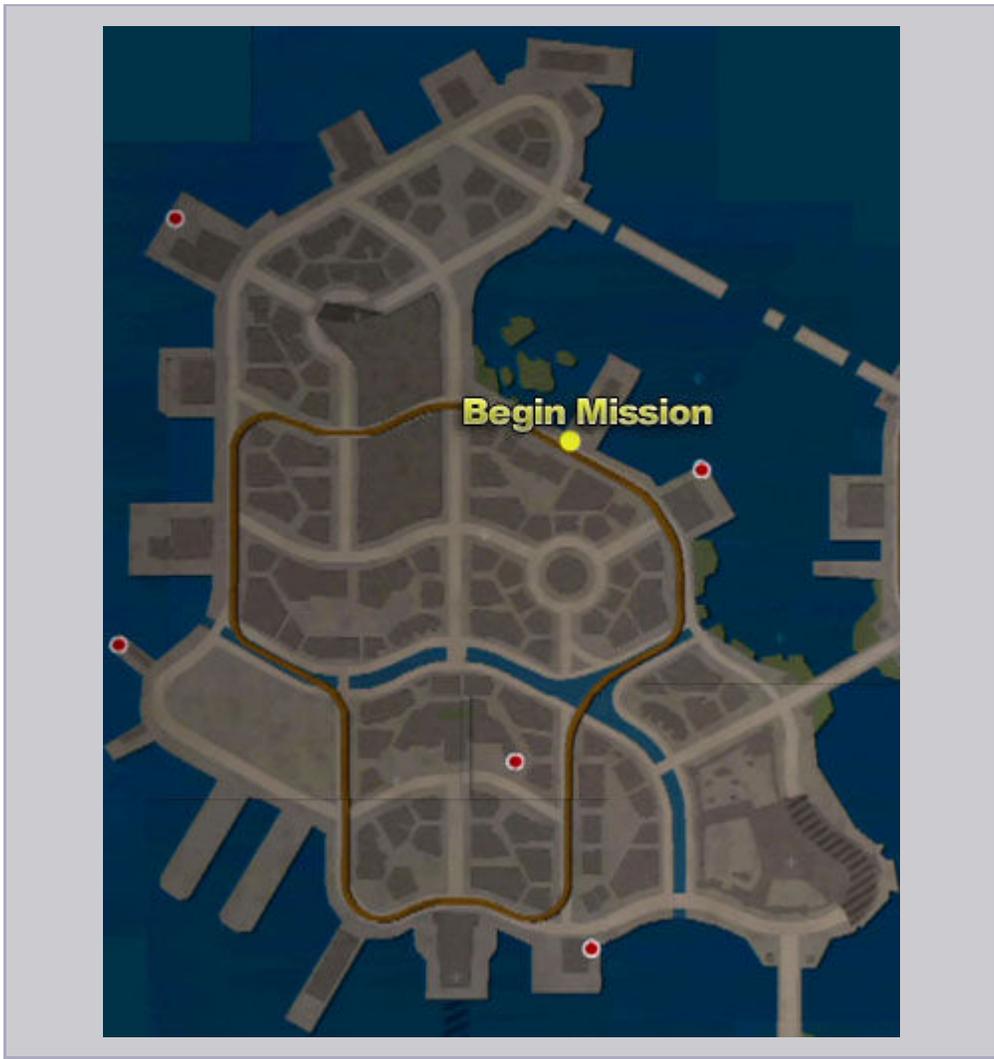
After the roving tutorial with the Static Thrusters has run its course as far as pure platforming is concerned, you'll be thrown into the fray with many a Dustman to destroy in the subsequent area. Thankfully, many of the Dustmen you encounter here are clumped together in the shallow, dank water surrounding you from all angles in all of Empire City's sewers. This means that while you can pick off individual enemies as you normally would, enemies concentrated in water can be shocked en masse simply by electrifying the water nearby. Use this technique to thin the enemy ranks immediately, and then use Precision to kill pesky shield-guarded enemies on far-off platforms before using Static Thrusters to reach those very same platforms.



After the melee with the tightly-spaced group of enemies, you'll have to do some more platforming, including instances of using vertical pipes suspended over water, as well as some huge jumps. You'll eventually encounter the final group of Dustmen in this particular sewer when you reach your second jump to an area far below. Kill these enemies from afar if possible, concentrating your efforts first and foremost on the RPG-wielding thug. Once they're felled, jump down to the area they were occupying, and head to your left, where the final stretch of rather annoying platforming occurs. You'll need to use your new powers to land atop moving platforms swinging over dangerous water, all the while emitting hazardous gases from below. Apart from those, the platform is rather straight-forward. Remember that, en route to the power box itself, if you drop into the water, it's okay, so long as you get out of the water as quickly as you fell in. Prolonged exposure will end Cole's life rather quickly.



Mission Fifteen: Zeke's Request



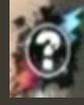
At the location shown on the map above, you'll find a quest marker that will allow you to undertake this mission. Zeke, increasingly desperate in this post-apocalyptic setting, wants you to do him a favor. However, when you arrive at this location, you'll find the dead body of the guy you're supposed to meet. Seems you didn't make it in time. Approach the body to garner an echo of a Dustman leaving the scene of the crime. Naturally, you'll need to use your own echo location strategies to follow the goon as he runs through the borough. Time to follow where it brings you!







**Karma Moment** | Choose "Feared Poster" / Choose "Loved Poster".



The early-going of this journey will be easy enough. The robust Dustman echo, outlined in a neon green color, is easy enough to find. Remember that by pulsing your surroundings with L3, you can also see the location of the echo on your HUD, represented as a sky blue dot. As you walk along, you won't run into any enemies initially. You will, however, run into a local Empire City artist, who is making posters of you. And thus, a rather interesting (and admittedly random) karmic moment occurs. You can tell the artist to produce the blue "heroic" posters of you, or the red "villain" posters of you. Your choice will affect your karma, so choose wisely! Keep an eye out all over the city hereafter to find the poster you chose plastered everywhere.



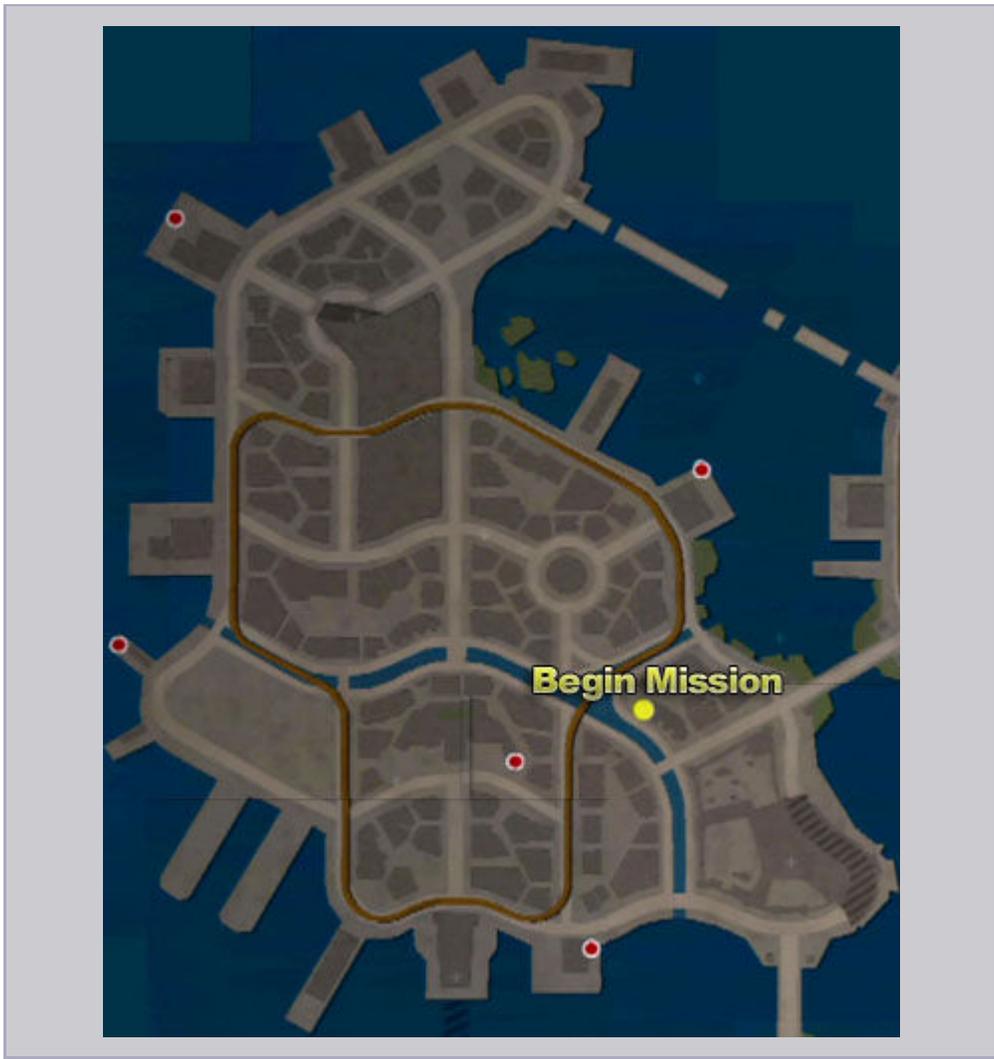
After the poster dilemma, you'll have to continue to follow the echo as it enters an alleyway. This is where you'll meet the first of several waves of enemies on this brief mission. The new enemies you meet here are actually the weakest foes in the entire game, mechanical spiders that glow with a yellow hue. A well-placed Shock Grenade can knock out groups of these enemies all at once, but a single burst from your hand can do the same thing to each one individually. Fend off these enemies and, as you emerge back onto the streets from the alleyway, expect to run into not only more spider enemies, but regular Dustmen as well. You're going to have your hands full!



As you defeat the last waves of Dustmen and their pesky spider counterparts, you'll eventually run into the enemy you're seeking. The obese silhouette you've been following around is actually a powerful Dustman with a rocket launcher and the ability to summon many a spider to his side. Thankfully, he's also laughably easy to defeat. At the outset of battle, and we mean *immediately* upon regaining control of Cole after being introduced to this enemy, chuck four or five Shock Grenades his way. This will kill all of the spiders around him, and more importantly, it will probably take him out immediately as well. If it doesn't, supplement your grenade chucking with some conventional attacks, and before long, this enemy will take a fall.



Mission Sixteen: An Old Friend



After heading to the starting location of this mission, you'll get a call from Trish. It appears that engineers and mechanics of all types are being scooped up and kidnapped around Empire City by the gangs currently controlling it. Making matters worse, those who are uncooperative suffer the pain of instant death at the hands of these heartless thugs. Just such an engineer is being held by a couple of Dustmen below the crumbling house you're currently standing upon. As the game prompts you, use Precision Mode to go for headshots on these enemies, quickly eliminating them before they turn their guns on the engineer and do him in. You have to be quick here -- there's little room for error. Do keep in mind, however, that you can easily use Precision on one enemy, and then quickly turn your attention to the other enemy with conventional attacks, keeping him from assaulting the defenseless engineer before going down himself.



After the enemies are defeated, jump off of the rooftop and head towards the engineer, who will thank you for helping him out. His help is needed at a disabled bridge at the southeastern end of the borough, and it's your job to escort him to that location. Other than some random enemy encounters, you won't run into much resistance en route to the bridge. In fact, this trip shouldn't take you very long at all. Simply run towards the blue circle on your map (which represents the bridge), while making sure the white marker on your HUD, which represents the engineer, is close by you at all times.



When you arrive at the bridge, approach the console as designated on your HUD, and the engineer will quickly get to work. There's much to be done from the engineer's perspective, and you're going to have to guard him from angry waves of Dustmen coming at you from both the left and the right. Thankfully, they'll only come at you from one or the other, and never both sides, so expect the first wave to come from your right and the second two to come from your left (if your back is facing the engineer's location). Well-aimed Shock Grenades are a great primer to damage and destroy any wave of enemies before they get near you, so long as your timing is down. Nonetheless, when all three waves of Dustmen are defeated and the engineer has safely made it through the ordeal, the next wave of the mission will begin in earnest.



**Mission Sixteen: An Old Friend (Continued)**

The bridge's hydraulics are stuck, and unfortunately, nothing can be done from the borough of Warren. To fix them, you're going to have to head back to Neon, where the hydraulics can be examined and fixed by another engineer. Since you're infused with special powers, you'll still be able to use the half-lowered bridge. Simply run across it and jump over the gap in the bridge to the other side. When you're back in Neon, you'll have to run towards Memorial Park, where another engineer is being held captive, this time by the Reapers controlling Neon. Even if you've cleared the entire borough of enemies and have done all of the side quests, you're still going to be assaulted at a specific place by a group of Reapers (in a stair-riddled alleyway). Thankfully, you'll be glad you're fighting weak Reapers when you've had your hands full with more powerful Dustmen for some time over in Warren.



When you arrive at the park, you're going to eventually run into the engineer. The game will prompt you from afar to use Precision Mode once more on the two Reapers guarding the engineer. We recommend using the same tactics you used earlier to free the initial engineer in Warren -- use Precision to headshot one enemy, immediately eliminating him as a threat, and then use quick conventional attacks on the other enemy to draw his fire away from the engineer, eliminating him posthaste as well. With the engineer freed, it's time to backtrack all the way to the Neon side of the disabled bridge, where the engineer will begin working on fixing the bridge's hydraulics.



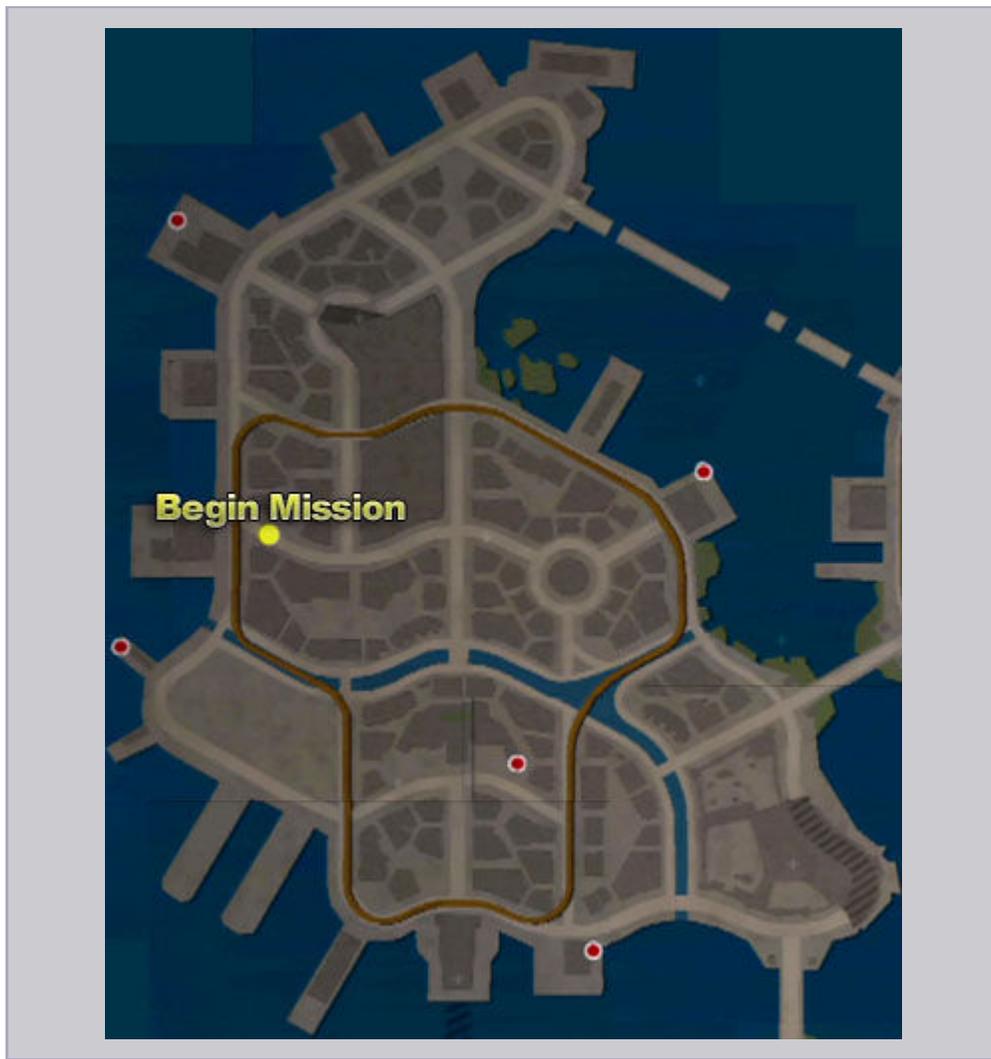
As if it comes as any surprise, you're going to have to defend the engineer from lethal attacks from the Reapers while he works on the bridge. The initial party of enemies will be on the train tracks above, but it appears that a train conveniently shows up and runs these enemies over each time you play through the mission, eliminating them immediately. Thereafter, you'll simply need to keep a keen eye out for more enemies showing up from the alleyway ahead, as well as from down the road to your right and left. As always, your HUD is your best tool to see the enemies' locations before you're even able to fire on them. And yes -- Shock Grenades should be thrown en masse to thin the enemy ranks, or better yet, eliminate them completely.



From here, the game will run you back and forth for a brief moment. You'll need to backtrack back across the bridge to protect the engineer on the Warren side. Once you've defended him from more attacks, his friend on the Neon side will need help, so you'll need to cross back over the bridge yet again to defeat enemies assailing him (keep your eyes peeled on the rooftops as you cross the bridge for the main contingent of enemies over there). Once that's done, the engineer will complain that the hydraulics have no power. Solve that for him by shooting the meter on the dash he was working on. Then, cross over to the Warren side and do the same thing for the engineer over there. The bridge now works! Case closed.



Mission Seventeen: Playing Hero



When you arrive at the location shown on your map, Cole will head back into the sewers in an attempt to turn the power on for another portion of the borough of Warren. After a brief conversation chronicling the romantic failures of Zeke, you'll gain control of Cole. Move forward along some platforms over the murky water below. When you reach the power station, activate it. This will, of course, teach Cole a new skill -- in this case, you'll garner the ability to use an attack called the Megawatt Hammer. Similar in premise to your X button attack (while holding L1), the Megawatt Hammer is an attack capable of doing an incredible amount of damage *in addition* to pushing enemies far back.





The ensuing adventure through the sewer encourages the use of the Megawatt Hammer, but it's never necessary to use. Thankfully, there are plenty of power sources (including injured enemies), so the power suck encouraged by the Megawatt Hammer isn't something you have to worry about. The Megawatt Hammer is, amongst other things, the only way you can instantaneously bust through an enemy's defenses. Whether the enemy is holding a shield or is tucked away behind, say, a sandbag barrier, you should be able to bust through and get down to business by priming your attack with the Megawatt Hammer.



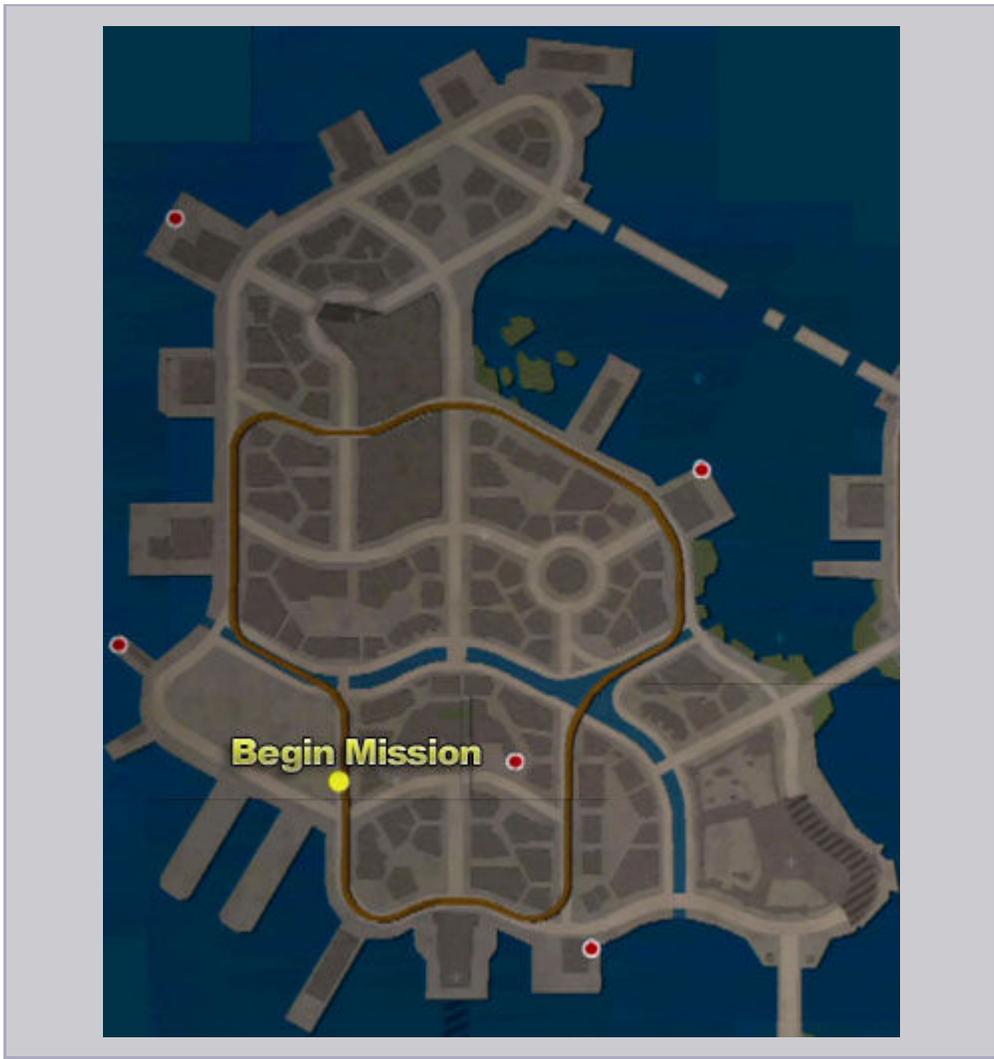
As far as what you're going to find in the sewer itself, well... nothing you haven't yet encountered, and certainly nothing you can't handle. The platforming at this point is pretty mundane, so you shouldn't need many pointers (or any) going forward. The thing to keep in mind is to follow the directions on your HUD; that is to say, the sky blue-colored dot on your HUD will show you where you need to go next. So if you find yourself in a big, dark room and don't know which way to continue, your best bet is to always continue in the direction shown on the HUD.



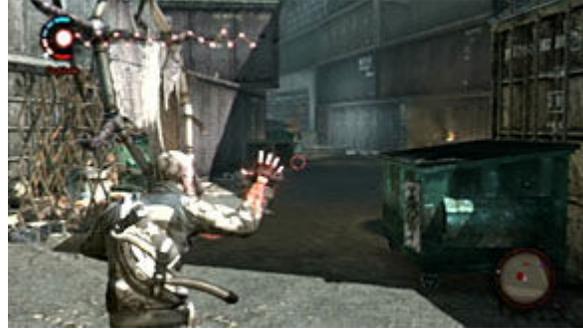
The Dustmen roaming the sewers won't put up much of a fight. Those wielding shields or in defensive postures should be, as you've already read, subjected to some fierce attacks via the Megawatt Hammer. Otherwise, regular attacks will do the trick heading forward. It's a good thing these sewer missions are becoming monotonous, because the more you do them, the better you'll be at them, regardless of the platforming involved or the enemies engaging you in battle. When you finally reach the power station, charge it up as you've now done five other times, and you'll turn the power back on for another third of the borough, leaving only the north part of Warren wanting for electricity. And just like that, this mission concludes.



Mission Eighteen: Alden Strikes



Head to the location shown on the map above, and you'll finally get to enter the location surrounded by all of those containers at the southwest end of the borough. It appears the Dustmen (and a man named Alden) have kidnapped Zeke, and they're threatening to kill him. This is a lure to get Cole to come to them, of course, and as it appears, it's worked marvelously, because Cole is pissed. Enter the now-open gate nearby and get ready to do battle with a lot of Dustmen. The first couple of waves can be dealt with easily enough. Wave number one will bust out of a seemingly-closed container ahead, so destroy them with some well-placed shocks. As for the second wave, you only need to swing rightward down the corridor to find them. Keep in mind that you can knock down the bridge a couple of foes are standing over above the path to hurt them, and perhaps even kill them, making your life much easier.



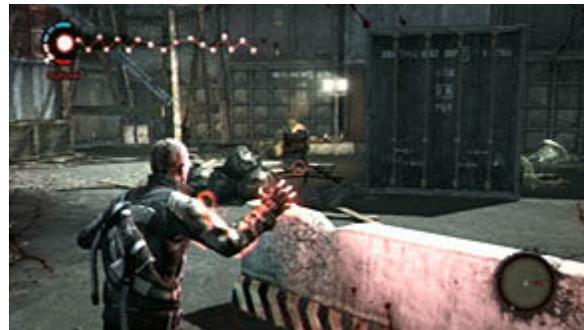
When these first enemies are felled, head down the pathway guarded by the enemies that were atop the bridge. You'll see some poisonous gases being spewed by severed pipes on your right. Touching this gas for even a second will kill you instantaneously, so you're going to have to figure out a way around it. The way around it in this case is to spin the valve in front of the gas leaks. Then, to take care of the gas leaks above, *quickly* run forward to the valve on the far end of the pathway. Turn around and climb the ladder to the wire spanning the gap over the pathway. You must do this as rapidly as possible, because turning the valves only turns off the gas for a few precious seconds, after which you will again be susceptible to being damaged and killed, and will have to do this whole ordeal over again.



After successfully jumping atop the wire, use it to leap to the nearby platform covered in razor wire, and then jump down to the ground on the other side of it. Move forward along the pathway and swing leftward. When you go to the left, you'll be introduced to an explosives-chucking enemy atop another platform ahead. As you did with the last group of enemies on a previous platform, you can take aim at this enemy specifically, or simply shoot the crap out of the platform he's on to send him falling to the ground, where you can easily clean him up. Once that enemy is taken care of, you're going to want to move forward and to the left to proceed through this labyrinthine container setup.



As you head into this next area, expect another group of standard Dustmen to bust out of a seemingly-closed container on your left, much like a group of enemies did at the outset of the mission. Take care of them quickly, because the really dangerous enemies are actually located at the area on your right. Some enemies will be roving around the tops of containers, including an especially annoying enemy taking shots at you with his RPG from behind a concrete jersey barrier. And naturally, the enemy behind the shielded machinegun nest should be a priority as well. Use Precision to easily aim through the peephole in the shielding, where a couple of headshots will down the gunner permanently.



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| « | Mission Eighteen | Mission Eighteen (II) | Mission Nineteen | Mission Twenty | » |
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**Mission Eighteen: Alden Strikes (Continued)**

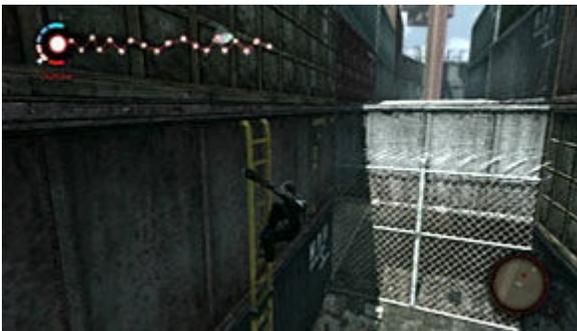
Head along the linear pathway from here. You'll eventually run into a chain link fence with razor wire atop it preventing you from proceeding. Strangely, an enemy will assail you from the far side of the fence. If you're confused as to how to get past the fence, simply backtrack back down the path for just a moment, and keep an eye out for a yellow ladder. Use this ladder to elevate yourself high enough where you can vault yourself over the fence. Then, lay the killing blow to the enemy shooting at you from the other side of the fence, and dash down the pathway he was guarding hereafter, blazing over enemies as you go. You'll ultimately reach a sloping corridor on your left. This corridor is lined by a few jersey barriers, with a machinegun nest at the top of it. Making matters worse, explosive barrels are mysteriously careening down the ramp towards you. Your best bet here is to use Precision Mode to take out the gunner, and then immediately rush the location of the gun to ensure no other enemy mounts it in their dead friend's stead.



From here, you should be getting pretty used to traversing this maze of containers. You'll reach a location where you're assailed by a group of mechanical spiders, with four or five Dustmen above and to your right, taking shots at you wantonly. Eliminate the spiders first, and then jump up to the platform the Dustmen are using as cover. If you hang off of it, you'll become impervious to their attacks and force them into a mild retreat, at which point you can chuck Shock Grenades at them to eliminate them wholesale. Then, as you run into the area they were guarding, another container will open up. However, instead of revealing more Dustmen for you to kill, this event reveals nothing but mannequins. Very funny.



As you turn rightward down the path from the faux container attack, yet another machinegun nest will begin taking aim at you. This time, the machinegun nest is behind a fence, and while it can shoot its bullets through the fence, your electric powers can't return the favor from this position. You're going to get hit by machinegun fire here, but keep it to a minimum. Run to the yellow ladder on your left and climb up it. The position of the gun won't allow it to shoot you if you're atop the ladder. Then, jump over to the containers hovering over the gun's position, and fall down back to the ground behind it. Eliminate the gunner, and before running to the short ladders leading into a wide open area, make sure to activate the switch on the electrical device tucked in the far corner.



After climbing up the ladders into this next area, you'll soon find yourself once again inundated with enemies. Complicating matters immensely is the fact that there are enemies taking shots at you from myriad angles. The gigantic oil slick in the middle of this area is going to be the key to your quick success, since once shot, it can incinerate any enemies in its vicinity as it erupts in flames. You can then clear any other enemies in the area, making sure, of course, that you deal with the gunner behind the machinegun nest and his RPG-wielding friend wreaking havoc on the area first. Once both of those enemies are felled, you should have an easy go of the rest of this mission.

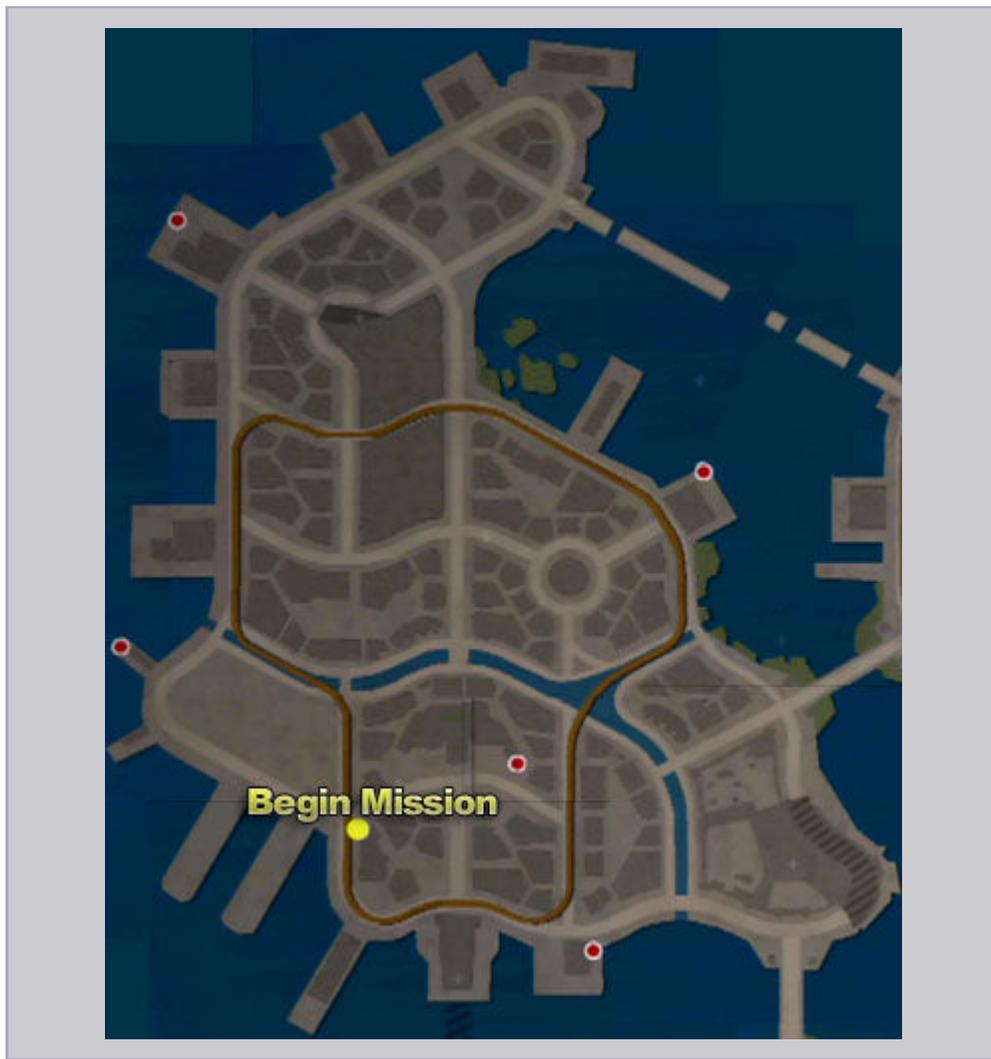


Use the horizontal crossbeams to climb up to the top of the containers in this area. You now have a great vantage point from which to observe the entire labyrinth you just traversed. Unfortunately, the cage you thought Zeke was in didn't contain him at all (which is good, since it just crashed violently into the ground). Instead, the cage in the distance is the one you're going to need to head to. This final area is finicky -- if you fall down to areas below or don't eliminate the remaining enemies quickly, an RPG will collide with Zeke's cage, ending the mission in failure and forcing you to try again. Use Precision Mode to kill enemies from afar, especially those using explosives. Then, simply jump across the platforms towards the ladder on the far side, which leads to the lift where Zeke is being held. Expect more enemies to come out of the woodwork the closer you get to the lift! When you finally scale the lift, use the controls to lower Zeke safely to the streets below, and then jump down to his location to give him a stern scolding, ending the mission on a rather blatant down note.

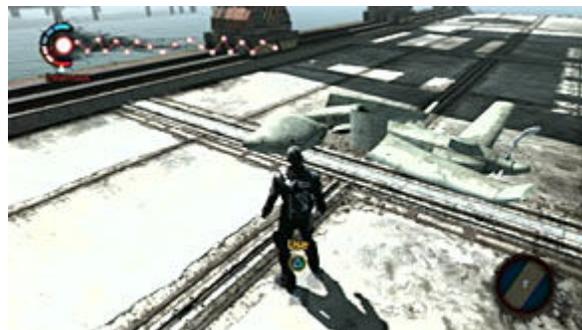




Mission Nineteen: Spy Drones



When you arrive at the location designated on the map, you'll be contacted by Moya via phone. She'll tell you that an enemy spy drone has crashed in Warren, and that there might be some worthwhile information in the flight recorder, if it can be retrieved. The crashed plane's location will be shown on your map as a sky blue colored dot. Thankfully, the crashed craft is located adjacent to your current location, along a dock. When you arrive there, you'll be asked by Moya to transmit the information in the flight recorder to her. To do so, simply approach the crashed craft and press Triangle.



Moya will quickly use this information to figure out that the powers that be are conducting a massive search for the Ray Sphere. And then, four more spy drones will appear on your HUD, but these crafts are still airborne and must be shot down. And thus begins the second leg of this mission -- shooting all four planes down, and retrieving their data packs before the plane's self-destruct mechanism kicks in and destroys the precious data forever. This is no easy task, but we'll give you some pointers so that you can do this as quickly and efficiently as possible. Keep in mind that this mission can frustrate, however, because while your task is straight-forward and seemingly-easy, it can still prove to be time consuming as well.



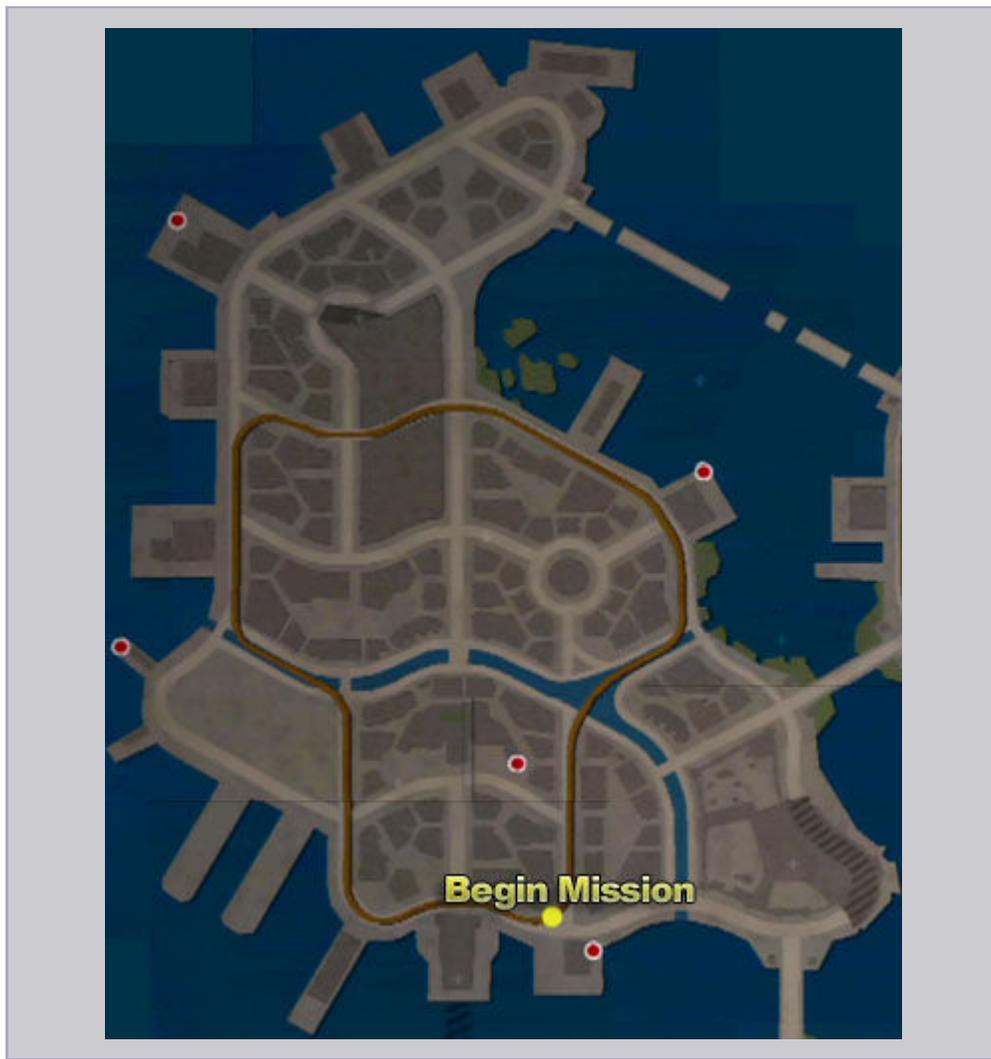
Each plane flies around Warren in a set pattern, and they're all relatively close to one another. However, no plane intersects other planes' routes in any meaningful way, so you're going to need to tackle downing each plane individually from separate rooftops. Use your HUD to track the planes and patiently wait for the plane you seek to fly nearby or overhead, where you can then turn your ire on it. If the plane is too far away, your lightning bolts will do nothing to it, so you really need to wait until it's quite close. When you've successfully downed a plane, you should then chase after it, heading to the crash site as quickly as possible. Retrieve the data file, and repeat the process three more times until all four data files are acquired. Unfortunately, though, this doesn't mark the end of the mission.



Sending the combined data files requires a bandwidth that Cole's phone is unable to deal with. Thus, you're going to need to find another way to send Moya the information from the flight boxes, and the key to doing so is the satellite dish atop the old Examiner Building near the northeast segment of Warren. Naturally, the building will be crawling with Dustmen, so you're going to have to do some fighting as you go work your way up, keeping in mind that enemies aren't only positioned on the ground surrounding the building and on the building's multi-tiered roof, but also on balconies and the like as you climb upward. How many enemies you fight here is up to you. You can fight none of them or all of them, for it doesn't affect the outcome of the mission. Once you reach the satellite dish and upload the information, this mission comes to an end, whether enemies around you are still standing or not.



Mission Twenty: Standard Protocol



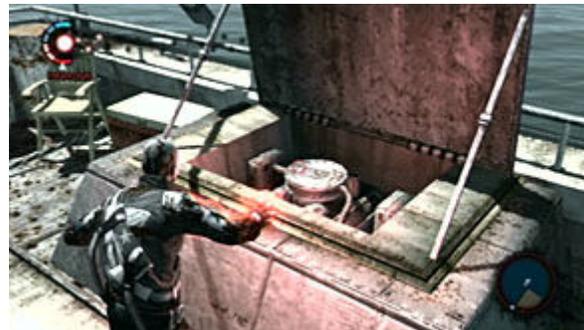
This is a freeform mission of sorts, which will require you to visit four different locations to disable boats full of innocent hostages (the fourth won't be immediately visible). You can visit these boats in any order you desire, as they'll all be clearly visible on your HUD and map, represented by sky blue dots on your HUD. However, the boat at the end of the dock near the starting point to the mission is likely where you're going to want to begin your trek. Each boat is parked on a like dock to the one in front of you, guarded by plenty of Dustmen of varying strengths. There will be stationary machinegun nests at each location, Dustmen that use explosives, and plenty of standard Dustmen that want nothing more than to skewer Cole at the end of their makeshift bayonets.



Working your way to each boat will be a battle in and of itself, because each boat is incredibly well-guarded. The best tool at your disposal here is your HUD, since all of the enemies in any given area will naturally be represented on it. So you'll have a good idea of what you're dealing with, since enemies will be well-hidden at awkward angles going down each of these docks. In most cases, your best bet is to clear the periphery of the dock from afar, and then work your way onto the roof of the building on each dock, where you'll be able to clear enemies that would otherwise have the high ground on you, while simultaneously getting great angles to deal with the fray down below.



When you finally get to any given boat, enemies might be on board it, so carefully clear your foes from the craft before boarding it, if applicable. Now, there are hostages in pretty inhumane cages on each craft, and it's going to be up to you to decide what you're going to do with them. Players going through Infamous with a heroic slant are going to want to shoot the locks off of the cages to free each civilian, thus earning some experience and positive karma in the process. Players going through the game as a villain are going to want to avoid such an act, even if it means missing out on some experience. Ultimately, the engine of each craft is going to need to be destroyed to remove it from your HUD/map, so that you can move on to the next ship.



You're going to need this to three different ships. It'll appear after the third ship is disabled that the mission will conclude, but it's not so. The game will throw a fourth and final ship at you that's better guarded than all of the rest. Still, you should run into very little trouble clearing the enemies from around it and disabling the ship as you did three times earlier. Simply utilize the same techniques, attempting to kill enemies from afar and then gaining access to the roof of the building on the dock to give you an advantage over enemies on the ground. When the fourth ship is disabled, the mission will finally conclude.



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| « | Mission Twenty-One | Mission Twenty-One (II) | Mission Twenty-Two | Mission Twenty-Three | » |
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Mission Twenty-One: Anything for Trish



This is yet another part of the walkthrough where we're not going to get super specific with... well, specifics. That's because this mission, while admittedly a long one, will provide gamers with a pretty repetitive experience throughout (until the end of the mission, that is). This mission will begin when you go to the predetermined location on your map. Trish will reach out to Cole and his newfound powers, letting him know that she needs his help. A bus full of people and valuable medical supplies is a prime target for batches of enemies in Empire City, and Trish needs Cole to ensure that the bus gets to its destination in Warren as quickly and as safely as possible.



As are so many things, this task is much easier said than done. While Trish has had her bus outfitted with a special conducting roof that allows Cole to constantly derive energy from the vehicle, the vehicle is still susceptible to attack from the myriad enemies you're going to ultimately encounter. As a result, the way you go about this lengthy mission should be in a single fashion -- *carefully*. Your HUD is going to be your best friend here. When an enemy or group of enemies appears at the corner of the HUD, get ready to jump off of the bus and do some fighting. That's because the bus can only take a finite amount of damage (as represented in the upper righthand corner) before it goes kaboom. And if that happens, the mission will end in failure. That's not to say that enemies can't be engaged from the roof of the moving bus, but you're simply inviting assaults on the vehicle if you do this, while jumping off of the bus and running away from it will encourage attacks on you, instead.



You'll run into all sorts of resistance, including both explosives-wielding enemies and trucks with gun turrets on the back of them. Both prove to be considerable threats during this mission, simply because they can do the most damage to Trish's bus. As a result, these types of enemies should be dealt with first and foremost when confronted. For the trucks, remember that you can go at the gunner or simply destroy the truck itself -- either technique will work in this case. When the bus finally arrives at the bridge leading northward back into Warren, you'll run into a fray between rival factions, the red-cloaked Reapers and the stronger white-hooded Dustmen. Cole suggests that the two sides fight each other off, but we recommend against this technique, since you're actually letting an amazing amount of experience go to waste. In lieu of such a passive decision, we recommend you join the fray posthaste, accumulating experience points from both sides of the conflict. Just be sure to clear the cars in the middle of the bridge out of the way before rejoining the bus, so that the bus can navigate through safely.





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**Mission Twenty-One: Anything for Trish (Continued)**

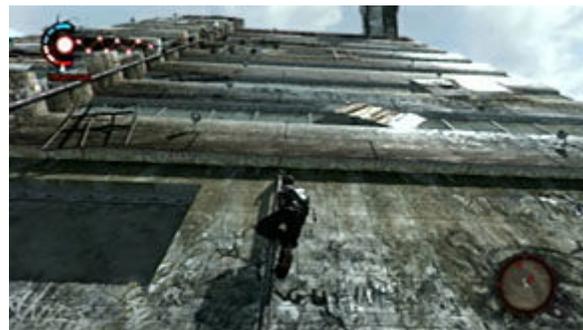
The conflict on the bridge is likely going to be the hardest part of the mission for you, especially when you encounter the Dustman ambush at the far end, rife with RPG-wielding thugs. When the bus successfully crosses the bridge and turns left, you're well on your way to the hospital, but you're still going to have to deal with some ancillary enemies going forward. Unfortunately, now that you're back in Warren, you're dealing exclusively with Dustmen again, as opposed to their weaker cousins in Neon. So, expect to have your hands full. As usual, the HUD is your best tool -- when you see an enemy appear on it, jump off of the bus, leave it back in safety, and take out the threat before continuing. These cautious tactics no doubt make the mission even longer, but it also ensures that the bus stays intact, thus decreasing the chances that you have to do this all over again.



Eventually, the hospital will be successfully reached, but don't let the game lull you into a false sense of security. We'll keep the spoilers to a minimum here, but *somehow* Trish's bus ends up high atop the hospital's roof, and Trish is now held hostage by the ruthless Dustmen. When you regain control after the subsequent cutscene, it'll be up to you to get to the roof one way or another and save Trish. Doing so can be as quick or as slow as you want it to be, since you don't necessarily have to kill any enemies at all to get up to the roof. But there's a particular technique you should utilize here that you'll likely find most effective.

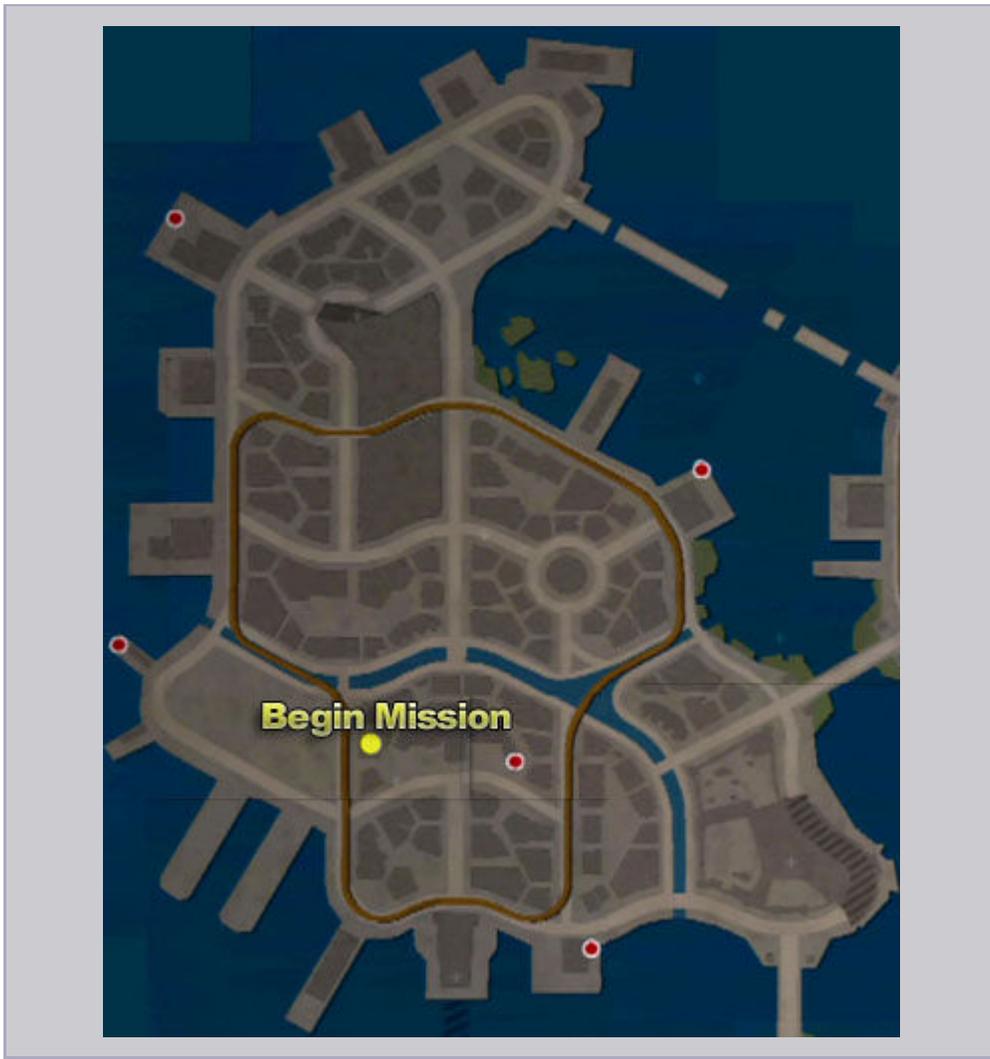


Look up at the hospital and you'll see the bus precarious dangling from the edge of the building. That's where Trish is, just outside of the bus, being held at gunpoint by two Dustmen. While facing the hospital, dash to your right and go across the street, around the building. Keep an eye on your HUD so that you know the positions of all of the enemies in the area. What you're basically trying to do here is to climb up to the roof of adjacent buildings so that you can dodge most of the fighting below, though this is wholly optional, especially if you're on a hunt for experience points. Then, scale the side of the hospital, now that you've gotten past some of the most dangerous scenarios, including one involving that pesky gun turret below. While you'll still need to deal with RPG-wielding thugs, you should basically be in the clear from this perspective to get right to the roof. Quickly cap both of the Dustmen when you arrive at the roof, so as to avoid them turning their ire on Trish, ending the mission in failure (be sure not to shoot Trish!) Then, approach Trish, and the mission will finally come to an end.



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Mission Twenty-Two: The Arrest

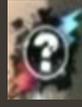


When you arrive at the destination shown on the map, you'll receive a call from Moya. The police have successfully surrounded a *very certain someone* (we're avoiding spoilers!) and they're going to try and arrest him. Of course, things are going to go exactly as planned. After the phone call with Moya concludes and she orders you to go meet with a police officer nearby, do just that. Naturally, when you arrive at your destination, you'll find the police officer all right -- he'll just happen to be dead. Slain by the very man he was trying to arrest, the slain cop has one thing yet to offer Cole, and it's in the form of a psychic echo, a green halo surrounding what appears to be an elderly old man. And with that, you'll be able to follow it to your next destination.





**Karma Moment** | Free the man by shooting him down, or do nothing and walk away.



Nearby to where the deceased cop was found, you'll be engaged in a rather random karmic moment that has nothing at all to do with the mission at hand, but is otherwise completely unavoidable. A man has been strung up to a light post for stealing food from his fellow citizens. And they want his head for such an action during such a trying time. You can aim at the rope holding the man up and shoot him down for positive karma, or you can simply walk away from the scene and leave him to the mercy of the mob for bad karma. The choice, as always, is yours.



Ultimately, the echo will lead you to a shantytown created where a park once stood pre-detonation. The Dustmen built this place, and naturally, they're the ones who are living in it. Therefore, you'll have to deal with them en masse as you work your way through the makeshift village. Your HUD, as always, will be a valuable asset to you in the ensuing battle, since enemy locations and positions can be garnered simply by taking a glance at it mid-fight. There's little to really say about getting through the majority of the shantytown, as it's pretty self-explanatory. Kill enemies and move through to the back of the area, watching out for the water in the middle, as it will kill you if you land in it and take too long to swim to safety.



At the far end of the shantytown, you might be at a loss as to how to proceed, especially if all enemies around you have been killed. There's a thick vertically-standing pipe at the back end of the shantytown that you can shimmy up. Do so, and then jump to the raised platform on your left, using Static Thrusters to assist you in arriving at your destination if need be. From here, you'll see a helicopter take your target away, but the echo is still walking to a predetermined location in a part of the park that still stands adjacent to the shantytown. Follow him to the courtyard he's leading you towards.



Here, a boss battle of sorts will occur (though it's not much of a boss battle, since this Conduit-type enemy is one you'll be fighting many times after this). This large, glowing, metallic enemy is a bit of a nuisance, and a veritable powerhouse with two primary attacks at its disposal. The first kind of attack you'll likely run into is in the form of an arm cannon-like barrage. Keep moving to dodge this attack. The second is a more substantial flaming rock attack that's easy to dodge, but devastating to your health if you're struck with it. To combat this enemy most effectively, consider bombarding it with Shock Grenades galore, until you have no more energy to spare. Then, run to a nearby light post when it's safe, and refill your electricity, only to repeat the process. You can supplement your attacks with standard lightning shots, but you'll find it's unnecessary. A few of these barrages will take down the Conduit, providing you with a successful end to the mission thereafter.



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**Mission Twenty-Three: Terrorized Streets**

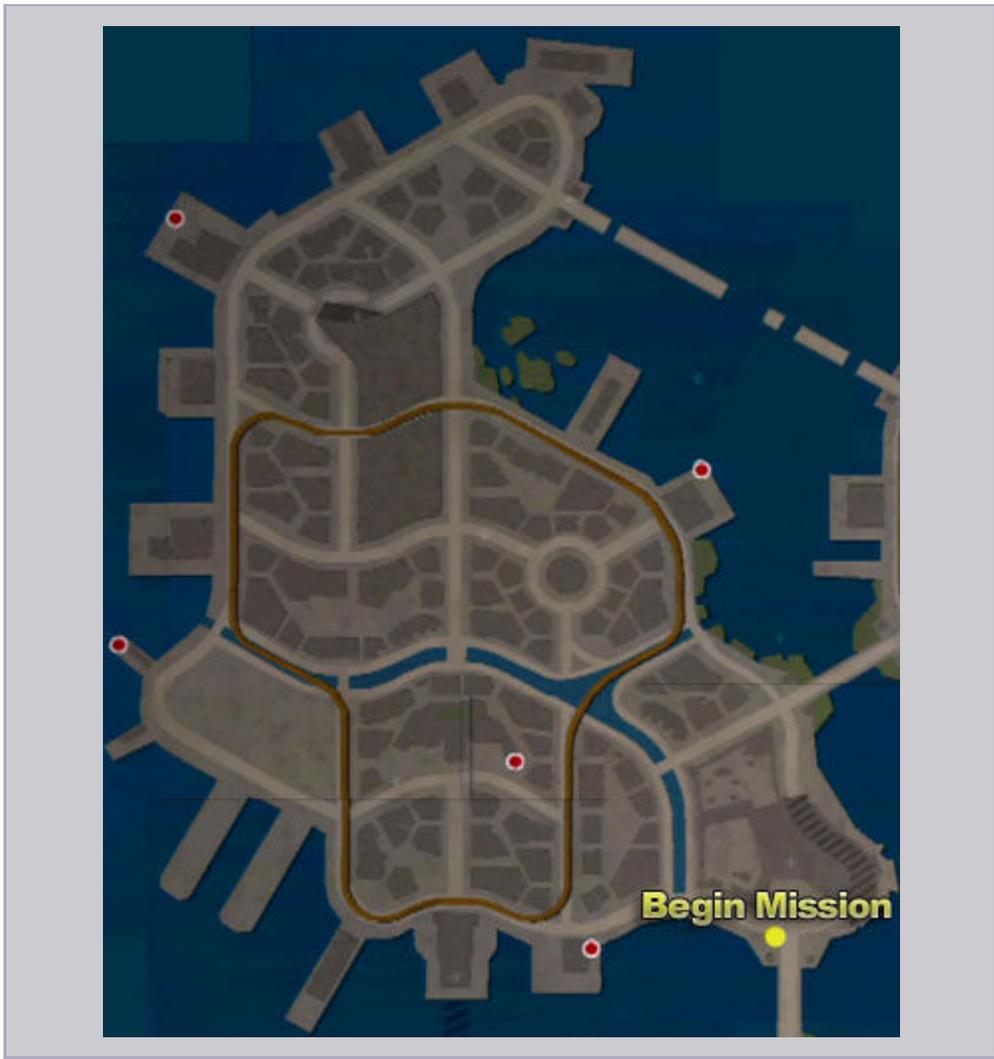
The starting point of this mission, shown on the map above, is actually a great place to spring off from as you take care of this rather simplistic, straight-forward task. The Dustmen have equipped four heavily-armed buses with machineguns, and they're going around the borough of Warren arbitrarily shooting at everybody in sight. Naturally, Moya wants Cole to take care of this problem, and we'll do just that. There's a catch, of course. Each bus has armor and machineguns sticking out of every side of it, but the real crux of the issue is in the fact that razor wire keeps you from jumping on top of the buses from street level (unless you're *very* lucky). Thus, you should remain atop high buildings and jump onto the buses from above, using Static Thrusters to carefully glide your way down onto each bus. As long as there are no extraneous enemies in the vicinity, you should have no problems doing this.



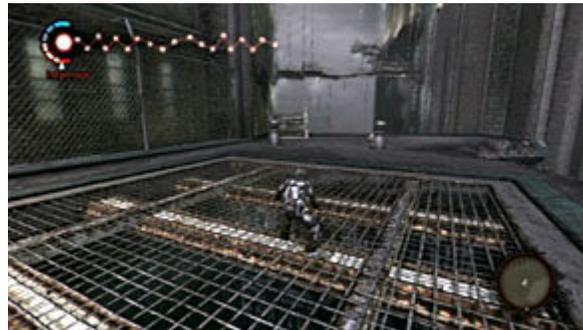
Once you land on a bus, how do you disable it? Well, it's simple. There's an engine at the back end of the bus. Overload it with enough electricity, and the engine will be destroyed, thus negating any damage the bus can do. Since the engine is in a half-covered cage, you're going to need to stand near the front of the bus to get a successful shot on it. Simply repeat this process over and over again, keeping an eye on your HUD for the locations of the buses, climbing tall buildings nearby, and then jumping/gliding onto the top of them. While you'll need to deal with extraneous enemies, and even a Conduit or two as you go, all enemy encounters are theoretically avoidable if you keep moving from bus to bus. This mission should only take a few minutes tops.



Mission Twenty-Four: Alden in Chains



This is a multi-faceted mission that will force you to do several activities in order to see it through to the end. As the map above shows, this mission is set off by going into the front of the prison at the southeast corner of the borough. When you go there, you'll be ordered to head first to the courtyard of the prison. So, head through the front gates, climb up the wall on your left, and then drop down into the courtyard to continue.



When you arrive at the predetermined location in the courtyard, Cole will run into Zeke, who is helping the cops out. Prisoners need to be moved from this location to a more fortified one, and Cole needs to guard this cage while the prisoners are moved. Thankfully, the cage is electrified, meaning Cole can stand on it and have seemingly-infinite amounts of electricity at his disposal, so long as the cage doesn't suffer too much damage. Initially, the damage is going to come in the form of flying meteor-like rocks. To combat these rocks, use Shockwave on them to push them away. When they start flying at you two at a time, wait for them to come together and shoot them away simultaneously. This section of the mission seems a lot harder than it actually is, so stay with it and you should have no issues. It gets much harder from here.



When the rocks stop falling from the sky, the electric platform you're on will be automatically destroyed, and enemies will then bust through a hole they create in the prison wall. As they flood in, you'll have a great opportunity to lay waste to these enemies in the bottleneck they find themselves in. Chuck endless amounts of Shock Grenades at the hole in the wall and watch as you obliterate groups of enemies with ease. Of course, you'll only be able to do this a finite amount of times before you need to recharge your energy, since you no longer have the benefit of the electrified platform. Thankfully, there are lights and other electrical devices around you can garner energy off of, so that you can continue to use special attacks until each and every attacking Dustman is eliminated.





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| « | Mission Twenty-Four | Mission Twenty-Four (II) | Mission Twenty-Five | Mission Twenty-Six | » |
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### Mission Twenty-Four: Alden in Chains (Continued)

Now, it's time to climb up to the top of the prison in order to get the generator working, so that Cole can again use electricity (plus, the electricity is keeping already-held prisoners at bay). However, climbing to the top of the prison can seem daunting, and will certainly confuse many a gamer. If you know where to go, however, this is simple. You know where you climbed up to the roof in order to head left down to the courtyard? Well, you're going to want to climb back up to that point, and instead swing to your right towards a severed staircase leading upward (as opposed to leftward and back down into the courtyard). Then, shimmy across the side of the building so that you're on the side of the prison that's completely crumbling, parallel to the water. From here, you should be able to climb up via a few outlets, using steel beams and vertical pipes to work your way slowly-but-surely upward. Examine your route and make sure there are no dead ends. Generally, heading to the right, climbing up a vertical pipe, and then climbing in an upward arc towards the left is the best way to go about this.



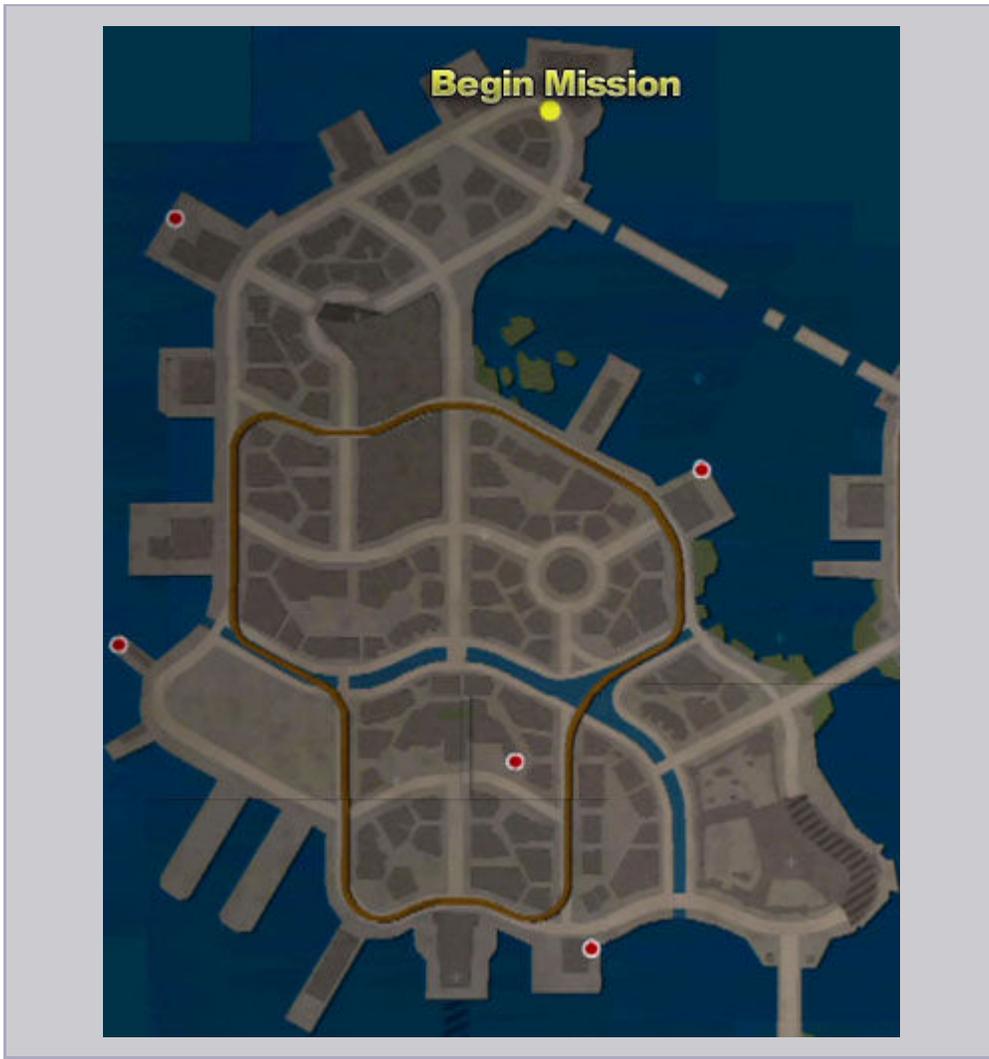
When you finally arrive near the top of the prison, you should run into a fiery prison cell. Climb on top of it, and a lone Dustman will be guarding the generator you've been seeking out. Slay the foe and recharge the generator in a similar way to how you charge up the power boxes when in the sewers of Empire City. Then, continue to climb up to the roof of the prison, where some remaining Dustmen can be killed. From here, look downward, and you should see the courtyard below. We're heading back there now, so why backtrack? Simply jump down to the courtyard from this location to begin the last leg of our mission.



When you arrive back in the courtyard, you'll notice four white squares on your HUD. These represent locations where you can stand to gain power automatically, but they must be guarded from enemy attacks, or they will be destroyed and rendered useless for the remainder of the fight. We highly recommend you do the following here. Of the four platforms, use the one in the back right corner (if you're facing the prison wall). From here, you'll get the best possible vantage point on the incoming enemy hordes. Since you're now on an electrified platform, chuck endless streams of Shock Grenades, over and over and over again. Even when the Conduits appear on the scene, just keep throwing them. As long as the panel you're on isn't destroyed, and as long as your Shock Grenades are well-placed and colliding with their intended targets, this particular spot makes this last leg of the mission almost laughably easy. Plus, look at all of that experience you earned!



Mission Twenty-Five: Light in the Tunnel



As usual, you're going to want to head to the predetermined area to begin this mission, as shown on the map above. When you arrive, you'll be jumping back into the sewer to turn on the last of the three power stations in the borough of Warren. You've done this so many times at this point in the game that we're not going to bore you with the finer details of what's happening down here. Rather, we'll give you some general tips so that you can survive your trip through the sewer, successfully turn the power back on, and get out of dodge as quickly as you can. This all begins, of course, by fixing the severed power source near the beginning of the sewer. Do that now.



Of course, putting the severed power line back together will give Cole a special power, and the power you learn now is perhaps the most useless in the entire game. You may never use it at all. Nonetheless, it's worth messing with, because you may find yourself comfortable with using it, after all. Just what is the power? It's the power to create an electrified shield in front of Cole, which will block all bullet-based attacks careening towards Cole as long as he's activated it (which he'll do with the R2 button). As you go through the rest of the tunnel, which will give you many familiar platforming puzzles to overcome and the like, you'll have plenty of opportunities to use the shield. Unfortunately, you never *have* to use it, making the shield skill a useless one. It's easy enough to get out of the sewer without activating it even once.



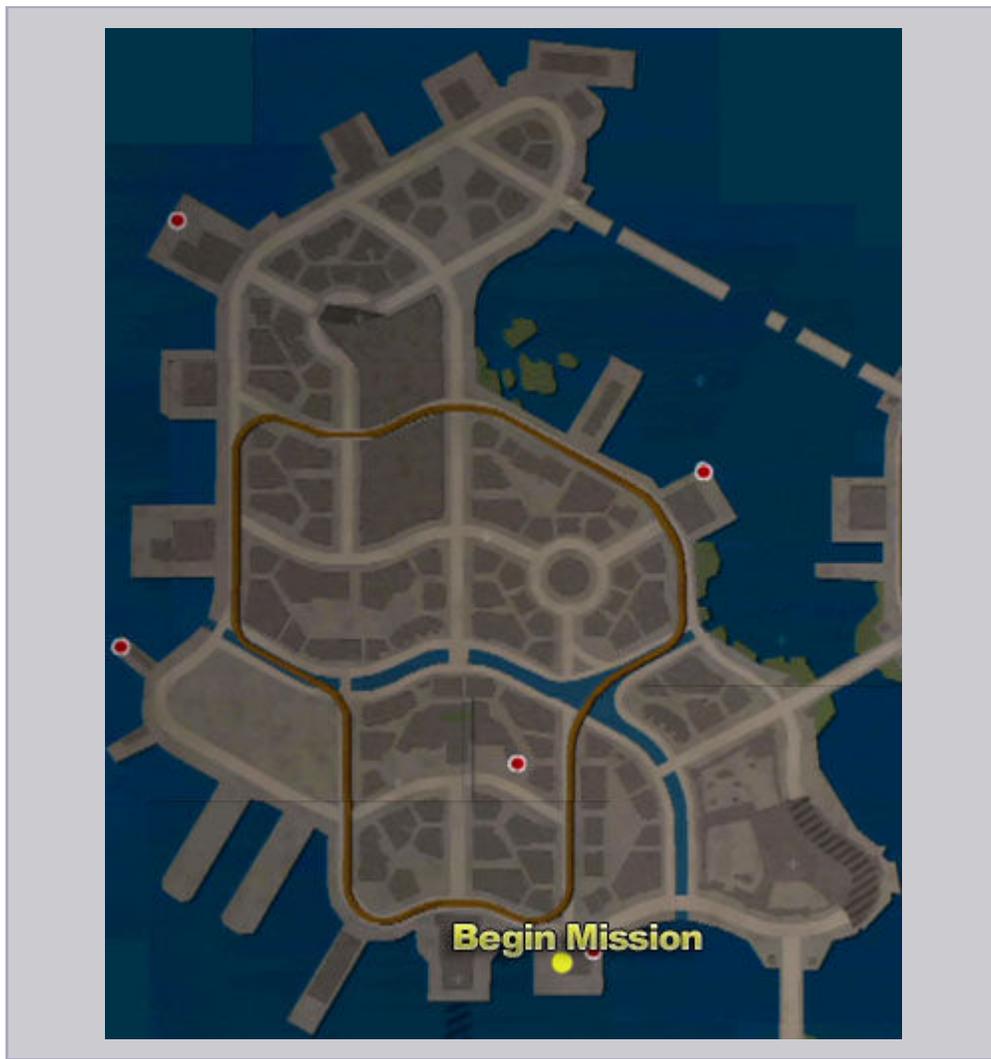
The one difficult type of enemy you will encounter here are Dustmen manning gun turrets. Usually, you can deal with these enemies easily enough, but this time around, all of the turrets are surrounded by chain link fences, which as you well know, Cole can't shoot through for whatever reason. So these confrontations, of which there are several in the sewers, encourage use of your shield, but it's not necessary if you're quick enough to flank the gun positions before sustaining too much damage. If you can do this, the gunners are defenseless, and you can lay waste to them from behind.



Things will eventually quiet down near the end of the sewer run, and all you'll have to do is turn on the generator to course power through to the rest of the borough of Warren. With Warren completely electrified, you're no doubt now turning your attention towards the only yet-unexplored borough, the Historic District. And we'll get there soon enough, indeed.



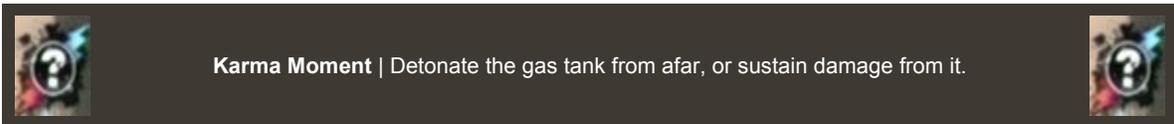
Mission Twenty-Six: Secrets Revealed



This mission will be a quick one, though it will frustrate many gamers who will have some initial troubles with what it throws at you. While the premise of the mission is indeed straight-forward and easy, the execution of such is something else entirely. After heading to the point designated on the map above, you'll head to the point that your mysterious contact John wanted to meet up at. However, when you arrive, a helicopter mysteriously shows up on the scene. This government-sponsored helicopter is seemingly attempting to extract John from Empire City, but he's disappeared, and now the helicopter is in pursuit of him. Naturally, you're going to have to follow the helicopter, so that you can track John through it.



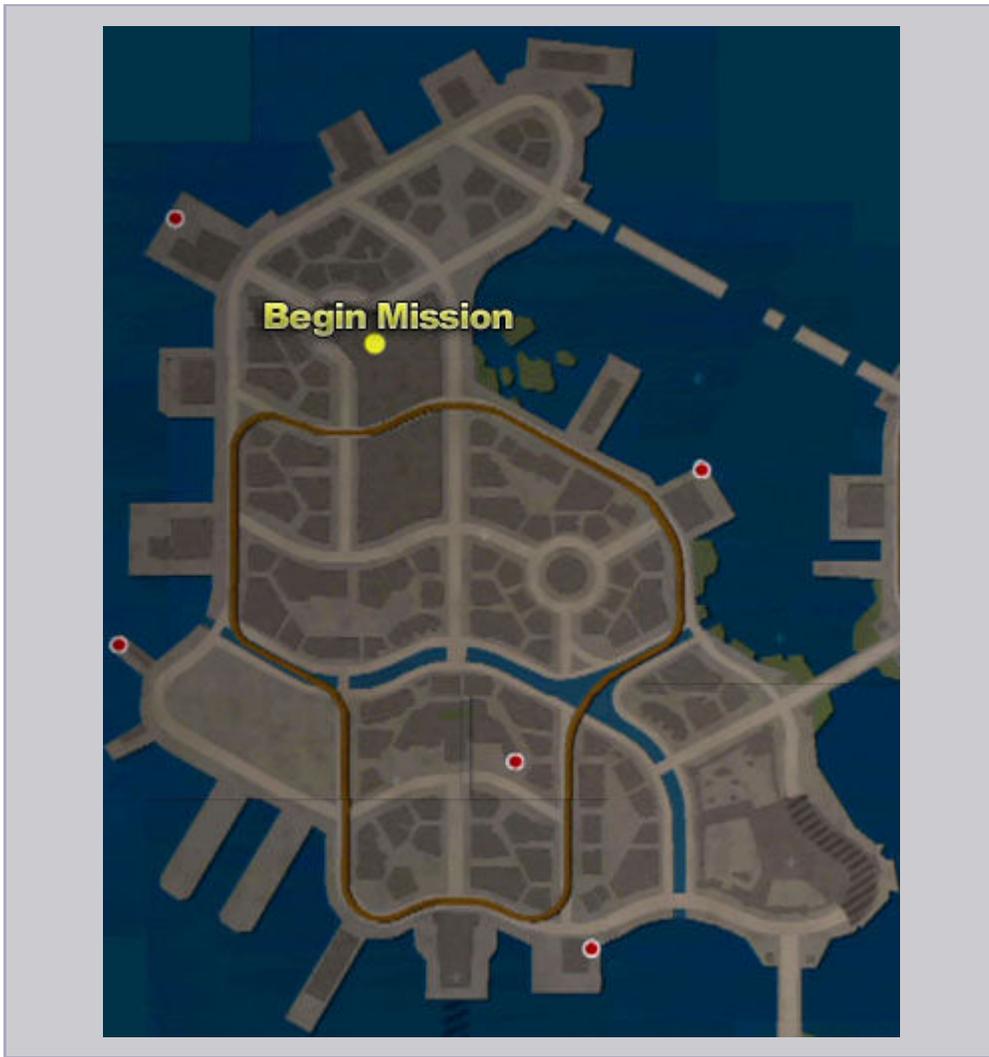
You'll ultimately end up at the far northern end of Warren, but getting there is another story entirely. You're going to have to rely on memorization and doing this mission a few times in failure to get the hang of the route you're going to have to take (though if you're lucky, you can do this in one shot). If you fall too far behind the helicopter, Moya will implore you to follow it more closely. If you continue to languish too far behind, you'll fail automatically and have to try again. Your best bet here is to use the electrical wires in between the buildings to travel quickly between locations. This won't always be the case, but generally speaking, you're going to be on the wires virtually the entire trip northward. When you reach the northern end of the borough, however, you're going to be relegated to the ground for the duration of the mission. When a prompt shows up on the screen to get to John, you have roughly twenty seconds or so to do so. Once you reach him, the last leg of the mission begins, but if you don't reach him in time, you'll have to try the entire shebang again.



The karmic moment that occurs directly following finding John and watching a Conduit destroy the nearby helicopter will be a quick one. In fact, it's so quick that no text appears on the screen at all. The Conduit is chucking a gas tank full of fuel towards you. For good karma, let it come at you and then destroy it, so that innocent civilians go unharmed. For negative karma, however, you'll want to shoot the gas tank immediately, destroying the Conduit's arm *and* frying about a dozen innocent people. The latter will make your life easier in the ensuing fight, but you'll want to make the decision that best suits your character's alignment. Nonetheless, after this choice is made, you'll get to do battle with the Conduit itself. This should be easy for you, especially since you've fought multiple versions of this enemy before, at times simultaneously. Once slain, this mission concludes, leaving more new questions for Cole than answering old ones.



Mission Twenty-Seven: The Ray Sphere



This mission is another seemingly-daunting one, though it will only require you to repeat the same steps over and over again to reach the mission's conclusion. We're not going to hold your hand in a step-by-step fashion, since it will only complicate things for you. Instead, we'll give you an overarching set of tips to scale this evil tower in one piece. Unfortunately, since, for whatever reason, Zeke has to come with Cole to the top of the tower, half of your efforts here are going to be spent getting him from one tier to the next. If only Zeke shared Cole's powers (what a convenient statement for this mission...)





Thus, Zeke will step up to an elevator scaling the side of the makeshift tower as Cole uses his unlimited abilities to get to the top unharmed. To activate each elevator, a fan at the apex of said elevator must be switched on by being shot with electricity from Cole's hands. Shoot it from up close, or it won't activate properly. Once Zeke reaches your level, you can then move on to the next elevator, where the process will be repeated as you climb up the tower for three or four more cycles. As always, keep an eye out for enemies! Dustmen still want a piece of you here, so intense platforming and caring for Zeke aren't going to be the only things that will occupy you.



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| « | Mission Twenty-Seven | Mission Twenty-Seven (II) | Mission Twenty-Eight | Mission Twenty-Nine | » |
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**Mission Twenty-Seven: The Ray Sphere (Continued)**

And now, a word on the platforming. The platforming here can be treacherous and downright difficult. It's all about doing what's logical. Remember that while Cole can hang on to the sides of signs and overhangs up the building, he won't be able to grab onto the metal pieces that make up the siding of the building, nor will he be able to stand atop anything but clearly-sitting platforms. While this is a difficult section to platform, the game is exceedingly forgiving with mistakes, so don't expect to have to retread too much you've already done if you happen to plummet to the ground below. Remember, too, that to go upwards, you must sometimes go downward. If you see a piece of metal sticking out of the tower ahead and below, use Static Thrusters and a well-timed jump to get over to it. It's really that simple.



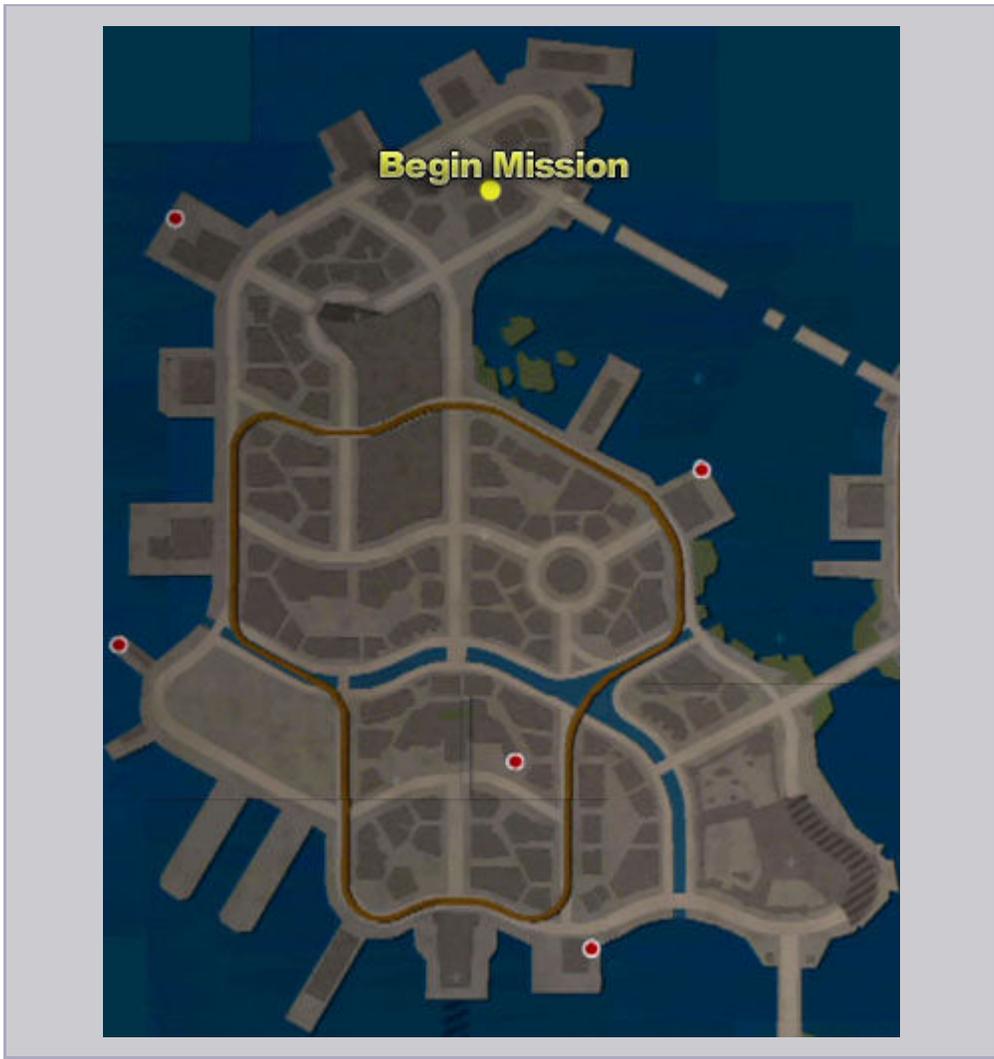
As you near the top of the tower, things will get a little more heated. More enemies will begin showing up, taking potshots at you as you scale various signs and pieces of metal towards the tower's zenith. To avoid becoming inundated with enemies shooting at you, always stop what you're doing and return fire on hostiles before continuing onward. That way, you won't draw out more and more enemies. If this happens, you'll have to deal with them simultaneously, significantly complicating your situation. And don't forget about Zeke! You won't be able to continue ever-upward along the tower's sides without Zeke in tow. Whenever you see a fan, make sure Zeke is on the elevator platform and shoot the fan to bring him up towards you.



As if it comes as any surprise, an epic battle of sorts awaits you at the very top of the tower. Not only will you find the Ray Sphere up here, but you'll find said sphere well-guarded by a contingent of Dustmen. A lot of the Dustmen up here are packing explosives, both in the form of rockets and grenades, so keep moving as you return fire on them. Shock Grenades are especially effective, since many of the more robust Dustmen won't only need to be significantly damaged to fall, but will sprout robotic spiders that can be killed in the grenades' blast radius. When you've slain enough foes, the dormant Conduit you no doubt spotted in the upper left corner of the roof will spring to life. Take him out as you've taken out so many Conduits before him, peppering him with a conglomeration of Shock Grenades and standard electrical attacks. Hereafter, the story takes over, and the mission concludes.



Mission Twenty-Eight: Alden's Rampage



We're about to confront Alden, but to actually get to him, you're going to have to cross into and through a rather precarious situation involving both Dustmen and a new (and final) gang of enemies, the First Sons. The latter gas mask-wearing thugs are the most difficult-to-defeat and deadly of the three gang types in Infamous, and while you won't have to deal with them too extensively (since the Historic District in which they roam is both small and briefly-encountered), you should still be ready to deal with them. However, most of this section, once you start from the designated spot on the map above, will involve crossing a tattered and mostly-destroyed bridge, one that spans the gap from the borough of Warren to the aforementioned Historic District.



Unfortunately for you, you won't be able to span the crumbling bridge by walking on its primary surface. Instead, because of raging fires and severed concrete, you're going to have to work your way up into the metal support rafters that keep the bridge from plummeting into the water below. We recommend you work your way over on the left side (if your back is facing the way you came), though it seems possible and entirely plausible that you can also press forward on the right, if you so desire. Don't expect this to be an easy expedition involving precarious platforming, though. Enemies of both the Dustmen and First Son variety will be sniping at you as you go. As usual, your HUD is an invaluable tool here, especially because a thick fog will obscure your vision significantly, cutting down on the distant visibility almost entirely.



As the fog thickens, so too will the threats all around you. As you keep a keen eye on your HUD, continue along the rafters until you can't go anymore. You'll be forced downward, where a dangerous trio of machinegun nests will be run into. You'll spot the vague outline of the gunners from above, so see if you can kill at least one or two of them before going down below, flanking the position(s) of any remaining gunner(s) thereafter to minimize the threat the pose. Then, head back up into the support beams, where you can continue along the rest of the bridge. Remember that when spotting enemies on your HUD, they appear as red dots. If they're represented as arrows instead of dots, that means the enemy is above or below you (depending on the icon shown), which is extremely helpful information in scenarios like this.



When you drop down out of the rafters a second time, the mission will conclude... almost. Alden has taken it upon himself to control a power Conduit, which you will do battle with from afar. Since a chasm separates you from the Conduit's actual position, there's no realistic hope of getting across to him. This works in your advantage, however, since the Conduit is forced to keep its distance, thus allowing you to better dodge the myriad attacks that will come at you. The Conduit will attack with four primary attacks. The first two are familiar -- the machinegun-like attack and the fireball attack. The third attack is a debris-based attack that will have the Conduit sending crumpled up cars and the like your way. And the fourth attack is a passive attack, as the Conduit lets loose groups of mechanical spiders, which will then confront you on your own turf. Use the jersey barriers as cover, keep moving, and use the lights on either side of the bridge to refill your health/energy when needed. As all of this is happening, return fire continuously at Alden's orb in the center of the Conduit to maximize damage. Send him reeling enough times, and this mission concludes. But the game's not quite over... yet.



Mission Twenty-Nine: The Price



Your first mission started in the Historic District borough of Empire City will begin as soon as you arrive at the location designated on your map above. John will call Cole up and tell him that's it's *almost* time to go after Kessler. But because of the fact that you're essentially pinned down in the Historic District, he implores you to take a defensive posture first. This includes going to the nearby 19th Street Bridge and lowering it, so that you have an escape route back out of the borough in case everything goes to hell. That's some sound advice, John. So, head over to the predetermined location on the east side of the borough. The bridge control unit is identical to ones you've charged up earlier, so charge it up and the next section of the mission will begin in earnest.



Now, Kessler's a sick dude. We already know this. But now, he wants you to make a series of daring rescues, capped off by a major choice that will set the stage nicely for the game's ultimate conflict, which happens in the subsequent chapter. Furthermore, he's throwing all of the First Son soldiers he possibly can at you, including their special version of a Conduit, which is in fact a gigantic, menacing looking monster that is nothing more than a hologram. To defeat these foes in particular when they show up, aim at the actual First Son body within the hologram itself. You'll know you're damaging it when it glows red upon being struck. Hit it enough and the hologram will disappear, leaving the defenseless driver writhing on the ground. Be sure to kill the actual Conduit *quickly* once he hits the ground, or you're going to have to deal with the enemy reborn after a few seconds!





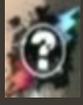
**Mission Twenty-Nine: The Price (Continued)**

In addition to Conduits, you're going to have to deal with a massive slew of regular infantry as well. The First Sons, with their gas masks and powerful assault rifles, back a wallop. Getting through this area alive will require considerable skill, constant use of your HUD (to track enemy locations and movements), and perhaps a little bit of luck as well. That's because as you're fighting them, you have three preset locations to visit. Each of these locations, spurred one after the other, contains innocent civilians trapped by an electrical fence. While fending off enemies, you must arrive at each of these locations and free the citizenry within the confines of the fence before the bomb on the timer goes off. To get rid of the fences, you have to assimilate the energy making them, which is easy enough, but there's plenty of factors apart from simply enemies around you that will complicate things for you tremendously.



Indeed, not only will you have to deal with myriad enemies of all varieties, including Conduits, standard infantry, and even pesky gunners manning stationary machineguns, but you'll also have to bounce from one of these explosive situations to the next (pardon the pun), all the while surviving long enough to tell the tale. You're going to have to delicately balance the freeing of the civilians with fighting enemies, because no matter which slant you're playing as, rest assured that if one group of civilians dies in one of those electrically-bound cages, you'll have to start over again! The important thing to keep in mind is to draw enemy fire away from the electric cages, all the while making sure you yourself don't make the fatal mistake of shooting into the civilians either. A good technique to employ is to make a break for the civilians' holding cells as soon as it's safe, even if all enemies aren't slain yet. The next timer won't begin until the very last enemy is dead in the last wave and *not* when the last civilians were freed, so you can easily game the system with just such a technique if you're having any issues.





**Karma Moment** | Free the six doctors, or free Trish.



When the third and final group of civilians are freed in the park, and you've dealt with all of the enemies that were guarding them (of which there are a significant amount), Kessler will hit you with a final, all-important choice. Kessler has captured seven people. Six of them he identifies as doctors, and they're all hanging from the same building with a bomb at the center of them. On another building a bit of a distance away from the previous building, you'll find a woman who Kessler identifies as Trish. She too is strapped to a bomb. There's simply not enough time to scale both buildings in an attempt to free all innocent civilians involved. For good karma, you can scale the building with the doctors and free them, but for bad karma, go after Trish and let the doctors plummet to their death. Regrettably, as you find out, the outcome is relatively the same either way, but karma earned is karma earned, nonetheless. Cole is now *really* angry. And it's time to go after Kessler to prove it once and for all.



**Mission Thirty: Vengeance**



John gets in touch with Cole to let him know that, because of the old-school nature of half of the Historic District's power grid, power can be turned back on, but it must be done in a different sort of process. When you arrive at the location given on the map above, however, you'll jump into the sewer below, and things won't exactly begin in a way that indicates this process is any different than it was when we turned the lights back on in Neon and Warren. Hide behind the electrical circuitry ahead as soon as you land in the sewer, and defeat the enemies across the water. Then, use the vertical pipes to get across the water as easily as possible, and work your way towards the severed power line, which once reconnected, will teach Cole his final new, special skill in the game -- the extremely powerful, energy-sucking Lightning Bolt, which can be used by pressing downward on the D-Pad, while using Sixaxis to control the direction in which the bolt roves.



Time spent in the sewers from here will be short-lived. There's no electrical box to activate down here, so all you're looking for is a way back to the surface. Finding your way is as easy as heading towards the sky blue-colored dot on your HUD, though you'll run into some enemies and a few obstacles along the way. Generally speaking, you should be able to take care of things rather easily here, since you have *plenty* of experience navigating like sewers during the duration of the game. And indeed, this will be your last one. As usual, stay out of the water, use vertical pipes to get around, and be sure to take out First Son enemies quickly, to minimize the damage they can deal to you.



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| « | Mission Twenty-Nine | Mission Thirty | Mission Thirty (II) | Mission Thirty-One | » |
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**Mission Thirty: Vengeance (Continued)**

When you arrive at the predetermined spot in the sewers, Cole will automatically climb back to the surface. And while you no doubt noticed that your Lightning Bolt skill wouldn't work in the sewers, now that you're back in open air, Lightning Bolt will become a valuable asset indeed. You'll be forced to test it almost immediately, when some enemy trucks drive up towards you. You can fight them the old-fashioned way, but well-aimed Lightning Bolts will simplify the equation exponentially. Use Sixaxis to steer the bolt after it's unleashed, and watch as it causes massive wreckage of the trucks and their deadly gun turrets. With the gun turrets eliminated and any peripheral infantry felled, you can then head to the first of three substations, as marked on the map. *This* is where the light-turning-on process deviates from previous instances throughout the game.



You'll be forced to tackle the substations in order, so that only one appears on your map at any given time. However, each is identical in nature. The substation is a box built alongside streets, in back alleys, et cetera. After charging up the box's control unit with some basic electrical attacks, Cole should stand atop the box as it charges up. The fact that the box is instantly electrified means that it's nearly impossible to lose any power at all, nonetheless end up with a completely empty gauge. As a result, pepper enemies with all sorts of attacks as they begin to appear, en masse, on your HUD. The game tells you to employ Lightning Bolt, but in fact, Shock Grenades thrown by the dozen are much, much more effective. As long as you stand atop any of the three substations, you'll have no problem staying charged. Thereafter, chuck as many Shock Grenades as you so desire, supplementing those devastating attacks with some basic attacks to eliminate any pesky stragglers.



The story will be the same throughout your adventures with the three substations. You'll first have to charge it up, and then stand on top of it while it charges up. The boxes will charge in 25% increments, and they seem to be more affected by the waves of enemies you kill than the amount of time that's gone by. Therefore, there's no reason to hold out against enemy waves to buy time -- killing waves rapidly will net you quicker results in regard to charging up the boxes, period. Your HUD is your best weapon here, since masses of enemies will arrive on the scene at one time and can be completely preempted with Shock Grenades before they're even remotely a threat. Keep these tips in mind and abuse the crap out of them, because they're effective. And yes, when a stray truck totting a machinegun nest appears on the scene, put away those Shock Grenades and hit it with a Lightning Bolt instead, for massive lulz.



Mission Thirty-One: Against the World



This mission, for so late in the game, is a pretty simplistic one. However, it's going to take some time and patience to successfully execute what it is you're actually supposed to do here. John will inform you that there are four hot air balloons roving around the three boroughs, spilling a gaseous form of the hazardous tar from earlier in the game onto the helpless, ever-tortured civilians of Empire City. And naturally, he wants you to do something about it. Each of the balloons are represented by blue dots on your HUD, though they only appear in a certain sequence. You'll need to deal with the one in the Historic District first, followed by the one in Warren, and finally, the two located in the original borough, Neon.



Dealing with each balloon is, in premise, quite simplistic. For starters, you'll need to destroy the missile-chucking drone aircraft that is circling around and protecting each hot air balloon. Keep an eye out for its projectiles as you line up the aircraft in your sights and eliminate it. From there, you'll want to focus on the balloon itself. Each balloon is equipped with pesky machineguns that will shoot at you, even through the blue shield that protects it. To get around the blue shield, employ the Lightning Bolt attack, which will automatically target the balloon if you're close enough. Doing so will temporarily lower the balloon's shield for a few minutes, while you figure out a way to get on to the balloon to finally disable it. Keep in mind that you'll need to avoid the machinegun fire of the balloon all the while.



To get on each balloon, you'll have to scurry to the top of a tall building, which is usually your best bet to glide carefully to the balloon's little circular walkway near its base (use Static Thrusters to carefully maneuver towards it). Once on the balloon, unlatch the platform from three different sections. Since the platform acts as the weight that drags the balloon towards the ground, once the latches are uninged and the platform flies to the ground, the balloon will float harmlessly into the upper atmosphere. From there, you simply need to repeat the process on the next three balloons as they appear on your map, for identical challenges and results. And hey -- don't fret if you become intoxicated by the gases being spewed by the balloon. The affects are only temporary, though you won't be able to jump, attack, or otherwise do much of anything while under its dastardly spell.





**Mission Twenty-Two: Hunt for the Ray Sphere**

This, one of the final missions in the game, brings you on a quest to negate the effects of a trio of cloaking devices that are obscuring the exact location of the Ray Sphere. With these three devices still functioning, John and Cole will never find the Ray Sphere, so each device must be found and destroyed. Not surprisingly, since there are three boroughs in Empire City, the three Ray Spheres are strewn around those locations. Thankfully, John's cooked up a little something for you. He's got a helicopter working that will help an aerial tracking of the devices, with an electrified platform underneath for Cole. It's up to Cole to travel to each location via the helicopter, while protecting it from armed thugs all the while.



Protecting it from enemies is a simple task, especially because of the electrified platform. In fact, if you want to use attacks like Precision, you can do so *endlessly* without much of a penalty at all. That's because, even if you drain your very last bit of energy, the energy automatically supplied to Cole simply because he's standing atop the platform means he can still fire over and over again. Of course, you'll want to use attacks like Precision sparingly simply because, while it packs an incredibly wallop on foes, it also slows down time, increasing drastically the time spent airborne. And since the helicopter must be protected and is susceptible to all types of attacks (especially from RPGs), minimizing exposed time should be balanced with powerful attacks on enemies. Remember -- use your HUD to predict where foes are located, so that you know beforehand what to expect, and can be prepared for the threat.



Eventually, John will bring you to the first location. Be sure to get off of the helicopter only when he tells you to. When he does, a blue dot will appear on your HUD, which represents the cloaking device you're looking for. Now, get this -- the devices that cloak the location of the Ray Sphere are themselves cloaked (mind-blowing, I know), so you're going to have to follow the location on your HUD very specifically, since you won't see the device until you're literally right on top of it. Of course, you're going to have to fend off a plethora of enemies en route to the device, so be prepared to have your hands full with all sorts of enemies. When you find the device, you will be forced to destroy it with a very specific attack -- Lightning Bolt. Use it on the device, and once it's destroyed, you can then backtrack to the location of John's helicopter, where you can head to the next destination.



Your trip in the air towards the next cloaking device will be relatively identical to the last trip. You'll need to continue to protect the helicopter from attacks (remember -- while most RPGs will miss your craft, you can use Shockwave to reflect them back at the enemies who fired them if you're nervous about the helicopter sustaining too much damage). Once more, John will let you off at a predetermined spot, you'll have to fight your way through a slew of enemies, and once more, you can use Lightning Bolt on the device whose location is shown on the HUD in order to destroy it. That only leaves one more device left.



As is usually the case in videogames -- especially mission-based titles -- the end of the mission is always harder than the beginning. The same can be said for your current adventure, because you'll meet a more determined and deadly resistance force as you travel in the air towards the location of the third and final cloaking device. Remember that you have an unlimited amount of electricity at your disposal, so long as you stay on the helicopter's electrified platform. Use this to your advantage to ruthlessly eliminate any enemy resistance you encounter... and you will encounter a lot of it.



The final location John will bring you to is a mostly-destroyed parking structure that's been severed in two. Because of its close proximity to the original explosion in the Historic District, things are in fact more decrepit and in shambles here than anywhere else in the city. And because of all of the debris and massive amounts of thick concrete, John can't pinpoint the exact location of the cloaking device. At least, not yet. First, you're going to have to travel through the parking garage to eliminate all of the enemies. The airborne mechanical foes that chuck grenades are especially annoying here. Once all of the enemies are killed, the cloaking device will suddenly show up on your HUD. It's located in the same half of the structure the helicopter is located above, on the edge of a crumbling floor in the middle of the multi-floor garage. Find it, destroy it, and the mission will suddenly conclude.



Mission Twenty-Three: End of the Road



After you finish this lengthy, multi-faceted mission, you'll finally get to fight Kessler in the game's grand finale. But of course, getting through this mission is no easy task, considering it's the last true mission in the game. It has a little bit of everything, split up into three primary parts. First, John will ask you to destroy three AA guns (anti-aircraft for the military non-nerds out there) so that his helicopter can drop a canister of poisonous, toxic gas onto the First Sons' hideout. The second leg of the mission will involve a chase, as the Ray Sphere is moved to a new location. And the third and final leg of the mission is a standard on-foot exercise, as you bust through the final remaining resistance standing in between you and the Ray Sphere, where you'll make perhaps *the* biggest choice in the entire game.



First up are those anti-aircraft batteries. There are three of them in a tight nook of buildings, and you can destroy them in any order you desire. All three are represented by sky blue-colored dots on your HUD, and of course, the myriad red dots surrounding each of them represent enemy contingents that will stop at nothing to ensure you don't succeed. Dealing with this section wholesale is all about aggressive tactics. Try to stay on rooftops to give yourself a height advantage on enemies firing at you from street level, while you engage enemies on various rooftops instead. When you reach any of the three AA guns, use your Lightning Bolt attack to obliterate the gun, and then move on to the next one. No one gun is better guarded than the next, so you really can move on them in any order you choose. And remember that you *don't* have to kill enemies surrounding a gun to get a shot at it. In fact, you can theoretically destroy the guns without shedding any enemy blood at all, if you're skilled enough (though why you'd want to forego the experience for killing all of these enemies is beyond us).



As you move from gun to gun, make sure to stay well-healed, and also make sure to keep your electrical meter as high as possible. You'll be dealing with all sorts of enemies, including many standard infantry soldiers, airborne grenade-throwing machines, and even pesky, cloaked Conduits. However, destroying the anti-aircraft artillery seemed to be for naught, because as soon as John gets close enough to the First Sons' building to destroy it, a few of them manage to escape by the skin of their necks in an 18-wheeler, towing the Ray Sphere to safety. Naturally, you're going to have to chase them. And quite the chase it is.



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| « | <a href="#">Mission Thirty-Two</a> | <a href="#">Mission Thirty-Three</a> | <a href="#">Mission Thirty-Three (II)</a> | <a href="#">Mission Thirty-Four</a> | » |
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**Mission Twenty-Three: End of the Road (II)**

The early-going of the chase will let you fall far behind, because there really isn't much of a choice in the matter. Pursue on foot or, if you can find a valid path above, use electrical wires to keep up with the truck. It's when the truck begins to cross the bridge into another borough that you'll be able to catch up with it more closely. Use the wires that go over the water from one borough to the next to span across really quickly. When you see a train track suspended above the streets in the new borough, get on them and head rightward. The truck will conveniently travel underneath the track for some time, allowing you to mindlessly follow along with it. When it deviates, you're close to the stop point of this chase, so dash rightward at John's insistence, and you'll end up in a dockside First Sons compound, where they intend on guarding the Ray Sphere to the very last man.

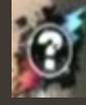


Compared to the events that lead up to this final branch of the mission, you'll have very little issue with the final leg. While the confines you'll be fighting in on this dock are extremely tight, and while the enemies are extremely aggressive, I won't go as far as saying this is nothing you haven't yet handled in the game. If you got this far in the game (and clearly you have), you'll no doubt find this rather anticlimactic indeed. Prioritize the elimination of the airborne grenade throwers first, since they supply a lot of pain with their pinpoint accuracy, and use your HUD to ensure that no enemies are flanking you or left behind. Take it nice and slow as you move forward. When you see the Ray Sphere in the distance at the end of the dock, you're just about done.





**Karma Moment** | Activate the Ray Sphere, or destroy it.



As if it comes as any surprise, though, finding the Ray Sphere isn't the end of the story. The game is sadistic enough where it asks you to make a choice, one way or another, in how the Ray Sphere is dealt with. And thus, the main story's *final* karmic moment takes place. John wants the Ray Sphere destroyed, and those playing with a good karmic slant will agree with him. So if you're playing as a good character, absolutely, positively make sure to take that path. However, if you're playing as an evil character, the moment you've been eagerly awaiting is finally here. Activate the Ray Sphere instead, and you'll net bad karma for Cole. As with many choices, the game seems to take a similar slant no matter which choice you make. And it all culminates in the game's very final mission -- The Truth -- which pits Cole against the man known as Kessler.



Mission Twenty-Four: The Truth



This is it, the moment you've been waiting for, the very moment you played the entire game through to get to. Finally, you'll get a chance to fight Kessler. This battle can be extremely daunting for many gamers, because there's no doubt about the fact that it's a tough fight. But if you know *precisely* what to expect from Kessler and *precisely* how to react, you'll find that this battle is, in fact, laughably easy.





Throughout the battle, Kessler will use the same moves over and over again, though the more you damage him, the more you can expect him to break out a new move or two here and there. There are a few "main" moves you should keep an eye out for. For instance, Kessler can summon an earthquake that moves out from his body in a complete circular radius. When this occurs, run away from him, and its effect should be eliminated (though it only mildly damages you and throws you back if it hits you). Kessler can also use an Emperor Palpatine-like attack, using lightning bolts to hold you in place, tossing you across the screen to a new location for minor damage. Perhaps his most-spammed move, however, is his disappearing-and-reappearing act, in between which he lets loose a fiery-like lightning bolt outward from his hands. Dodge this attack three or four times, and Kessler will fall to his knees, temporarily exhausted. It's at *this* time, my friends, that you strike.



There are numerous other ways to damage Kessler, but it's during his temporary exhaustion period after firing off those lightning bolts that he's most susceptible. Keep in mind that if you don't dodge all of those attacks in succession, he won't rest, but rather toss out a few orange orb-like grenades from his person. So be sure to dodge the attacks successfully. Then, when he rests, *carefully* chuck a swarm of Shock Grenades at him, which will damage him rather significantly (perhaps 5% damage taken per cycle, perhaps a bit more). This is an extremely effective way to damage him, since he uses those attacks often, and it will work throughout the battle. Even when he breaks out special attacks as he sustains more and more damage, such as summoning airborne grenade throwers (which should be shot and killed), or summoning ghost-like apparitions that must be dealt with, he'll still break out those other same attacks, and you can continue to damage him slowly but surely.



Just to cover all of our bases, to regenerate health or electrical power (which is the same thing, really), use the severed electrical circuits sticking out of the debris all over the place. To supplement the damage you're dealing to Kessler in addition to the Shock Grenade damage, which will be a majority of the damage dealt, consider shooting standard bolts from your hands at him, though don't do this if it's going to endanger your survival and cause you to get hit with attacks. And finally, during the quicktime events that occur during the middle and at the end of battle, simply mash the X button as you move the circle icon located on Cole's hand towards the corresponding circle icon on Kessler. Taking all of these tips into account, you should be able to make mincemeat of Kessler. And once he's downed, the game's main story concludes. But fear not! Ignored side quests, neglected Dead Drops, and ignored Blast Shards can still be acquired post-The Truth.



## Infamous Side Quests

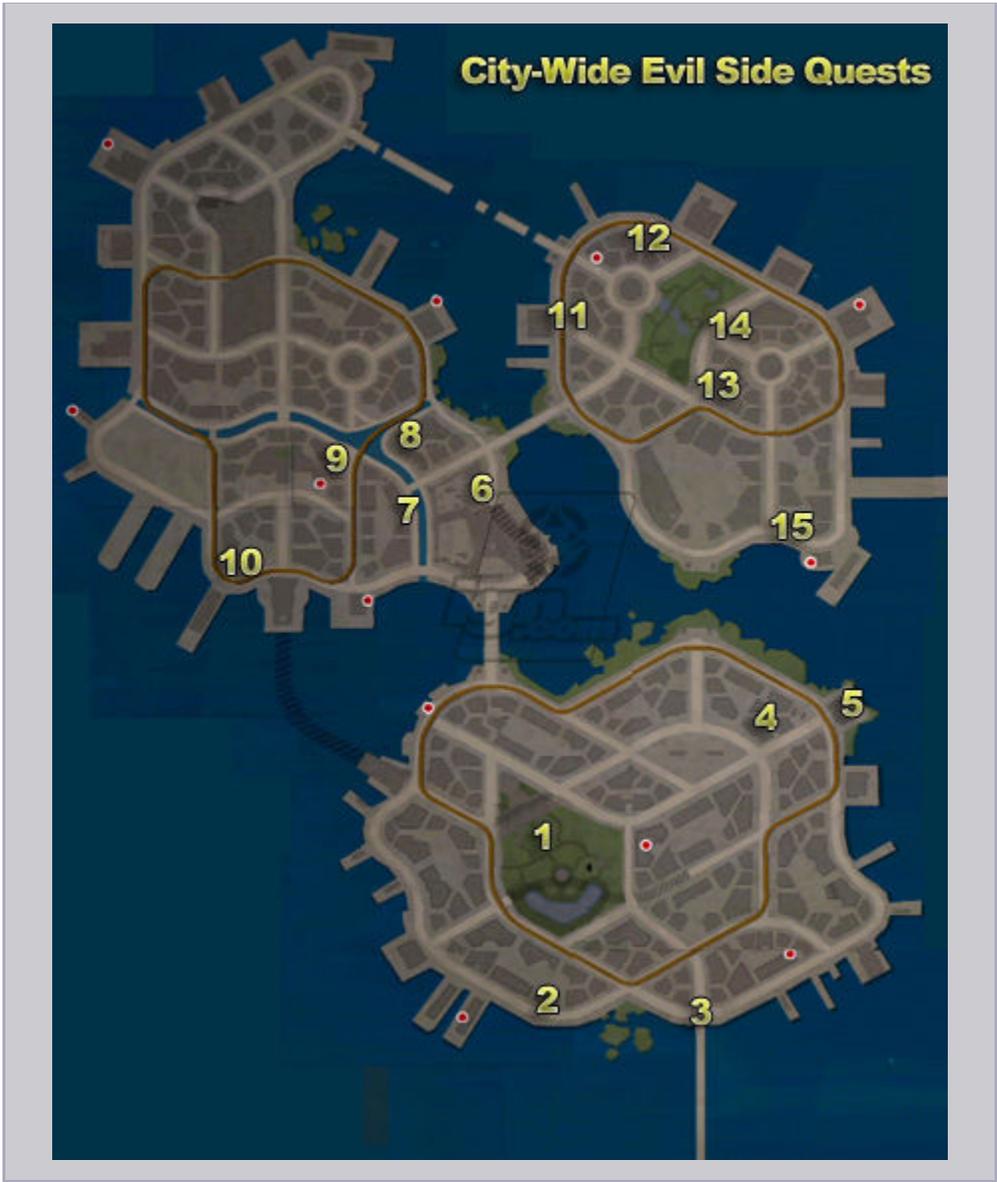
Welcome to the Side Quests section of our guide. Here, you'll find each and every side quest in the game covered in its entirety.

The links below will bring you to five distinct directories. Three of the directories will lead you to complete coverage for the standard side quests in the game, separated by borough. These side quests appear on your map as yellow exclamation points surrounded by yellow circles, and can be undertaken by any character, regardless of moral slant. The other two links -- Good Side Quests and Evil Side Quests -- can only be undertaken by good or bad characters, respectively. And since doing a good quest negates its equivalent evil quest, one must play through the game twice to see it all.

Click on the link below to get to the desired directory, and you can go from there.

|   |                            |
|---|----------------------------|
| <a href="#">Evil Side Quests</a>              |                            |
| --  | <a href="#">CLICK HERE</a> |
| <a href="#">Good Side Quests</a>              |                            |
| --  | <a href="#">CLICK HERE</a> |
| <a href="#">Historic District Side Quests</a> |                            |
| --  | <a href="#">CLICK HERE</a> |
| <a href="#">Neon Side Quests</a>              |                            |
| --  | <a href="#">CLICK HERE</a> |
| <a href="#">Warren Side Quests</a>            |                            |
| --  | <a href="#">CLICK HERE</a> |

|             |             |             |             |               |
|-------------|-------------|-------------|-------------|---------------|
| Evil Quests | Good Quests | H.D. Quests | Neon Quests | Warren Quests |
|-------------|-------------|-------------|-------------|---------------|



|                                   |                            |
|-----------------------------------|----------------------------|
| <b>Side Quest One: Angry Mob</b>  |                            |
| 01                                | <a href="#">CLICK HERE</a> |
| <b>Side Quest Two: Hit Squad</b>  |                            |
| 02                                | <a href="#">CLICK HERE</a> |
| <b>Side Quest Three: Rampage</b>  |                            |
| 03                                | <a href="#">CLICK HERE</a> |
| <b>Side Quest Four: Dirty Job</b> |                            |
| 04                                | <a href="#">CLICK HERE</a> |

|  |                            |
|--|----------------------------|
| <b>Side Quest Five: No Forgiveness</b>       |                            |
| 05   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Six: New Friends</b>           |                            |
| 06   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Seven: Minions</b>             |                            |
| 07   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Eight: Stick it to the Man</b> |                            |
| 08   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Nine: Death March</b>          |                            |
| 09   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Ten: Night on the Town</b>     |                            |
| 10   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Eleven: Rampage (II)</b>       |                            |
| 11   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Twelve: Death March (II)</b>   |                            |
| 12   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Thirteen: Titanic Beatdown</b> |                            |
| 13   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Fourteen: Angry Mob (II)</b>   |                            |
| 14   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Fifteen: Minions (II)</b>      |                            |
| 15   | <a href="#">CLICK HERE</a> |

## Evil Side Quest One: Angry Mob

The first evil-based side quest we'll bring you to takes place in the middle of the large park that itself is in the middle of the borough of Neon. You'll find a man at the point designated on your map, and he'll let you know that a group of sixteen protesters is currently moving through the park, along with a group of cops. And this group combined wants Cole dead. Naturally, Cole is going to have to turn the tables on them. The protestors will appear as hollow red squares on your HUD, and all sixteen must be killed in order for this side quest to end successfully.



The protestors won't attack you at all, even when you start attacking them. What you have to worry about here instead are the cops that are with them, since they're all armed with guns and won't hesitate to return fire as soon as you open up hostilities with the protestors they're protecting. Since the protestors walk in huge groups, try chucking Shock Grenades into the middle of them to potentially kill them all at once. Even if it doesn't work as well as we think it will, it will still allow you to thin the protestors' ranks significantly, allowing you to pick off any survivors rather easily. The side quest will end when the sixteenth protestor is turned into a corpse, even if there are cops leftover.



## Evil Side Quest Two: Hit Squad

At the location designated on your map, you'll find the local neighborhood snitch. This man is happy to tell Cole that the cops are currently out, en masse, looking for him. He lets Cole know that if he moves on the cops now, he could easily turn the tables on them and eliminate the search party before they know what hit them. Cole agrees. At this point, a group of yellow and red dots will appear on your HUD. The yellow dots represent police cruisers, while the red dots represent the cops moving alongside the vehicles on foot. All must be eliminated for this mission to end successfully.



Begin by moving towards the huge group of dots on your HUD. If you time things out well, you should run into the group out of an alleyway while they're on the street. Therefore, you can get a jump on attacking them before they even know you're there. Begin by chucking as many Shock Grenades into the fray as you can possibly muster. If you do this with enough force, this could very well be enough to end the charade before anything else happens. But at the very least, preempting your appearance with such explosive tactics will likely destroy all of the cruisers and considerably thin the cops' ranks. From there, all you have to do is clean up the scraps, and this side quest will end easily enough.



### Evil Side Quest Three: Rampage

Head to the point designated on the map, and you'll find a man underneath a train trestle with some information that will help evil Cole out. Those cops are endlessly chasing Cole, and this man lets Cole know that they're planning something extra special for him. However, the operative word here is *planning*, because they're not quite ready to deal with Cole yet. This man hypothesizes that if Cole causes enough havoc around the city, that he'll be able to draw the cops out prematurely, increasing his odds against them. And that man's hypothesis ends up being true, as you will soon find out.



A meter of sorts will appear on the upper-right portion of the screen. There, you will find out just how much havoc you've caused. Doing so is easy. Just find a group of cars and people and throw Shock Grenades at everyone, sending things sky high. Eventually, doing this kind of damage is bound to grab the cops' attention, and they show up in force, in several waves. Keep a close eye on your HUD so you can see from where the cops are dumping into the area from. Then, go ahead and lay into wave after wave of them, using whatever attacks you deem necessary, and keeping Cole healed via electrical conduits all around you. When the final cop in the final wave (there should only be three waves) is dead, this side quest will successfully conclude.





## Evil Side Quest Four: Dirty Job

If you're expecting to find Mike Rowe here, you're sadly mistaken. Instead, at the designated point on the map, you'll actually find a woman who wants to help Cole out. She, too, is a criminal, and she has an offer for you. In return for killing someone that she wants dead, she'll give you her store of Blast Shards that she stole from some local cops. Cole agrees, and in return gets a picture of the man who needs to be killed in order for this deal to go through. You'll be able to pull up this picture at will hereafter by pressing the Triangle button. The man in the picture, brandishing a pistol and wearing yellow, can be found within the confines of the circle shown on your HUD, which encompasses much of the nearby park.



Finding the man and killing him won't be an issue for you. You simply have to be patient enough to find and eliminate him. After doing this, however, you'll be compelled to head back to the woman who contracted you for this side quest to claim your prize. When you do that, she'll offer up the Blast Shards, but when talking about how she stole them from the police, the police conveniently show up on the scene, kill her, and begin firing at you. Return fire on the group of cops, killing all of them. Then, claim the Blast Shards in the open locker for this side quest to reach its conclusion.



## Evil Side Quest Five: No Forgiveness

Talk about people that just can't let stuff go. The woman you find at the location given on the map is *quite* pissed off at Cole, and perhaps for good reason. She lets Cole know that everyone she knew and loved, including family, died in the Ray Sphere's blast. And since everyone in the city knows that Cole is the one responsible for that, this woman wants retribution. And while she'll attack you, she's not going to be alone in this assault. After she runs off, that's when you're going to have to deal with the real brunt of your bad luck.



A group of cops will show up on your HUD at this point, and will quickly reveal themselves in person from around the corner. You're going to have to deal with this group of cops, killing all of them, to complete this side quest successfully. This is actually a really easy side quest compared to some of the others, so there's little else to really say aside from that. The side quest will successfully conclude as soon as the last cop corpse hits the ground. So get to work!



## Evil Side Quest Six: New Friends

Once you reach the location shown on your map, you'll be able to access the side quest in question. This side quest brings back to Cole a familiar character; a woman absolutely infatuated with Cole named Sasha. As you may recall, you fought (and killed) Sasha during the thirteenth mission of the game, one called Dinner With Sasha, but she never stops psychically reaching out to Cole regardless of her worldly situation. She'll ask Cole to free her Reaper friends from the nearby prison. To do so, Cole must head up to the roof of the building, where he can destroy the generator there. With the generator disabled, there will be nothing but cops wielding pistols to keep the Reapers at bay, so they'll essentially find themselves free at that point.



Getting to the roof of the prison isn't as difficult as it may seem. Your best bet is to head all the way around to the front entrance of the prison, where you'll no doubt be assaulted by several police officers. In fact, expect to be confronted by numerous cops and prison guards as you climb up towards the roof. Once at the entrance to the prison, head forward and shimmy up the half-columns affixed to the building's facade on your left. Then, scurry to the right and begin climbing up the destroyed section of the prison, using various beams and poles to drag yourself up to the roof. The generator that needs to be drained of energy is on the lower tier of roof to your right. Jump/glide over to it, or run across the connecting bridge. Either way, once the generator is drained, this side quest concludes.



## Evil Side Quest Seven: Minions

Yet another side quest induced by a psychic episode involving Sasha, Cole will be asked by Sasha to free some prisoners of the Dustmen that are locked up in cages nearby. The cages are in an alleyway strewn not too far from the starting point of the side quest, so you won't have an incredible distance to travel. When you arrive, you'll find seven cages that need to be opened. But first, Sasha asks Cole to turn on the nearby valve so that all of the innocent civilians are covered in toxic tar. Thereafter, you can free the seven hostages from the cages. These now-evil minions will be used to fight some Dustmen in your vicinity.



For starters, head over to where all of the red dots appear on your HUD, which is where the brunt of the Dustmen in this area are located. You'll have to kill twelve of these guys for the side quest to conclude successfully. This is easy, of course, and is made even easier by the fact that your seven new friends will attack and kill Dustmen on their own, too. Naturally, you're able to do the job quicker and cleaner than they are, so feel free to do the brunt of the damage if you so desire. However, if you were to sit back and let your friends do all of the work, they would eventually kill the prerequisite twelve Dustmen on their own.



## Evil Side Quest Eight: Stick it to the Man

This Sasha-induced side quest is certainly one of the more frustrating ones in the game. After heading to the starting point designated on the map we've affixed to the guide, you'll run into three Reaper Conduits. Don't be alarmed! This trio of hoodlums is on your side for the time being. There's a nearby police station that Sasha wants you to destroy with the help of your new friends. Naturally, you're happy to oblige, since you're a psychotic evil character. Follow the Conduits and meet up with them atop another building, and before you know it, the yellow icon on your map/HUD will show you where the police station is. The idea is to damage the police station enough that it explodes -- the station's "health meter" should be tucked in the upper right corner of your screen.



What makes this side quest so incredibly frustrating isn't only the fact that your Conduit helpers are all-but-useless, but that the police station is heavily-guarded by myriad police officers, covering it from untold angles. Try as you may, you're going to be inundated with police presence throughout the side quest. The best route to victory is to climb the building ahead of you after meeting up with the Conduits. Kill the enemies below and to the sides, as well as the enemies occupying the balcony in front of the target station and the officers atop the roof to your left. The biggest targets, and most important to hit first, are the stationary machinegun nests that can rip you apart in mere seconds. Then, climb up to that aforementioned rooftop overlooking the balcony with the police station. Thunder Drop down to kill any remaining enemies and turn your electrical ire on the station's entrance. A few good strikes, and the station will explode, leaving little trace that it ever existed in the first place.



## Evil Side Quest Nine: Death March

This side quest should be familiar to you, since it's of a variety that typical neutral side quests also offer up. After heading to the low-lying rooftop that acts as the starting point of this mission, you'll be asked to run over to a location where three Reaper Conduits have captured and disarmed four Dustmen. Sasha will speak with Cole psychically and let him know that she wants these guys moved to a yet undetermined location -- *not* killed. And just like that, you'll be asked to start moving the prisoners. Do so by convincing them to move with a shock to the back.



When the prisoners begin moving, you won't have to bring them very far for one of them to scamper off and attempt to escape. Run after the prisoner and shoot him a few times to get him back in line, and then run back to the other prisoners to get them moving again. Remember -- you can shock them again to get them moving faster, but it's not necessary if you're a patient person. Eventually, when you reach the waterside, you'll be told by Sasha to do the defenseless prisoners in. Gladly oblige, throwing Shock Grenades at the tightly-wound group to kill them all at once (or simply utilize another technique that suits you). When the last Dustman falls, the side quest will end in success.

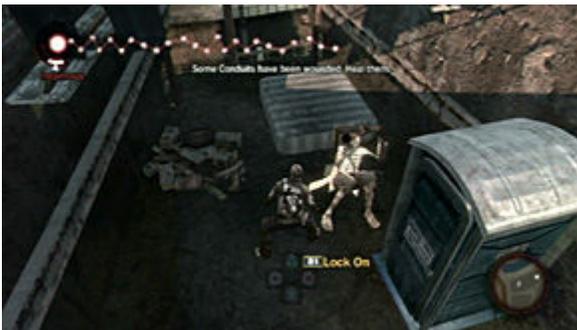


## Evil Side Quest Ten: Night on the Town

The final of the borough of Warren's five evil-slanted side quests we'll bring you to is called Night on the Town, and it's a relatively straight-forward endeavor. As you're no doubt used to by now, Sasha will contact Cole psychically and order him to meet up with a trio of Reaper Conduits that are stationed nearby. After beginning the side quest and finding the Conduits in question, they will begin to dart towards the first of two destinations the side quest will bring you across. Generally, the goal at both destinations is the same -- eliminate the Dustmen contingent.



Doing so is simple, especially with the help of three powerful Reaper Conduits who are actually on your side. The first fight is actually the toughest of the two, because you're awkwardly positioned. However, when you reach the second battle, you'll find yourself easily taking care of business. Not only will you be positioned on a roof overlooking the primary battleground (which is another roof below you), but all dozen-or-so Dustmen you have to kill here are all grouped together, making them prime targets for Shock Grenade spamming. After clearing a path with some Shock Grenades, you'll be able to jump down and clean up any residuals. Then, once you've rejoined the Conduits, the side quest will end.



## Evil Side Quest Eleven: Rampage (II)

The first of five evil-based side quests in the Historic District is, in essence, a retread of an evil side quest you undertook earlier in the game when exploring the initial borough, Neon. When you arrive at the starting point of the side quest on the western coast of the small island, you'll be contacted by Sasha. She'll order you to start some havoc in the Historic District to draw out some of the First Sons, where you can quickly do away with them. Making matters even better is the fact that she'll have three Reaper Conduits following you around, so they can help you throw some weight around when the going gets tough.



It's at this point that you'll no doubt notice the new meter in the upper-right corner of your screen. This is the meter that shows how much rampaging you've managed to do. Causing a rampage is easy -- simply head to ground-level and begin laying into groups of cars, one after the other. The more damage you cause, the higher the level will go. Once you hit the maximum level, droves of First Son soldiers will come out of the woodwork to fight you. All you have to do at this point is fight waves of enemies, one after the other. When the last foe in the last wave of enemies is defeated, the side quest will end suddenly.





## Evil Side Quest Twelve: Death March (II)

This will be the second (and last) time you'll have to do the Death March side quest, one which involves bringing a group of already-captured prisoners for their last walk on this Earth. After heading to the corresponding location shown on our map, which is atop a roof, you'll be contacted by Sasha, who will order you to find her Reaper Conduit friends back down on the surface. Head to their location, using your HUD to spot them if you're lost. You'll find three Reaper Conduits and three captured, disarmed First Sons soldiers. Once you arrive, it'll be up to you to get these prisoners moving towards ground zero, the area where the Ray Sphere exploded in Cole's hands.



En route, you'll have all sorts of familiar troubles you have when moving prisoners. The prisoners won't move quickly enough, so you can shock them to get them moving again (and shock them *again* thereafter to get them moving faster). If the foes turn on you, throwing rocks and the like, shoot them to subdue them. And if one (or more) runs away, wield your electrical powers and get them back in line. The only thing to remember here is to not punish them *too* much, or you risk killing them (though it appears the side quest can still be easily completed even when a First Son is prematurely killed). Finally, in the playground, Sasha will order you to kill the disarmed thugs. Do so, prioritizing the one that ends up turning into a First Son Conduit. When all three foes are done for, so too is the side quest.



## Evil Side Quest Thirteen: Titanic Beatdown

Are you ready to deliver a titanic beatdown? Good, then let's get going. Head to the location designated on our map with the number "13," and communicate with Sasha thereafter. She'll tell you to follow her Reaper Conduit friends, so that you can help them win a battle. The Conduits will bring you to Ground Zero in the Historic District, where an epic (albeit random) battle is occurring between the forces of the Warren-centric Dustmen and the home turf First Sons. This is a battle that's best observed -- and fought -- from afar.



For starters, you're going to have *two* enemies to deal with, but as long as you don't wholly eradicate one side or the other from the fight, they'll still have each other to focus on instead of just you. Thus, try to keep your attacks as balanced as possible, killing a few Dustmen, and then a few First Sons, and so on and so forth. Even if you're getting impatient and want to join the fray more immediately, be sure to at least clear the First Sons' airborne robots, since those guys can be a true, *true* pain in the butt. Then, deal with the Conduits on both sides, who are no doubt doing fierce battle with each other. The Dustmen Conduits are far more dangerous, but deal with whoever you can whenever you can. When each and every enemy on both sides of the conflict is killed, you'll be the lone person emerging victorious... with your newfound Reaper Conduit buddies, that is.



## Evil Side Quest Fourteen: Angry Mob (II)

You undertook a virtually identical Angry Mob evil-slanted side quest back when you were going around Neon, and now, you're going to undertake that side quest yet again in the Historic District. This time around, once you reach the predetermined location on your map, Sasha will contact Cole to let him know that there's a crowd of twenty protestors on the streets below, forming a movement against him, and guarded heavily by a police contingent. All twenty protestors must be killed to satiate Sasha, and to satisfy the finish conditions on this particular side quest.



For starters, this side quest is well-designed. Why? Well, it appears the entire roster of protestors can be killed en masse by simply waiting for them to walk along the street below you, Thunder Dropping on top of them, and finishing them off ruthlessly (and quickly, too). But because the heavily-armed SWAT-style police are guarding them, you'll do well to take them out first, because if you attempt to Thunder Drop on top of or otherwise engage the foes in battle there, you'll be in for a rather rude awakening, since you'll barely reach the ground before being riddled with a deadly amount of bullets. Take care of the cops on the rooftops and streets first. Then, prime your Thunder Drop by tossing a few Shock Grenades at the group of protestors. Those grenades, combined with a well-timed Thunder Drop, should do in all twenty protestors. If any are left alive, simply do them in with basic attacks, and all will end well... for you, anyway.



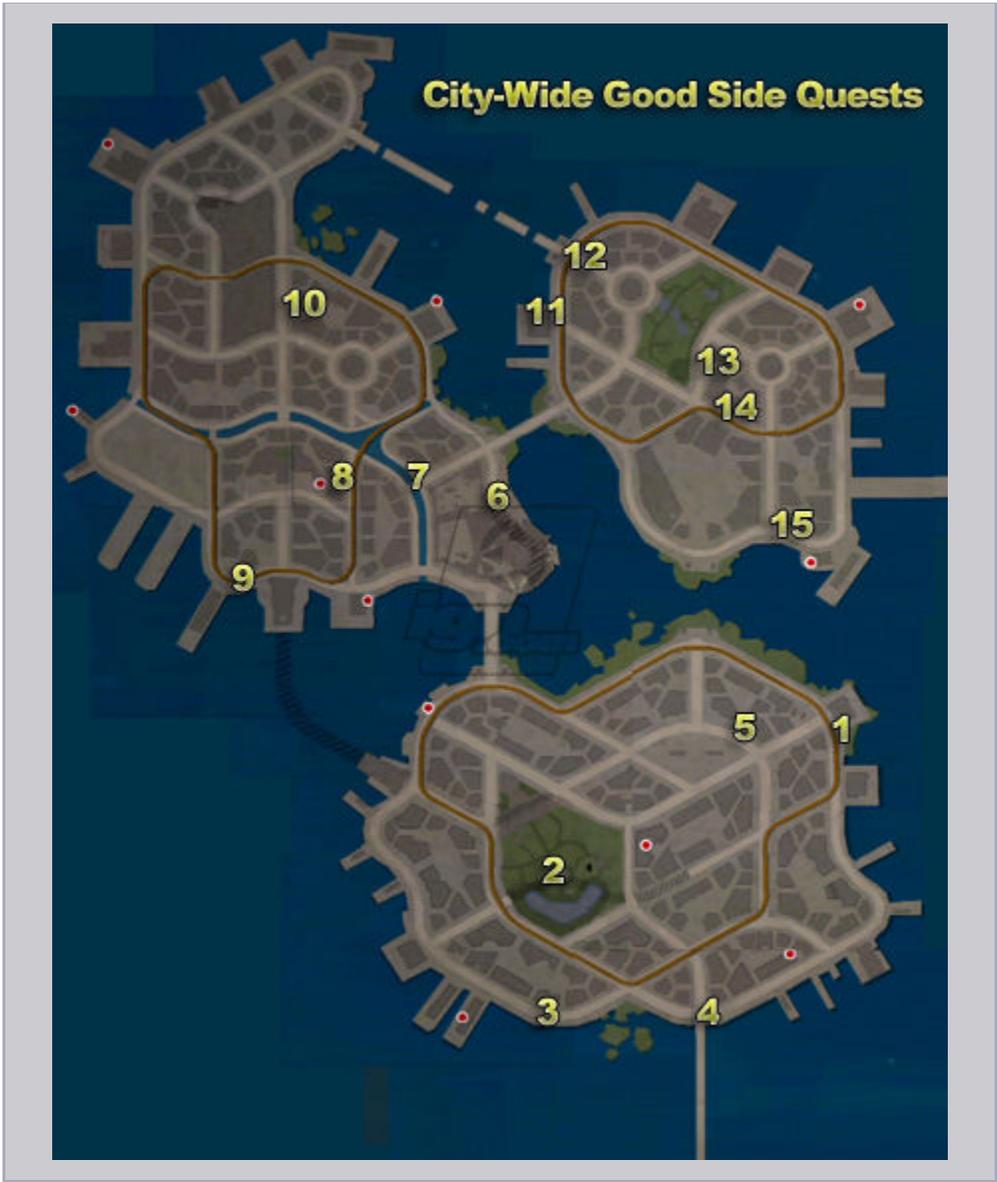
## Evil Side Quest Fifteen: Minions (II)

The fifteenth and final evil-based side quest on our docket involves the Minions quest, which is yet another quest which you undertook in Neon, but will undertake once more in a different way here in the Historic District. After going to the predetermined location shown on our map and speaking with Sasha once more, you'll be joined by -- you guessed it -- a group of friendly Reaper Conduits. And with them, you'll be ordered to go after and kill twelve First Sons soldiers.



This is an easy enough task, considering you won't only have the help of the Conduits on your team, but with a group of crazed civilians under the control of Sasha's spell as well. With all of this force behind you, you could theoretically sit back and let your minions do all of the work (see why this side quest is called such?) But things will go much quicker and much more smoothly if you get involved and slay as many First Sons as you can on your own, without any help. Don't worry if you take any innocent civilians with you during the melee -- your character is supposed to be an evil SOB anyway.





|                                       |                            |
|---------------------------------------|----------------------------|
| <b>Side Quest One: Walk the Dogs</b>  |                            |
| 01                                    | <a href="#">CLICK HERE</a> |
| <b>Side Quest Two: Fan Club</b>       |                            |
| 02                                    | <a href="#">CLICK HERE</a> |
| <b>Side Quest Three: Officer Down</b> |                            |
| 03                                    | <a href="#">CLICK HERE</a> |
| <b>Side Quest Four: Tough Collar</b>  |                            |
| 04                                    | <a href="#">CLICK HERE</a> |

|   |                            |
|---|----------------------------|
| <b>Side Quest Five: Tied Down</b>           |                            |
| 05  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Six: Containment</b>          |                            |
| 06  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Seven: Rat's Nest</b>         |                            |
| 07  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Eight: Walk the Dogs (II)</b> |                            |
| 08  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Nine: Walk the Dogs (III)</b> |                            |
| 09  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Ten: Cops and Robbers</b>     |                            |
| 10  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Eleven: Tied Down (II)</b>    |                            |
| 11  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Twelve: Rat's Nest (II)</b>   |                            |
| 12  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Thirteen: Fan Club (II)</b>   |                            |
| 13  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Fourteen: Titanic Justice</b> |                            |
| 14  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Fifteen: Walking Wounded</b>  |                            |
| 15  | <a href="#">CLICK HERE</a> |

## Good Side Quest One: Walk the Dogs

This location, at the northeastern edge of the borough of Neon, will house the first of fifteen good-slanted side quests we'll bring you across. When you arrive at this location, you'll be contacted by the local police chief, a man named Warden Harms. He'll tell you that he's got his hands full with the rampant crime now present in Empire City, and says that he'll be asking for your help every so often. This first task he has for you is a simple one. There are four Reapers being held by cops in a nearby alley. Unarmed and virtually harmless, these four Reapers must be transported safely to a police station so they can be interrogated. The cops are needed elsewhere, so you'll be on your own with this one.



After speaking with Harms, run to the location shown on your map, which is where the four Reapers are being held. The cops there will leave, so you'll thereafter be up to your own devices. To get the prisoners moving, shock one of them. To get them moving faster, shock another one of them, but don't go overboard, because you'll risk killing the enemies if you hit them too much. If any of the prisoners run away, go after them and shock them back into submission. If they attack you, attack them back. Otherwise, this side quest is as simple as walking from point A to point B, with all of your prisoners in tow. You can complete this side quest without all of the prisoners making the trek successfully, but you'll get a minute experience bonus if you do the quest as intended.



## Good Side Quest Two: Fan Club

It seems that even though everybody in Empire City knows that Cole was the one holding the Ray Sphere when it exploded, they still have a soft spot for the man they consider a hero. In fact, they want to show their support for Cole by rallying through the streets, protesting the current Reaper-led occupation of the borough of Neon. Warden Harms will instruct Cole to head over to where the protesters are, so that he can protect them from an inevitable Reaper ambush. Getting there is simple enough -- you should be able to cut through the park towards the yellow icon marked on your HUD, which is where the protest is currently taking place.



You can easily observe the protest march from the raised concrete walls dividing the park's edge from the city streets, but you'll have to keep moving to keep up. Instead, consider jumping onto the top of the cop car that's roving around in the middle of the protesters, which will allow you to effortlessly move forward with the people you're supposed to protect. For a few moments, things will be quite quiet, and you'll wonder what exactly you're supposed to do. Then, a group of Reapers throw a successful ambush, a rocket hurtles towards the protesters, and you'll now have to fend off four Reapers to win this side quest. Take out the enemy on the roof first, since he's packing an RPG, and then destroy his lesser friends on the ground. This is a rather anticlimactic battle, we admit, but once it's over, so too is this side quest.





### Good Side Quest Three: Officer Down

At the location given on your map, you'll find a downed police officer. A victim of the ruthless Reapers, this officer still has a story to tell even after he's fallen. Examine the corpse and Cole will garner a mental image from it. Press L3 hereafter to follow the echo of the Reaper who killed the cop, which you can follow both by its green outline and by the corresponding icon on your HUD. This isn't a difficult chase, and for the entirety of it, you have nothing to worry about. Just follow the echo to where it's leading you.



When you arrive at the destination shown, you'll find a group of four or five Reapers holding up a group of cops. These hostages are the key to victory on this side quest -- the more of them you're able to save while fending off and killing the Reapers here, the more experience you'll earn as far as a bonus is concerned. The Reapers are grouped together closely, so priming your entrance with a Shock Grenade or two is probably a good idea, though you'll want to aim carefully so as to avoid injuring any innocent cops. Then, finish off anyone that survived the blast, putting yourself in between the Reapers, their bullets, and the cops to ensure that no more innocents are killed.



## Good Side Quest Four: Tough Collar

This side quest, which begins in earnest underneath a trestle on the southern end of the borough of Neon, is a simple one if you know exactly how to go about things. At that location, you'll run into a police officer who is in desperate need of your help. After successfully flagging you down, he'll tell you that the Reapers have employed one of their Conduits nearby, and the cops need help capturing him alive. Doing so is as easy as using Arc Restraints on the foe, but first, you're going to need to knock the wind out of him.



After speaking with the cop, red dots will appear slightly to the north on your HUD, which represent the Reaper contingent you have to deal with. Mixed in with the group of foes is the Conduit you seek. However, we highly recommend that you don't go after the Conduit exclusively, but rather deal with all of his lesser friends first. That way, you don't have to deal with stray gunfire, rockets and grenades when you're going after your prize. Once the peripheral threat is nullified, you can then go after the Conduit himself. Be certain not to kill him once he's writhing in pain on the ground, or you'll have to start the side quest over. Instead, walk up to him and follow the on-screen prompt to use Arc Restraints. Successfully doing this will end the side quest in success.



## Good Side Quest Five: Tied Down

This is a freeform side quest that grants you quite a bit of freedom as far as how you execute the task at hand. First, though, you'll need to head to the location at the northeastern end of Neon as shown on our map, where you'll find a police officer. This cop will ask you to go around and fight some Reapers, capturing four of them. To capture them, you'll need to use your Arc Restraint skill. However, the Reapers you find, fight and capture are randomized. You'll literally need to roam around Neon finding four enemies to capture.



This sounds difficult, and it might be depending on where you are in the game. If you're [wisely] undertaking this side quest before any of the neutral side quests in Neon, then the borough should be teeming with Reapers to kill. However, if you've cleared a majority of the borough, you're going to have considerable difficulty finding enemies, though they still exist (if the latter is the case with you, use the train tracks to rove around the city, keeping a close eye on your HUD). When you find a Reaper, fight him and carefully lay Arc Restraints on him. Then, repeat the process over and over again until you've successfully captured four foes, at which point the mission will conclude.



## Good Side Quest Six: Containment

Those wily Dustmen, you just can't contain them. Or can you? The first of five good-based side quests in the borough of Warren we'll bring you to takes place outside of the Warren's most prominent landmark -- its prison. When you arrive at the corresponding section of the map, you'll be contacted by Warden Harms, who will ask Cole to get some rioting prisoners at the nearby jail back in order. They're armed, they're dangerous, and they're going to need to be dealt with. Naturally, Cole is just the man for the job.



Now, there's a main quest during the course of the game that is a good primer for this side quest, one that makes you climb to the very top of the prison to activate a generator. You're going to take an identical route up to the top of the prison this time around. Shimmy up the vertical pillars at the front end of the prison, and use that to access the crumbling side of the prison wall. There, you can use the various metal beams and pipes to climb ever-upwards. At the top of the prison, you can then head towards the marker on your HUD, which is where the fray is taking place. Be sure to kill all Dustmen en route to this location to cover all of your bases. Slaying the final Dustmen on this isolated roof should bring this tedious side quest to a close.

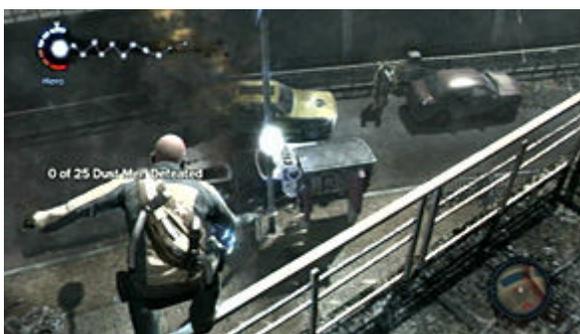


## Good Side Quest Seven: Rat's Nest

The Dustmen seem to have found themselves a bit of a hideout that, until now, no one was aware of. When you head to the predetermined location on your map, you'll be contacted via phone by your friend Warden Harms. The Warden has a new task for you, which is to smoke out the Dustmen at the shanty-looking apartment building designated on your map. To do so, you'll need to climb to the roof of the building, find the generator-like apparatus that runs the building's air conditioning, and sabotage it. This is easy enough to do. Simply climb to said roof, walk up to the air conditioning unit, and follow the on-screen prompt to automatically sabotage the device.



When you do this, the device will surge and thick black smoke will begin pouring out of the building. But that's not the only thing pouring out of the building, because there are now twenty-five Dustmen you're going to have to deal with as well. Killing twenty-five of the enemies below will ensure a victorious end to your mission, but it's not as easy as it sounds. While you'll have a SWAT team of police officers to help you on the ground, the smoke will obscure your vision, so you'll need to rely on your HUD, especially when fighting behind the hideout. Try to keep an elevated stance where you can, so you can chuck Shock Grenades down to the enemies below with relative immunity. When their numbers begin to thin, you can then begin to mix with them, taking them out with standard attacks. When the twenty-fifth enemy corpse slams into the ground, this side quest ends.



## Good Side Quest Eight: Walk the Dogs (II)

This is the second time you'll undertake the Walk the Dogs-type side quest, and believe it or not, it won't be the last time you do so in the fifteen quest sequence of good missions the game provides you with. This time around, since you're in Warren, you won't be moving around Reapers, but rather four Dustmen, which provide you with a bit of a challenge, but nothing you aren't able to handle. Head to the location shown on your map and a police officer will be there to greet you. He'll quickly cut to the chase, asking you to move the nearby prisoners to a new location.



Cole obliges, and you can now meet up with the four Dustmen prisoners in a nearby alleyway. As usual, get them moving by shocking one of them, and get them moving even faster by applying another shock. This time around, you'll have to deal with three sequential problems between your starting position and the area where the cops will take these guys off of your hands. First, two of them will turn on you and begin attacking you with rocks and melee strikes. Shock them both into submission. Thereafter, two Dustmen snipers will attack the caravan, attempting to free the prisoners. Use Precision to take them both out quickly. And finally, when two of the prisoners attempt to run away, shock them both before they get too far. Getting all four prisoners safely to the desired location will net you an experience bonus, though you can complete the side quest successfully without having gotten all of the prisoners there in one piece.



### Good Side Quest Nine: Walk the Dogs (III)

Are you ready to walk the dogs *yet again*? Believe it or not, two of the five side quests in the borough of Warren have proven themselves to be of this variety, so we might as well do them back-to-back, right? As usual, head to the location given on our map. Once there, you'll find a police officer who will request that you move a group of four Dustmen prisoners from their current location in a nearby alleyway to the Warren's famous, half-destroyed prison. Agree and head to the location of the prisoners. As always, to get them moving, give them a couple of good shocks.



Now, this group of Dustmen are going to put up a much bigger fight than the last group. This reality isn't made any easier by the fact that you'll have to move the prisoners along a much longer route than you might otherwise be accustomed. There's no doubt, though, that you're equipped to easily handle these prisoners no matter how much of a fight they can muster. If they attempt to run away, shoot them several times to get them back in line. If they attack you, you'll once again want to shoot them several times. And if their friends attack you, break away from the prisoners and deal with the threat before rejoining the caravan. Simple.



## Good Side Quest Ten: Cops and Robbers

This side quest's name gives it all away. When you arrive at the location given on the map, you'll be contacted by your good friend Warden Harms. He'll tell you that a nearby precinct is being shelled hard by approaching Dustmen forces, and that if the precinct is lost, the cops will be in for a world of trouble thereafter. Cole agrees to head over to the location of the fray to see what's going on. The walk isn't a far one, so you should be there in no time. However, when you begin approaching the area, the melee will give itself away. The first thing you want to do is to use Precision to find the location of the Dustman in the enemy contingent that is using an RPG. Taking him out first and foremost from afar will make your life much easier.



Of course, the RPG-wielding enemy didn't really pose the biggest threat to the station; just you. Instead, the Conduit that appears from the far end of the street is what you really need to take care of if the precinct has any hope at all of surviving. Ignoring all other Dustman infantry, run towards the Conduit and get his attention on you and away from the precinct itself. As long as you do this, you can take the brunt of the Conduit's attacks and not have to worry too much about anything else. Slay the Conduit, which is the only real threat to the precinct, and then clean up any still-living Dustmen to end this side quest.





## Good Side Quest Eleven: Tied Down

This is the second and last time we're going to encounter the Tied Down-type good side quest in Infamous, but this time, it's a lot more difficult than the first time around. The first time we encountered Tied Down, we were still in the borough of Neon, fighting extremely weak Reapers and capturing them for the cops. This time around, you're in the Historic District, fighting the most difficult of all enemies in the game, the First Sons. And you won't have to fight and capture only four enemies. This time around, you'll have to fight and capture five enemies. This of course means that you'll have your hands full.



The great thing about this side quest variety is that it's completely free form. Once you've arrived at the area designated on our map and spoke to the cop there, you can go about finding, fighting and capturing your five marks in any way you desire. If you're smart, you would have left parts of the borough teeming with foes (by not doing neutral side quests). This will allow you to easily find First Sons. If you didn't do this however, consider roving around the borough on the rails, where you'll no doubt run into some stray foes. Either way, the idea here is to knock each enemy out, but to not kill the wounded. Instead, wounded enemies should be captured by using your Arc Restraints. Do this five times, and the side quest will conclude.



## Good Side Quest Twelve: Rat's Nest (II)

Out of all fifteen good-related side quests, this one is perhaps the most challenging of them all. Here, you'll speak with the Warden over your phone, and he'll tell you that you're extremely close to a building used by the First Sons. He asks you to go to the roof of the building and sabotage the air conditioning unit there, which should smoke all of the occupying First Sons out of the building and into the light, where the cops can then take care of them. In the end, this side quest goes exactly like the Rat's Nest side quest we did back in the Warren with the Dustmen, except the First Sons are a hell of a lot more powerful than their Dustmen cousins across the river.



Head to the roof of the building, seek out the generator-like air conditioning unit, and follow the on-screen prompt to disable it. This will cause thick black smoke to pour out of every window of the building, and along with the smoke, twenty-five (or more) First Sons will show up on the scene. It's at this point that another prompt will appear on-screen, counting how many First Sons you've manage to kill. You'll need to kill twenty-five for this mission to end successfully, but this is certainly no easy feat. Consider sticking to the rooftop for the beginning of the fight. Your SWAT friends will help you out here, but you'll need to deliver the vast majority of the kills to get out of here alive. Thunder Dropping, Shock Grenade chucking, and Shockwaving are all encouraged here!



## Good Side Quest Thirteen: Fan Club (II)

You're a good guy, Cole, and you've got your fair share of friends and supporters in Empire City, even if you're at the heart of the disaster that befell the three borough islands around you. This is proven in this side quest, which is the second and final Fan Club-type good side quest in the game. People are taking to the streets to support you in the Historic District, just like they did back in Neon against the Reapers. But now, you have to protect the protesters not against the weak and disorganized Reapers, but against the powerful, well-organized and sometimes-daunting First Sons. This isn't a difficult side quest, per se, but in comparison to the other Fan Club side quest, this one is no easy task to complete.



Warden Harms will let you know that his men have the ground covered, so you're going to have to stick to the rooftops to find the enemies you're expected to dispense with. Use the wires crisscrossing between buildings to get to and from easily, and keep an eye on your HUD for the telltale red icons that represent enemies in your area. As usual, you'll want to prioritize the enemies you're killing, starting with those wielding explosives and working your way down. First Sons snipers are talented, so do away with them quickly via headshots (by way of Precision). When you reach the train track sitting perpendicularly to the protest route, you're just about done. Wipe up the remaining First Sons on the track, as well as the grenade-tossing machines accompanying them, and the side quest will end soon thereafter.



## Good Side Quest Fourteen: Titanic Justice

If you ever wanted to join a *really big fight* in this game, now's your chance. When you head to the location we've given you on our enclosed map, you'll be contacted by your good friend Warden Harms. Harms will inform you that the Dustmen have invaded a part of the Historic District, and that there's a mega battle going on between them and the First Sons nearby, right at the heart of Ground Zero. Harms admits that usually he'd let them kill each other off without a second thought, but that innocent civilians might be hurt. He wants you to get involved and do away with the enemies as quickly as you can.



Though speed is implied from Harms, there's no actual timer here, so you can take your time. When you approach the battle, you'll see Conduits from both the Dustmen and First Sons doing battle, with lesser infantry going at each other around them. You could sit back and let them do as much damage to each other as possible, if you wanted to. In fact, the cops below will help you out too, so feel free to sit back and watch for a moment or two. Eventually, though, you'll need to get involved. The First Sons' Conduits are much less of a threat than the Dustmen's, so prioritize killing them, as well as the grenade-launching airborne robots on the First Sons' side. Taking care of both threats will leave little else for you to worry about. When the last enemy is felled, this side quest concludes.



## Good Side Quest Fifteen: Walking Wounded

The fifteenth and final good-slanted side quest is a bit of an easy one, and is admittedly anticlimactic in terms of what you have to do to get through it. When you reach the location shown on your map, you'll be rung-up by Warden Harms, who will ask you to take a nearby group of fifteen infected citizens to the medic's area not too far away. These guys are on the verge of "turning," so they need to be moved as quickly and efficiently as possible. Get to their location -- they're all shown as white dots on your HUD -- and begin to accompany them towards the yellow dot on your HUD, which is the location of the medics.



Unfortunately, en route, you're bound to lose a few of your followers because they've succumbed to sickness. To get them back on their feet, use a Pulse Heal move on the body, and then keep moving. The first location you come to is occupied only by two First Sons airborne grenade launchers, so you'll need to keep moving to a second location, since those machines did in the medics there. At the second location, you'll have to fight a lone First Sons Conduit, but there's nothing else to worry about there. Once the Conduit is felled and the survivors have been delivered to this second group of medics, this side quest will end.



|             |             |             |             |               |
|-------------|-------------|-------------|-------------|---------------|
| Evil Quests | Good Quests | H.D. Quests | Neon Quests | Warren Quests |
|-------------|-------------|-------------|-------------|---------------|



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|--|----------------------------|
| <b>Side Quest One: Satellite Uplinks</b>   |                            |
| 01   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Two: Drug Runners</b>        |                            |
| 02   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Three: Hidden Package</b>    |                            |
| 03   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Four: Photographer</b>       |                            |
| 04   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Five: Mobile Poison</b>      |                            |
| 05   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Six: Hidden Package (II)</b> |                            |
| 06   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Seven: El Train</b>          |                            |
| 07   | <a href="#">CLICK HERE</a> |

|  |                            |
|--|----------------------------|
| <b>Side Quest Eight: Paranoia</b>                |                            |
| 08   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Nine: Private Property</b>         |                            |
| 09   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Ten: Med Drop</b>                  |                            |
| 10   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Eleven: Supply Room</b>            |                            |
| 11   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Twelve: Counter-Surveillance</b>   |                            |
| 12   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Thirteen: Hidden Package (III)</b> |                            |
| 13   | <a href="#">CLICK HERE</a> |

## Historic District Side Quest One: Satellite Uplinks

In the Historic District, as far as neutral side quests go, we'll start you off with the all-important Satellite Uplinks mission found at the southeastern portion of the island. As you no doubt know by now, Satellite Uplinks represents not "just another side quest," but a way to discover other side quests in your vicinity that would otherwise never appear on your map (though they'll appear on your HUD if you happen to be close enough to them). After heading to the starting point, jump up to the roof of the adjacent building and siphon the electricity out of the first uplink.



Once you do that, the timer on your screen will start ticking, and you'll have an extremely finite amount of time to get to the next location on the map. Your best bet in getting to the next uplink is to perform an induction grind on the wire ahead of you, which should lead straight to the building in question. With the uplink chain being only four locations long, this is a fairly simple endeavor, though you may get turned around after the initial grind, since you have to jump up and over (preferably by way of Static Thrusters) to reach it in time. As usual, attempting to compound precious seconds atop one another from uplink to uplink is a great way to give Cole the padding he needs if he's running just a second or two behind.





## Historic District Side Quest Two: Drug Runners

Drug Runners is one of those all-important medic-based side quests that will open up a new clinic in the Historic District once completed. Why is this significant? Because once a new clinic is unlocked for your use, if you happen to die or save your game in its vicinity, you'll be able to start anew closer to where you were than you would otherwise be able to. Good deal. Speak to the EMT at the location shown and he'll tell you that some First Sons scoundrels have run off with his medical supplies. He needs them all back, and will be most obliged if you can help him out.



Lending this guy a helping hand isn't as difficult as it may seem. Three hollow white circles will appear on your HUD, representing the enemies that are holding each of the three medical packages on their persons. By shooting and killing each of these enemies, you will be able to pick up the glowing-blue boxes on the ground. Be aware that you won't only be dealing with standard First Sons foes here, but some Conduits and the like as well. Nonetheless, when you've managed to kill the enemy contingent and get all of the packages from them, return to the EMT's location. When you do, he'll thank you for your hard work and reopen his clinic, which will benefit you for the rest of the time you spend with Infamous.



### Historic District Side Quest Three: Hidden Package

Oy vey -- *another* Hidden Package mission. These missions tend to confuse gamers, so let's be clear about how one earns this side quest. Unlike all other side quest types, this will never appear on your map as an exclamation point in a circle, your typical side quest icon. Instead, you'll have to head to the vicinity of the number "3" on our given map, and you should run into a small force of First Sons thugs. Upon killing all of them, one of them should turn into a permanent corpse (as it were), glowing yellow with an exclamation point above its head. Head to the corpse and have Cole examine it; he'll be able to garner a static mental image of where this thug hid a secret package chock full of Blast Shards.



Now, the hunt is on. As the image clearly shows, the package is in part of the nearby parking garage that's severed in two. More specifically, the part of the garage that's partially on fire is the part of the garage you want to explore. Either way, if you're out of the circle placed on your HUD (*within* the HUD's circle, that is), you're not searching in the right area. Climb to the midsection of the garage that's partially on fire, and you should see the blue hue of the package, which is a telltale sign it's there. It's the same blue hue exhibited by Blast Shards, so don't be confused!



## Historic District Side Quest Four: Photographer

As you likely know by now, the Photographer side quests are really simple, though they can be a bit tedious at times. At the location shown on our map, you'll run into a young photographer who pleads with Cole to let him take some pictures of him in action. From there, all you have to do is complete a set series of activities when you're prompted to do so. It's really that easy, if not a little repetitious.



The first thing the photographer will ask you to do is climb a nearby building to the very top of it. Make sure you're climbing the building marked on your HUD with a little icon, or you're not going to achieve the desired results. In climbing this tall apartment building to the top, the photographer will snap three different pictures, fulfilling a majority of what needs to be done here. The next task is to use Static Thrusters -- simply jump from the roof of the building you just climbed and employ the thrusters to take care of that. And finally, the final task will require you to summon a Lightning Bolt, which you can easily do on ground level. With that taken care of, this simplistic side quest will conclude.

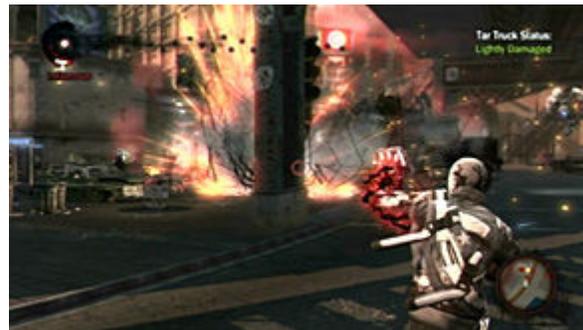


## Historic District Side Quest Five: Mobile Poison

The Mobile Poison brand of side quest is easy in premise, though you can find yourself quickly inundated with enemies and overwhelmed by pressure before too long if you don't approach this mission with the right mindset. Basically, the entire idea of Mobile Poison is to track down and destroy a lone truck carrying the First Sons' variety of toxic tar. Doing so is as simple as damaging it with any number of attacks from your vast arsenal. However, the truck isn't traveling down the road alone. Instead, it's guarded by a number of First Sons infantry, and their airborne machines as well, making things difficult for you.



You can either go at this aggressively or passively. We chose the former, but the latter is a safer way to go about things, and is just as effective if you're patient. If you're going down the path we chose, then you'll want to follow the icon on your HUD representing the truck. Once it shows itself, lay into it with all sorts of Shock Grenades and standard attacks, following it along as it drives, ignoring enemies around you, and trying to do in the truck before the enemies do the same for you. Otherwise, get on some nearby rooftops and attack the truck slowly-but-surely from elevated safety. This might not be as spectacular an option, but it does get the job done. It'll just take significantly longer.



## Historic District Side Quest Six: Hidden Package

Yet *another* Hidden Package to find. Yay. For those who are confused, the start of this side quest isn't traditional in terms of Infamous' usual set of conventions. There's no exclamation point icon present at the location on our map, there's no one there hailing you down asking for help, there's a whole lot of nothing, except for the enemy contingent that seems to consistently roam around that area. By killing all of the enemies you encounter in a single wave there, you should catalyze the beginning of this mission with ease. One of the First Son corpses will glow a yellow color, and when Cole examines the corpse, he'll garner a static image of the location of a package of Blast Shards this poor sap hid before his untimely death.



Believe it or not, this Hidden Package might be the easiest one to find in the entire game, and that's for a pretty simple reason -- it's located along the radius of ground zero, where the Ray Sphere detonated. By combing the buildings immediately alongside the blast radius, you'll be able to triangulate the location of the package by calling up your picture (by way of the Triangle button) to get a more specific reading. The key here is to look at the surface of the blast radius, which will give away rather clearly the building you're supposed to climb. The package is located near the tippy-top of the half-crumbling building in question.



## Historic District Side Quest Seven: El Train

If you're wondering why the train in the Historic District borough isn't working even with the electricity on, this side quest will answer all of your questions *and* get that train turned back on for good measure, too. Sounds like a pretty good deal to me. For starters, head to the location designated on our map, where you'll find a man in need of some assistance. Speak with him and he'll ask you to get the train going in the district again. Doing so is easy in premise, but won't be so easy once you find out what's waiting for you. For starters, head up to the train track above you and get onto the front car. Cole's electrical energy will power the train forward automatically as long as he remains on the front car.



En route, you're going to run into many obstacles. The first of note is a drone airplane that will relentlessly shoot homing missiles at Cole as the train moves forward. Make destroying this plane a huge priority, because it can certainly do a considerable amount of damage with its missiles and make quick work out of you. Thereafter, follow the on-screen prompt, jumping down below the train and shooting electricity at the glowing box there to get it charged up again. Moving forward back on the train from there, you'll run into some debris blocking the path -- use Shockwave to move the cars and be absolutely sure you eliminate the airborne enemies here, so as to avoid their devastating grenade attacks -- recharge the box under the track once more, and then move forward on the train to achieve victory before long.



## Historic District Side Quest Eight: Paranoia

Is the woman in the gazebo at the position shown on our map paranoid, or is she on to something? Well when you speak with her, she'll claim that some invisible enemies have been stalking her, and she wants Cole to take care of them. And there's no doubt that she's telling the truth once the side quest begins, because the three invisible enemies, which are basically First Sons soldiers with cloaking devices on, will make themselves seen temporarily before attacking Cole and attempting to do him in.



Thankfully, the cloaking devices on the enemies don't cloak them *completely* -- you'll still be able to see an apparition representing them as they move about -- but by shooting at the apparitions, you can make them better seen and eventually do them in, one by one. There are only three enemies to defeat, but as you likely know by now, the First Sons pack an incredible punch compared to their weaker Reaper and Dustmen friends back in Neon and Warren respectively. You'll want to keep your distance from these guys in order to lower the chance that they get a strike in on you, and if you're able to while in the fray, concentrate on damaging and killing one enemy at a time, which will ultimately make your life easier.

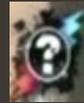


## Historic District Side Quest Nine: Private Property

A rare side quest-induced karmic moment will occur during the course of this extremely brief side quest. In fact, this side quest isn't so much a quest that tests your mettle as much as it tests your karmic sway. Are you going to do the right thing here, or the wrong thing? Well, begin by meeting the woman at the location shown on our map. When you do, she'll be brief with you, informing you that there's an injured man nearby. She'll then lead you through a brief series of back alleys until you reach the injured man's location.



**Karma Moment** | Take the Blast Shards from the locker, or heal their rightful owner.



Ironically, making the bad choice here will net you negative karma, but will also end up screwing you over. When you find the injured man on the ground surrounded by deceased First Sons infantry that nearly killed him, you'll be given the option of healing the man, or going straight for his half-opened locker that he was clearly defending from these enemies. Healing him will net you positive karma and he'll reward you for your kindness, but being evil and going for the locker will reveal it as being nothing more than a clever trap that will leave you with nothing but an evil feeling. The choice you make is yours.



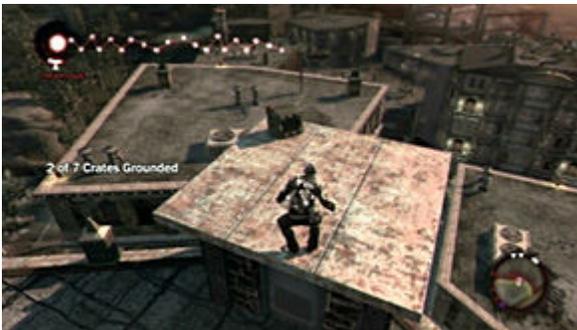


## Historic District Side Quest Ten: Med Drop

As if the name doesn't give it away rather clearly, the Med Drop side quest, at the location given on our map, is another one of those medic-based missions that will unlock another clinic for you to utilize here in the Historic District. Unlocking clinics is always a positive thing to do, and something you should do as early as you can on any of the three boroughs in the game, since if you die (or simply shut off your game after saving), you'll have the opportunity of having a new spawn point that can be advantageous to you, depending on where you need to be at any given time. At the outset of this mission, an EMT will flag Cole down and let him know that air-dropped shipments are stuck on rooftops heavily-occupied by the First Sons. He needs you to grab the goods for him so that he can get the medicine to those who need it.



There are seven drops that you have to get to, and they are strewn around a rather large distance. Each is represented by a white icon on your map, and these icons are important to pay attention to. Not only do they show you specifically where you need to go to find a shipment in terms of geography, but the way the arrow points will show you if it's above or below you as well (a regular circle indicates it's on your level). When you see a box, use Shockwave to knock it down to ground level, where the EMT can get at it. Pay attention to the on-screen prompts, since they'll indicate if any given box has successfully made it to ground level or not. Remember as you go from box to box, fending off the First Sons, that just because you moved a box with Shockwave doesn't mean it made it to the ground. It may be sitting atop another rooftop in need of a further push.



## Historic District Side Quest Eleven: Supply Run

This is a rather lengthy (and fairly pesky) side quest that will necessitate quite a bit of fighting to get through in one piece. At the dockside location shown on the map provided, you'll run into an EMT who will let you know that he needs Cole to protect a bus as it goes to another clinic nearby. The bus has been modified in a similar way to some buses during the main quest, so that Cole can stand atop it to get it moving automatically. Get off of the top of the bus to keep it stagnant. And of course, keep a close, close eye on the "health meter" of the bus in the upper-right corner, which will show you just how much punishment the bus has taken, and from there, one can extrapolate how much further damage the bus can take as well.



The idea here is to stay off of the bus completely when enemies are present. Keep an eye on your HUD. When red dots appear on the periphery, it means the First Sons are nearby. As long as you hop off of the bus to engage them, they won't aim at the bus and therefore the bus will never sustain damage. This is tedious and prolongs the side quest considerably, but cautious tactics like this will also ensure that you won't have to start all over again because your bus was destroyed. The early-going is easy enough, with manageable amounts of enemies and plenty of conveniently-placed kerosene canisters prime for explosive kills. But as you get closer to your destination, expect to run into gigantic First Son Conduits in addition to standard infantry, which will make your life more difficult, but thankfully, not wholly unmanageable.

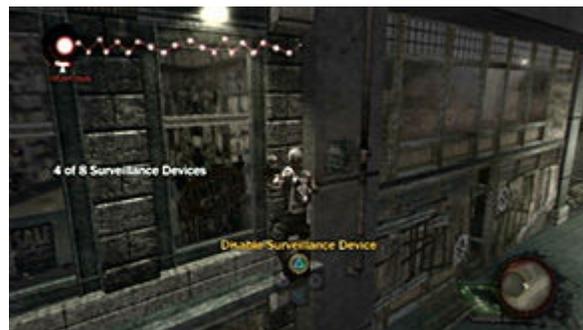


## Historic District Side Quest Twelve: Counter-Surveillance

The final Counter-Surveillance side quest we'll bring you across in the game (and, thankfully, the only one found in the borough of the Historic District) is also the simplest one in the entire game. While most have twelve or fourteen surveillance devices to find, this one only has eight. And if you thought they'd be exceptionally well-hidden or widely-dispersed, they aren't. The building they're found on is wide, but short, and this side quest should only take you a minute or two to complete from beginning to end. To start things out, find the man at the location given on our map, who will demand that Cole rid his apartment building of the First Sons' spying devices.



From there, you can run off to the nearby building and get to work. A circle on your HUD will encapsulate yet-undiscovered devices, which works to your advantage in more ways than one. As you find more devices, the circle will truncate to surround only the devices you haven't yet disabled, shortening the field in which you can conduct your search. As usual, comb all sides of the building to find what is clearly visible. If there are any devices left undiscovered hereafter, stand at the base of each side of the building and look up for a few seconds, keeping an eye out for the telltale red flash of the First Sons' spying devices.



### Historic District Side Quest Thirteen: Hidden Package (III)

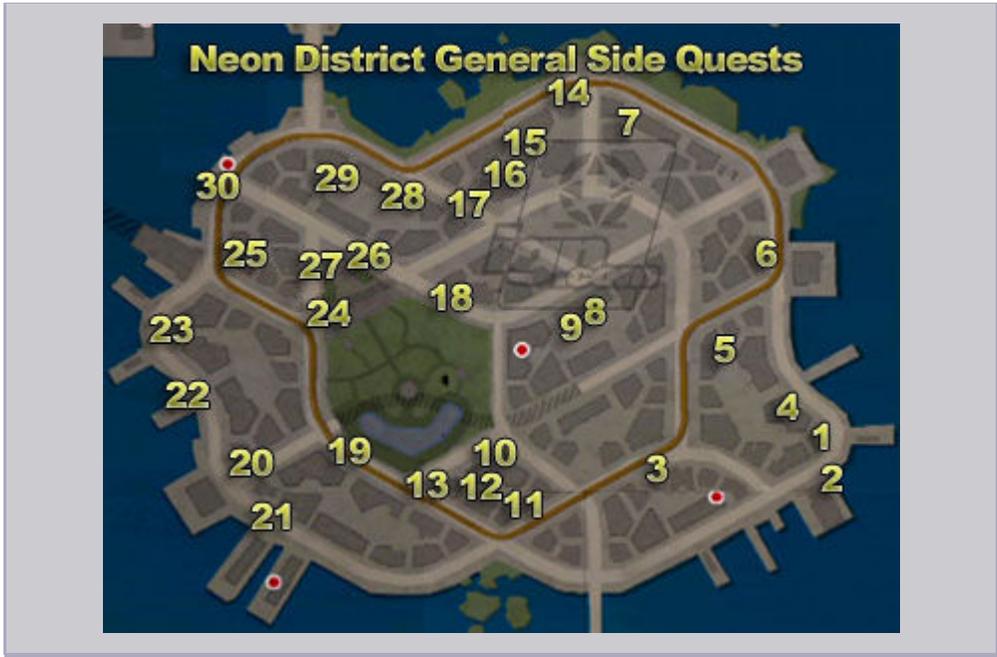
It's time yet again to find a hidden package. Thankfully, not only is this the final Hidden Package side quest we'll bring you across during the course of the game (if you're going in the same order we are), but you'll also be able to call it quits after this as far as side quests are concerned, because this is the final one in the game. To get things going, head to the vicinity of the number "13" on our enclosed map, where you should be assailed by a gigantic group of First Sons, coming both from up the street and out of a container on the sidewalk. Upon killing all of these enemies, one of the corpses should stick around permanently, glowing with a yellow hue. Bring Cole up to the corpse and examine it. Doing so will allow Cole to garner an image from the deceased thug's brain on where he hid a package chock full of Blast Shards before his death.



Thankfully, the package isn't too cleverly hidden. The picture of the package, which can be recalled at will by pressing the Triangle button, will clearly reveal the package to be along the water, which narrows down the parameters of the search considerably. Additionally, you can see a structure at the left side of the picture that will allow you to further triangulate the location of the package. Head towards the water within the confines of the circle on your HUD (if you're searching outside of it, you're in the wrong place), jump onto the other side of the protective concrete wall along the water, and search the rocky outcrop there for the telltale blue hue of the package.



|             |             |             |             |               |
|-------------|-------------|-------------|-------------|---------------|
| Evil Quests | Good Quests | H.D. Quests | Neon Quests | Warren Quests |
|-------------|-------------|-------------|-------------|---------------|



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|---|----------------------------|
| <b>Side Quest One: Grave Danger</b>           |                            |
| 01  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Two: Satellite Uplinks</b>      |                            |
| 02  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Three: Dark Water</b>           |                            |
| 03  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Four: Abduction</b>             |                            |
| 04  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Five: Bystander</b>             |                            |
| 05  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Six: Spy Games</b>              |                            |
| 06  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Seven: Counter-Surveillance</b> |                            |
| 07  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Eight: The Informant</b>        |                            |
| 08  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Nine: Playing Doctor</b>        |                            |
| 09  | <a href="#">CLICK HERE</a> |

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|--|----------------------------|
| <b>Side Quest Ten: Dark Water (II)</b>                 |                            |
| 10   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Eleven: Spy Games (II)</b>               |                            |
| 11   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Twelve: Mobile Poison</b>                |                            |
| 12   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Thirteen: The Imposter</b>               |                            |
| 13   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Fourteen: Dark Water (III)</b>           |                            |
| 14   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Fifteen: Abduction (II)</b>              |                            |
| 15   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Sixteen: Hidden Package</b>              |                            |
| 16   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Seventeen: Counter-Surveillance (II)</b> |                            |
| 17   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Eighteen: Clinical Onslaught</b>         |                            |
| 18   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Nineteen: Dark Water (IV)</b>            |                            |
| 19   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Twenty: Satellite Uplinks (II)</b>       |                            |
| 20   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Twenty-One: Clinical Disaster</b>        |                            |
| 21   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Twenty-Two: Abduction (III)</b>          |                            |
| 22   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Twenty-Three: Photographer</b>           |                            |
| 23   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Twenty-Four: Spy Games (III)</b>         |                            |
| 24   | <a href="#">CLICK HERE</a> |
| <b>Side Quest Twenty-Five: Satellite Uplinks (III)</b> |                            |
| 25   | <a href="#">CLICK HERE</a> |

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| <a href="#">Side Quest Twenty-Six: Hidden Package (II)</a> |                            |
| 26   | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Twenty-Seven: Abduction (IV)</a>    |                            |
| 27   | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Twenty-Eight: Explosive Choices</a> |                            |
| 28   | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Twenty-Nine: Mobile Poison (II)</a> |                            |
| 29   | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Thirty: Drug Runners</a>            |                            |
| 30   | <a href="#">CLICK HERE</a> |

## Neon Side Quest One: Grave Danger

This side quest is a simple one. Head to the location designated on the map, and you'll run into a man who will greet you as a terrorist. Because of the use of that word, you know he has hostile intentions. And since he's also randomly standing in a graveyard, you'll have to assume he's also a little bit evil. After greeting you and letting you know that he has a little surprise for you, he runs off, and his Reaper friends show up. Not surprisingly, you're going to have to deal with them.



As so many side quests are, this one is simple and straight-forward. Other than the lone Conduit and a suicide bomber, you'll be dealing with all standard Reapers, which are the weakest enemy type in the game. Thus, you should have little difficulty finishing these foes off. Try to eliminate the suicide bomber around some of his friends so you can kill a group of foes instantly, and also concentrate on eliminating the only tangible threat here -- the Conduit -- as quickly as you can. The final holdouts will likely be on the catwalk above and to your left, so climb up there hereafter to finish things off.





## Neon Side Quest Two: Satellite Uplinks

When you arrive at the location designated on the map, Cole will automatically get in touch with Moya, who will fill him in on a little task she needs him to undertake. It appears that some help might be able to be found in the borough of Neon, but in order for any communications to transmit successfully, a series of satellites must be activated. The first satellite is atop the building directly next to you. Once you arrive at it and activate it (by sucking the electricity out of it), Moya will inform you that subsequent uplinks will appear. You'll have to get to each uplink, running by each, with enough time to get to the next.



Now, this sounds more complicated than it actually is, and in fact, Satellite Uplink side quests later in the game do indeed become much, much more difficult. But this one should give you *more* than enough time to figure things out. Your time compounds during quests like this; that is to say, if you have ten seconds left on your clock when striking an uplink, and that uplink gives you ten more seconds, you'll actually now have twenty seconds to get to the subsequent uplink. There's no real rush here, but this is a good primer for future missions of an identical nature. Your best bet is to use Static Thrusters (if you have them), and also grind over electrical wires when you can.

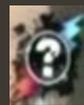


### Neon Side Quest Three: Dark Water

Those crazy Reapers are at it again. You'll find a woman at the spot shown at the map, and she's in distress. It appears the Reapers have affixed a tar keg to her apartment building's water tank on the roof. Yes -- this is indeed a miniaturized, much shorter version of a main quest in the game -- and this quest will only take you a minute or two. Making matters even better, there's also a karma moment here, so you can gain (or lose) some karma when all is said and done. You'll need to begin by fighting and killing all of the Reapers surrounding the water tank on the roof of her apartment building first, however.



**Karma Moment** | Force the tar keg's pump to implode by overcharging it, or destroy the tar keg with Shockwave.



The Reapers shouldn't give you a problem at all. They are all of the standard fare -- typical gun-toting Reapers that can't cause you too much trouble. What complicates issues mildly here is the fact that most of them are on rooftops of adjacent buildings, and if you're not much with long distance aim, you're going to have to climb those buildings to deal with them. While the enemies don't have to be killed for you to complete the mission, you should still slay them, simply because you're missing out on experience points to upgrade Cole if you neglect to slay them. When all enemies are quieted, you can then climb to the top of the water tank, marked by a yellow dot on your HUD. For good karma, use Shockwave to knock the tar keg full of toxic chemicals clear of the water tank. For negative karma, however, you'll want to shoot the keg with basic electrical attacks until it explodes. Either choice will end this side quest.



## Neon Side Quest Four: Abduction

This side quest is short and sweet. When you talk to the man at the location designated on your map, he'll let you know that a group of seven innocent civilians have been kidnapped by a group of Reapers. And those Reapers are currently moving their group of hostages nearby. The man will tell you to follow him, but he'll simply run only to the other side of the raised platform he's on, where you'll be able to easily spot the Reapers and their hostage contingent below. And it's from up here that you'll be able to spring your attack on them.



You'll have the height advantage here, and the Reapers won't know you're there until you attack or otherwise make yourself blatantly seen, so go at them as you wish. If it's important to you that the hostages survive (which will net you both an experience bonus as well as a karmic bonus), you'll need to be more careful here, picking off Reapers carefully while avoiding any collateral damage. However, if that's not important to you, consider chucking some Shock Grenades into the mix immediately, which will kill both the entire group of hostages *and* Reapers simultaneously. The choice is yours, but once the last Reaper is slain, this side quest concludes.



## Neon Side Quest Five: Bystander



**Karma Moment** | Help the police, or do nothing and let them fend for themselves.



Report to the distressed woman at the location shown on the map, and she'll inform you that there are Reapers nearby that are storming a police station, and the cops need some help. She'll then scurry down the alleyway towards the main road ahead, where she can show you the melee as it happens on your left. It's at this point that a karma moment will appear on-screen. You can either get involved immediately to help the cops out against the Reapers, which will net you positive karma. Or, you can stand back for about twenty seconds, not get involved, and watch the police station get blown to hell for negative karma. Either way, you'll still have some fighting to do, so the choice up to that point is yours.



Even if you don't help the police, they won't turn their ire on you when you spring into the fight. Either way, they're going to help you fight the Reapers, but as usual, their help is completely inconsequential. Consider going after the machinegun nest on the back of the truck first, using standard attacks or something more powerful, like Lightning Bolt, to eliminate it. Then, take care of all of the other Reapers in the area, keeping in mind that some of them are packing explosives. Once the last one is felled (you'll know where they are, as always, by use of your HUD), the side quest will end.



## Neon Side Quest Six: Spy Games

Out of all of the varieties of generic side quests in the game that you will undertake over and over again throughout your time with Infamous, the Spy Games quests are perhaps the most annoying. Basically, you have to follow an enemy courier as he travels through a portion of the city. However, the courier can't spot you, nor can you fall too far behind. If the first thing happens, the quest ends in automatic failure. If the second thing happens, the red dot on your HUD that represents the courier will disappear, giving you only ten seconds to manually spot the courier once more before the quest ends in automatic failure.



With this particular endeavor, your best bet is to immediately jump from the platform where the quest is undertaken from all the way to the train track running down the center of the road below. Keep an eye on your HUD so you don't move too far from the courier. When he crosses the street and enters a series of alleyways, jump across to the roof of the gas station and follow him, hiding behind dumpsters so that when the courier turns around to watch his back, he doesn't spot you. After running down the long alleyway, the courier will turn rightward and deposit his package underneath a dumpster there. When that occurs, the courier is fair game, so shoot him and kill him, and then grab the package (which is five Blast Shards) to end the mission.

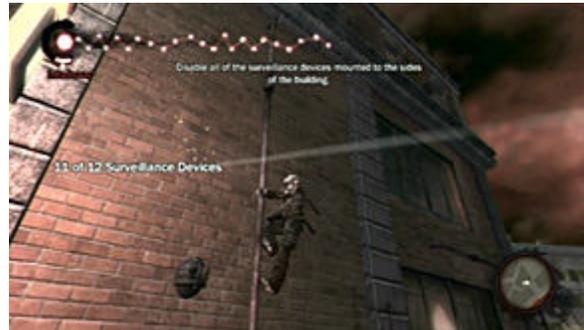


## Neon Side Quest Seven: Counter-Surveillance

These types of missions are more pesky than difficult, though some can indeed be more difficult than others. For this particular undertaking, which begins once you meet the woman at the spot designated on the map, you'll be forced to run to a nearby building marked on your map, which is covered in twelve Reaper devices that are used to spy on the people within the building. The woman wants you to remove them all. To remove each device, you'll need to climb up closely to it and press the Triangle button, which will allow Cole to zap said devices into oblivion, one by one.



The devices aren't exactly well-hidden. Each is strapped to the sides of the building, and while they are only mundane black boxes that don't exactly give themselves away, there's one particular clue that you should pay close attention to find the devices (apart from simply searching for them manually). Every few seconds, each device will flash due to a red light affixed to it. If you are having trouble finding one or two, chill at the base of the building and look up at each side for several seconds, keeping a keen eye out for the telltale glow of the red light.



## Neon Side Quest Eight: The Informant

When you arrive at the location on the map, you'll find a frightened man. It appears he accidentally saw some Reaper activity that wasn't for his eyes, and the Reapers are now after him to make sure he doesn't talk. Just as he's asking for some help and for some protection, the Reapers have had enough, and their bullets fly from off-screen, directly into the man. Suddenly, this goes from a side quest about protection to a side quest about slaughtering some hapless Reapers. No complaints here.



This side quest is self-explanatory from here. Simply look at your HUD, which will swell with the color red, as Reapers swarm in via several alleyways. Simply kill each and every one of them, and the side quest will conclude. Easy!

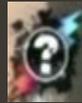


## Neon Side Quest Nine: Playing Doctor

In an almost identical location to where Side Quest Eight (The Informant) took place, you'll find a couple of police officers who flag you down in a request to garner some help. It appears that the Reapers are attacking the police station from the front side (so, on the opposite side of the building from where you are right now), and the cops could really use your assistance. They even offer up a bundle of five free Blast Shards if you're willing to help them out. It's *this* choice that makes the side quest interesting.



**Karma Moment** | Heal the injured cops, or steal the Blast Shards.



If you're a stand-up character and want to earn some positive karma, you should head around to the front of the building, where some cops must be resuscitated (which will net you even more positive karma). However, if you want to cut directly to the chase, simply approach the locker they're standing in front of, which contains the Blast Shards, and steal them. This will net you an immediate boost to negative karma, and the two cops will also attack you. Killing them will end the mission on a negative note, as will helping their fellow cops end the mission on a positive note.



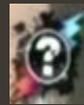


## Neon Side Quest Ten: Dark Water (II)

Welcome to another adventure involving the infamous Dark Water. As is always the case with side quests of this nature, you'll need to visit a nearby apartment building, whose water tower has been corrupted by the evil Reapers and their highly toxic tar. After speaking with the woman at the location given on the map, you'll have to run rightward to find the relatively low-lying building with the water pump in question. And not at all surprisingly, it's extremely well-guarded by a contingent of Reapers.



**Karma Moment** | Force the tar keg's pump to implode by overcharging it, or destroy the tar keg with Shockwave.



One way or another, you're going to have to get rid of the tar keg affixed to the water tower on the roof of the apartment building. And you can do this as soon as you want, as long as it's safe. This means that no enemies have to be killed if you want to forego that particular nuisance. However, that's an awful idea simply because by foregoing the annoyance of fighting, you're also foregoing experience points. Take care of the enemies both on the rooftop with the water tower and the adjacent rooftops, which will also have plenty of Reapers to deal with. Be especially wary of the stationary machinegun on an adjacent rooftop, which will rip you to shreds if you aren't careful. Be sure to dispatch the gunner! Then, make your choice after climbing to the top of the water tower. For positive karma, use Shockwave on the device. For negative karma, shoot it with electrical attacks and force it to explode.



## Neon Side Quest Eleven: Spy Games (II)

Ah yes, Spy Games. No no no, not that Brad Pitt movie. In Infamous, Spy Games refers to the breed of side quest which forces you to covertly follow an enemy courier as he delivers a package to a secret, predetermined location. As you follow the courier, you mustn't be spotted, or the mission will end automatically. Furthermore, you mustn't languish too far behind the courier, or you will lose his telltale red marker on your HUD, and will be forced to locate him manually in under ten seconds in order to proceed with your mission. Fail to do that, and the mission will also prematurely end.



For this particular instance of Spy Games, you'll want to *immediately* vault from the platform where you undertake the mission to the suspended train track over the nearby road. Once on that, swing rightward and follow along with the red dot on your HUD (which represents the courier) as you stay out of sight. For a majority of the pursuit, you'll be able to stay on the train tracks. Eventually, the courier will push leftward into a series of alleyways. After he does this, jump over to the adjacent buildings and scurry up onto the rooftops, again keeping an eye out for the courier. He'll head rightward down a vast alleyway and towards a tunnel. Once he drops off the package, which he'll shove underneath a vending machine, he's fair game. Kill the courier, and grab the package, which will net you five free Blast Shards.



## Neon Side Quest Twelve: Mobile Poison

A man at the location designated on the map will wave you down. Speak with him, and he'll inform you that the Reapers are up to their old tricks again, trying to pollute as much of Empire City as possible with their mind-bending toxic tar. The man will let you know that a truck full of the stuff is driving down a nearby street, and he'll run off in the direction of the truck. He'll ultimately lead you, after a short run, to a tunnel. After heading down this tunnel, you'll emerge on the sidewalk along a street on the far side. The truck should be driving by you (or nearby), and it's guarded by a slew of Reapers.



The truck is your primary target here, but you'll also want to deal with all of the Reaper guards as well. Not only will doing so make your life much easier when you decide to go after the primary target itself, but you'll also earn myriad experience points by ending the lives of the Reaper guards instead of ignoring them. When it's come down to just Cole and the truck, you have a couple of options on how to destroy it. The way most gamers will almost certainly deal with the problem is to simply shoot it over and over again with your standard attacks, which will whittle away at the truck's armor, and eventually send it exploding sky-high. However, if you're late in the game, you can use Lightning Bolt on the truck for instant destruction. The latter is especially useful if you want to forego all of the fighting and simply obliterate the truck with few extraneous issues.



## Neon Side Quest Thirteen: The Imposter

In this rather interesting brand of generic side quest, a man at the predetermined location shown on our provided map will let you know that a Reaper disguised as a regular Empire City civilian is roaming around the nearby park. At this point, a large circle will appear on your HUD -- larger than the HUD itself. This represents the area in which you should be searching for the imposter. And as the game will prompt you to do, you should echo with R3 to find the exact location of the enemy within the circle, who will be represented by a standard red icon, as would any other enemy. However, without echoing, you won't see the dot.



When you find the roving location of the red dot, you've found your mark. It *seems* like the mark is just an ordinary human, roaming the park, but he's anything but. Remember that we're talking about an *imposter* here. Shoot at the mark, and the human will suddenly turn into a Reaper Conduit, who will then need to be killed. Depending on when you're undertaking this side quest, this could be extremely easy, or it could challenge you. Either way, once the lone Conduit is felled, this optional side quest will have reached its conclusion.



## Neon Side Quest Fourteen: Dark Water (III)

Ah yes! *Another* Dark Water-related side quest. As usual, the task at hand will be to deal with a tar keg that the Reapers have callously placed atop an apartment building's water tank, which is located on the building's roof. After the woman pleads for help with you for your assistance at the predetermined location shown on the map, you won't have to travel very far to find the apartment building with the tampered-with water tank atop it. The building is right in front of you. It's low-lying, so begin climbing!



**Karma Moment** | Force the tar keg's pump to implode by overcharging it, or destroy the tar keg with Shockwave.



The building is well-guarded on the roof, but thankfully, you won't have to deal with too many enemies on the periphery, simply because there's only one building nearby that also contains enemies and is close enough to be a nuisance. Unfortunately, that very same building has a stationary machinegun nest atop it, so destroying it, or killing the gunner and all other infantry around it will likely have to be focus number one for you if you want to survive. When the enemies around you are felled, you can then make your classic Dark Water-related karma choice. For positive karma, use Shockwave on the keg. For negative karma, destroy it with electricity instead.



## Neon Side Quest Fifteen: Abduction (II)

Those damn Reapers are at it again. Still hell bent on kidnapping innocent civilians around Empire City to, perceivably, turn them into Reapers themselves, a group of Reapers has taken nine hostages nearby. Talk to the person at the spot designated on your map, and you won't have to travel too far to find just what he's talking about. Thankfully, with such a high number of hostages taken, the Reapers are forced to all walk behind their catch, which works to your advantage in a tremendous way.



Remember that you'll get a bonus for saving as many hostages as you can, but that all hostages can be killed, as long as you take the Reapers with you (the latter will also net you some negative karma, while saving hostages nets you positive karma). Because the four Reapers guarding the hostages are all stationed behind them, however, this works to the advantage of those seeking positive karma. Simply shoot at them to send them scattering, and then lay into each of the surviving Reapers until they are no more for a quick victory. It's that simple.



## Neon Side Quest Sixteen: Hidden Package

The Hidden Package brand of side quests are unique in two ways, when you compare them to other side quests. The first (and most obvious) difference between this side quest and the rest is how you complete them. In fact, how this is done can downright confound a lot of people. When you kill random groups of enemies in or around the location shown on the map, one of them will stick around after death, illuminate in that familiar yellow light, and have an exclamation point over his head. When Cole approaches them, he'll be able to perceive some of the last thoughts of the dead Reaper, which will show the location of a package the Reaper hid earlier. The second way this brand of side quest is different is because you'll be able to see a mental image of the package's whereabouts, at will, by pressing the Triangle button.

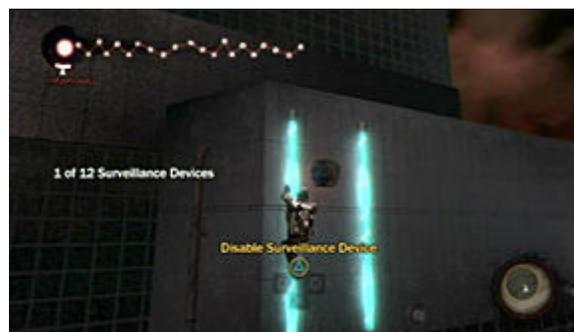


However, this isn't as easy as it sounds, because you'll get a snapshot of the package's location without much of a context as to where to begin looking. The only thing the game will give you is a large circle that will appear on your HUD, which represents the area in which the package is hidden. To find this particular package without too much of a headache, head over to the park nearby, and look for an open-air walkway with a roof covering it. In the bushes alongside the pathway, you'll eventually see the telltale blue hue of the hidden package.



## Neon Side Quest Seventeen: Counter-Surveillance (II)

The Counter-Surveillance brand of side quest really never changes from one to the next. This time, you'll need to scour a movie theater with more than four sides to find twelve Reaper surveillance pieces that are assisting them in spying on innocent civilians attending the theater. Speak to the woman at the location designated on your map, who will plea for your help. Then, run to the movie theater, which will be marked on your map thereafter. You shouldn't have to deal with enemies here, though you may run into a stray Reaper or two. But you'll be able to concentrate on the task at hand without any enemies to deal with, and that task is to find those twelve surveillance pieces.



As usual, you should be able to spot many of these from their telltale red hue, which illuminates from a light on each device that switches on every few seconds. So, the best way to go about things is to first scour all of the sides of the building to find whatever overtly-placed pieces of surveillance equipment that are strewn about. Then, to find whatever surveillance pieces you're missing, stand at the base of the building, looking up at the sides of the building for several seconds at a time. If you do this, the gleam of the red light from a stray surveillance device will catch your eye. You can then climb up to it to strike it before heading down to the surface to continue the process. When the twelfth device is destroyed, the mission concludes successfully.



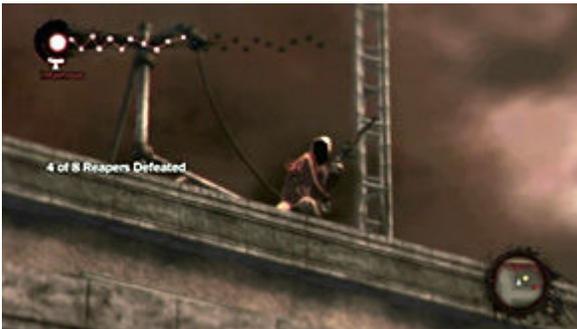


## Neon Side Quest Eighteen: Clinical Onslaught

This is a unique side quest, and an important one too. Once you've successfully navigated your way through this side quest, a new clinic will open up for your use in Neon. What good does that do you? Well, a new clinic means a new spawn point if you happen to die at any given time, so if you're in the vicinity of the newly-opened clinic when you die, you'll come back to life at a spot closer to what you were doing than you otherwise would be. Speak to the medical technician at the spot designated on your map. He'll let you know that the makeshift clinic he was working out of has been overrun by a group of Reapers. Naturally, he wants you to go take care of business for him.



Happy to oblige, Cole should head over to the clinic's location, which is nearby. Of course, this is just a *makeshift* clinic, so you won't find much here that will let you know the function it served. Nonetheless, a prompt will appear on-screen to let you know that eight of the Reapers in the area must be slain for you to successfully complete the mission. The red dots on your HUD, as always, represent the Reapers you need to kill. Some of them will be on the surface, but many of them are also on the rooftops of nearby buildings. Kill the enemies however you want. You can climb up to the rooftop-sitting enemies if you want. When eight Reapers are dead, the mission will come to a sudden conclusion, and as was mentioned earlier, a new clinic will open up for your use.



## Neon Side Quest Nineteen: Dark Water (IV)

Those Reapers just won't give up. They're trying to poison the water supply of *another* apartment building in Neon. The one they're going after this time is located near the location of the number "19" on the map we've provided for you. You'll find a woman at that location, who will tell you that the Reapers are on top of her apartment building, and they've taken another of their tar kegs and hooked it up to the water supply up there. Naturally, you're going to have to go take care of business. However, this mission almost instantly begins differently than your experience earlier, since you'll be assaulted by four or five Reapers at ground level almost immediately after you finish speaking with her.



**Karma Moment** | Force the tar keg's pump to implode by overcharging it, or destroy the tar keg with Shockwave.



Work your way through those clowns and towards the building marked on your map. The water tank in question is actually located at a fairly opportune spot, since you can approach that building from the rooftop of other buildings also occupied by the Reapers. Thus, you'll be able to clear yourself a nice, workable path towards your objective without having to worry about being virtually surrounded by your enemies. Be sure to keep a close eye on the HUD as you move towards your target, since you don't want to be flanked. And of course, when you arrive at the water tank, make your now-trite karmic decision. For positive karma, use Shockwave on the device. For negative karma, destroy it with standard lightning attacks.



## Neon Side Quest Twenty: Satellite Uplinks (II)

The Satellite Uplink brand of side quest is more of a freeform, race-to-the-finish variety of side quest than anything else. As you know, these side quests are all about moving from predetermined location to predetermined location in an attempt to link satellites together, to form a permanent communications link to that side of the borough. This not only helps Moya out, one of your handlers, but it also helps you out, since having satellites uplinked to one another somehow exposes more and more side quests for you to handle throughout the borough. Begin by climbing up the nearby building (after going to the designated spot on your map), where the first satellite uplink can be found. Drain the energy from it completely. When you do, a clock will appear on your screen and will begin running. You have no time to lose!



Like the first Satellite Uplink side quest we brought you across, this particular adventure provides no real challenges, especially when you compare them to the much tighter, much more frantic Satellite Uplink misadventures in the other two boroughs. Remember that you don't have to suck power out of any of the other uplinks after the first one. All you have to do is walk, fly or run by the subsequent uplinks, close enough in proximity to them that they shut off, and the next one turns on. Use whatever powers you have at your disposal, including Static Thrusters and the ability to grind along electrified wires, and you should be able to finish this side quest with at least twenty seconds to spare, if not more.



## Neon Side Quest Twenty-One: Clinical Disaster

It's time to free another free medical clinic overrun by the Reapers. When you meet the medic at the predetermined location, he'll point you in the proper direction to go and take care of business. As is the case with any "clinical" side quests, successfully completing this side quest will allow you to unlock another clinic in Neon. What does this mean? Well, clinics are starting points for you after you die, or save your game and shut down your PS3. So having another clinic simply means you have the potential to start at an area closer to where you need to be than you otherwise would be able to. Nonetheless, to begin this side quest, head to the left and towards the dock house along the water. This is the makeshift clinic, and this is the location the Reapers have taken over wholesale.



The Reapers here won't put up much of a fight, and there aren't any special Reapers amongst them, such as Conduits or those armed with explosives, that will give you any extra trouble. Surviving this fight and getting through it easily is really all about using the cars in the area as cover, and working quickly. Remember that if a Reaper is hiding behind a vehicle, you don't have to wait for him to show himself to damage him. Instead, simply shoot at and destroy the car he's hiding behind to damage him, and potentially kill him as well. Once you've defeated all of the Reapers, the clinic will open for your future use, and you can move on to the next side quest.



### Neon Side Quest Twenty-Two: Abduction (III)

As if it comes as any surprise, the Reapers have gone ahead and kidnapped a whole 'nother group of hostages from the street of Empire City, and of course, it's going to be up to you to free these innocent civilians from their grasp. After speaking with the helpless woman at the predetermined location given on the map, you won't have to do much but cross the street towards an alleyway to run into the group of Conduits that have the kidnapped victims on lockdown. Not only will you have to deal with a group of standard Reapers here either, but you'll also have to fight two pesky Conduits as well. Let's get down to it.



Remember, you have ten hostages that are alive, and by hitting them or by striking enemies around them, you'll eliminate them, thus destroying your karma and any experience bonus you might get. Thus, if you're playing with a good slant, you're going to want to avoid hitting the hostages at all costs. Otherwise, you might as well kill them along with the Reapers if you're going for negative karma. You should be able to beat the standard Reapers easily enough, but to fight the Conduits, stay nimble and keep moving. This will allow you to avoid their earth-based attacks. Take them out quickly, and this fight will end before you know it.



## Neon Side Quest Twenty-Three: Photographer

These interesting side quests are extremely simple. When you head to the predetermined location we've given you on the map, you'll find a photographer. This guy doesn't care who you've killed and what you've done. All he wants are some sweet shots for his photo collection. Wielding his camera, he'll ask Cole to undertake a series of objectives that must be completed in the order they're given. When you execute the given move, whatever it may be, the photographer will snap a picture, and you'll be able to move on to the next task. Easy enough, right?



This time around, the rogue photographer will ask you to perform three types of tasks, for five total activities. The first thing he'll do is ask you to heal a pedestrian. Even if you're playing with an evil slant, you won't be able to get around this one. Find a pedestrian, heal him or her, and then move on to the next task, which is to melee attack the Reaper shown on the map as a yellow dot. Find him, melee attack him (you *don't* have to melee attack him after the picture is taken), and then move on to the final task. The final task the photographer has you undertake is to blow up three cars. Doing this is easy enough -- simply head to a street, shoot lightning at three cars in sequence, and boom, you're done. Pardon the pun.



## Neon Side Quest Twenty-Four: Spy Games (II)

The Reapers have to move stuff around Empire City somehow, and yes indeed, they keep on using their courier friends to do so. It's not like it's a bad idea. After all, the couriers seem to have pretty amazing sight, and the ability to feel if they're being tracked that seems unmatched by anyone else in the city. After speaking with the frightened woman near the park at the position shown on the map, you'll see the courier walk down the street near you. And thus, the incognito chase begins.



You should know how to do this by now (well, if you're following the order we're going in, anyway). You need to stay far enough behind and out of the way of the vision of the courier while not languishing too far behind. While the courier is represented by a standard red dot on your HUD, making him easy to track, you'll lose this luxury if he strays too far from you, meaning you'll either need to find him manually, or fail the mission and try again. As always, try to stay high above the courier, using building rooftops, electrical wires and train tracks to stay on him. When he heads through the tunnel, follow him by going over the tunnel into the adjacent alleyway. Then, when he finally deposits his package underneath the dumpster in the alleyway, turn your ire on him. Slay him and grab the package (five Blast Shards!) to end this mission in success.



### Neon Side Quest Twenty-Five: Satellite Uplinks (III)

This marks the third time we've encountered the Satellite Uplink side quest brand while traversing the streets of the borough of Neon. Unlike the first two uplink quests we encountered, this one is considerably longer, but even so, you should have absolutely no difficulty getting through to all of the uplinks in a timely fashion, perhaps even with thirty seconds to spare. Remember -- once you suck the electricity out of the initial uplink and the clock starts running, you only have to run by each subsequent uplink to activate it -- you *don't* and *shouldn't* stop to garner any further electricity out of any other device.



The route this particular Satellite Uplink mission takes you through is an advantageous one, and you're also given plenty of time. Keep in mind that time stacks on top of itself in a mission like this, so if an uplink gives you an additional ten seconds once you activate it, that will be compounded atop time you already have stored from previous uplinks. Remember to use Static Thrusters and to grind along wires, which will provide you with the two quickest and most effective modes of travel between uplinks. When you reach the last one, the side quest will naturally conclude.





## Neon Side Quest Twenty-Six: Hidden Package (II)

Another pesky Hidden Package mission! Remember that this variety of side quest doesn't randomly show up on your map. Instead, you have to head to the general area where the "26" is on your map, and you should confront a group of Reapers. When they're all dead, one of them should start to glow yellow, with an exclamation point above the corpse. This is when you can undertake this particular Hidden Package mission. Approach the dead Reaper and press Triangle, and you should be able to get a visual on where this character stowed a package. Remember that you can hereafter recall an identical image as you triangulate its location by pressing the Triangle button.



To find this package, don't waste your time going into the park that is encompassed by a majority of the circle on your HUD (this circle represents the area where the package could possibly be hidden in). What you're looking for, as shown on the picture, is a dark-colored, almost grayish building. It's a tall building, and it's located at the far edge of the circle. Climb on the side of the building adjacent to a smaller building, which will have balconies etching out from the side on each floor. If you make it up to the topmost balcony, you'll spot the hidden package, and its Blast Shard-like blue glow.



## Neon Side Quest Twenty-Seven: Abduction (IV)

When you speak with the distressed man at the location shown on the map, at the foot of the stairs leading into the large park nearby, he'll let you know that the Reapers have again kidnapped a group of innocent civilians and are currently moving them through the park to another location. Naturally, now is a great time to spring on the



Run up the stairs near the man who contracts you for this side quest, and dash rightward. You should see the small caravan of six hostages and a group of Reapers walking away from you. They'll ultimately reach a staircase leading back down. Try to keep your distance so that they don't spot you first, and take aim first and foremost at the Conduit in the group, since he's the biggest threat to you. As usual, the hostages should be saved for extra experience and positive karma, but if you're playing with a negative slant, don't worry about offing them along with their Reaper captors. This group of Reapers is more robust than the ones you've met earlier in terms of this side quest variety, but nothing you shouldn't be able to handle, nonetheless.

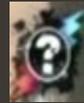


## Neon Side Quest Twenty-Eight: Explosive Choices

At the predetermined location shown on your map, you'll run into a police officer who is in a frenzy. It appears that the Reapers have affixed a live bomb to the door of the nearby police station, and it can detonate at any moment. The cops need you to go over to the door and drain the electricity out of it before it explodes. The cop will then dash off, leading you to the location of the police station. Surrounding the door are several cops, and they're pleading with you to take care of this thing before it's too late. And that's where a karmic moment comes into play.



**Karma Moment** | Drain the bomb to avoid detonation, or walk away and let it explode.



The game will let you know at this point that a decision has to be made, one way or the other. You'll have some options here. You can either approach the bomb and siphon the electricity directly out of it, rendering the explosives' trigger useless. This will net you good karma, and immediately end the side quest in success. However, if you decide to ignore the bomb and walk away, one of the cops will eventually grow restless and attempt to diffuse the bomb on his own. Naturally, this won't go according to plan, and he'll die in a violent explosion. At this point, the other four cops in the area will attack you. To end the mission under this particular circumstance, kill all four police officers.



## Neon Side Quest Twenty-Nine: Mobile Poison (II)

Clearly, those Reapers are hell bent on poisoning as many people in Empire City as possible. This is evidenced not only by their rampant attempts at getting their toxic tar into the city's water supply, but it's also clearly evident by even more overt actions. The Reapers are roaming the city streets with an armored truck, shooting their tar all over the place. Making matters worse, and far more complicated, is the fact that Reapers are guarding the truck carefully. So not only are you going to have to deal with destroying the truck in question, but you're also going to have to deal with the rather pesky task of eliminating a few waves of enemies all the while.



The overall difficulty of this side quest is going to depend on when you're undertaking it. If you're doing it early in the game, at the first possible opportunity, then you're not going to have many tools to work with. The truck must be destroyed with your manual attacks, whether it's your standard lightning-based attacks, Shock Grenades, or whatever. However, if you're doing this late in the game, one quick Lightning Bolt summon will destroy the truck in mere seconds, negating any difficulties you might otherwise encounter. And hey -- don't ignore all of those Reapers guarding the truck as it moves down the city streets. That's free experience points you're passing up!



## Neon Side Quest Thirty: Drug Runners

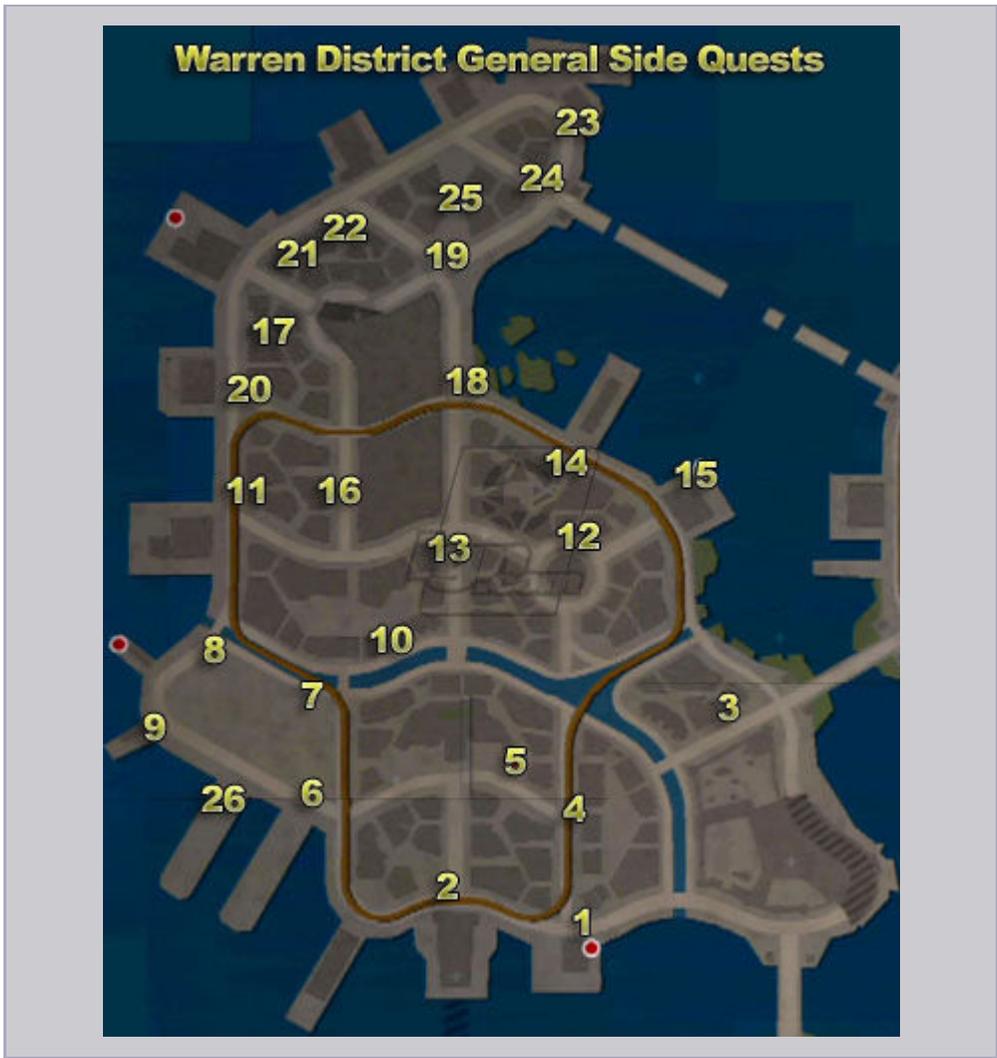
The thirtieth and final standard side quest we bring you across in the borough of Neon is a completely unique one. No repeats here! When you head to the location designated on the map, a medic will plead with Cole for his help. It appears that this medic's supplies have been stolen by some Reaper thugs, and he wants you to retrieve them for him. While this seems like an inherently good mission to be doing (like so many of them are), it doesn't matter whether you're playing as good or evil. That's because completing this mission successfully nets you a result far more important than just experience points and karma. By successfully completing this side quest, another clinic will spring up in Neon, giving you another place to spawn from if you happen to die in or around this particular location.



On your HUD, you'll notice three distinct circles. These circles represent three Reapers who have run off with the medical supplies. You'll need to kill each Reaper and grab the blue box each of them drop. While the Reapers will drop the boxes *before* being killed (only when being struck with an attack), there's absolutely no reason not to follow through and kill them before grabbing the stolen goods. Once you've found and killed all three Reapers and grabbed the medical supplies they ran off with, the game will prompt you to return to the medic. Do so, hand over the supplies, and this side quest will conclude successfully.



|             |             |             |             |               |
|-------------|-------------|-------------|-------------|---------------|
| Evil Quests | Good Quests | H.D. Quests | Neon Quests | Warren Quests |
|-------------|-------------|-------------|-------------|---------------|



|   |                            |
|---|----------------------------|
| <b>Side Quest One: Street Fight</b>             |                            |
| 01  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Two: Satellite Uplinks</b>        |                            |
| 02  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Three: Satellite Uplinks (II)</b> |                            |
| 03  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Four: Counter-Surveillance</b>    |                            |
| 04  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Five: Stolen Prescriptions</b>    |                            |
| 05  | <a href="#">CLICK HERE</a> |
| <b>Side Quest Six: Terror Bus</b>               |                            |

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|---|----------------------------|
| 06  | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Seven: The Informant</a>                   |                            |
| 07  | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Eight: Chasing Echoes</a>                  |                            |
| 08  | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Nine: Surgical Operation</a>               |                            |
| 09  | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Ten: Counter-Surveillance (II)</a>         |                            |
| 10  | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Eleven: Terror Bus (II)</a>                |                            |
| 11  | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Twelve: EI Train</a>                       |                            |
| 12  | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Thirteen: Photographer</a>                 |                            |
| 13  | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Fourteen: Split Decision</a>               |                            |
| 14  | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Fifteen: Brother's Keeper</a>              |                            |
| 15  | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Sixteen: Hidden Package</a>                |                            |
| 16  | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Seventeen: Satellite Uplinks (III)</a>     |                            |
| 17  | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Eighteen: Terror Bus (III)</a>             |                            |
| 18  | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Nineteen: Satellite Uplinks (IV)</a>       |                            |
| 19  | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Twenty: Utterior Motives</a>               |                            |
| 20  | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Twenty-One: Infestation</a>                |                            |
| 21  | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Twenty-Two: Counter-Surveillance (III)</a> |                            |
|   |                            |

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|--|----------------------------|
| 22   | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Twenty-Three: Hidden Package (II)</a> |                            |
| 23   | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Twenty-Four: Terror Bus (IV)</a>      |                            |
| 24   | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Twenty-Five: Hidden Package (III)</a> |                            |
| 25   | <a href="#">CLICK HERE</a> |
| <a href="#">Side Quest Twenty-Six: Hidden Package (IV)</a>   |                            |
| 26   | <a href="#">CLICK HERE</a> |



## Warren Side Quest One: Street Fight

Now that you're in the borough of Warren, you aren't in Reaper-held territory. Instead, you're now in the borough controlled by the Dustmen, who are much more powerful and much more annoying than their weaker, red-cloaked cousins across the river. But that doesn't mean that turf doesn't get contested every now and then. You'll find a man frantically waving his arms in the air when you approach the position shown on the map. He'll tell you that the Dustmen and Reapers are "throwing down" nearby. And suddenly, you'll see the fray he's talking about to your left. It's time to join in.



Obviously, both sides of this conflict are your enemy, so you're not choosing sides. This side quest is all about indiscriminate slaughter to the utmost degree. If you see a Dustman in your view, kill him. If you see a Reaper in your view, kill him too. You're going to want to kill *everyone* here, as the side quest won't end in success until you do. Thankfully, there's plenty of enemies, and that equates to plenty of experience points, so it'll all be worth it in the end. As usual, you'll want to prioritize killing Conduits and explosives-wielding enemies first, and then move on to their weaker brethren.



## Warren Side Quest Two: Satellite Uplinks

As you likely figured out when you were traversing the initial borough of Neon, taking care of side quest-related business there, the Satellite Uplinks side quests are integral to completing the rest of the side quests. That's because when you successfully complete said side quest, any other side quests not yet revealed on your map in the vicinity become revealed, thus allowing you to easily find other challenges to undertake. Head to the location designated on the map and climb a nearby building to find the first of four uplinks on the mission. Suck the power out of the initial device, and the time will start running.



The Neon Satellite Uplinks side quests were easy. The routes were simple, you were given plenty of time, and it was often harder to fail than succeed. That's no longer the case, however. This Satellite Uplinks mission is no joke. You will be running short on time, the routes you have to take are confusing and convoluted, and it will likely take you several tries to figure out a specific route that works best for you. We won't discuss routes here, since that seems to complicate things more than it's worth. However, we will implore you to be patient. While the routes are tough, there are only three uplinks to turn off (simply by running by them), so you won't have too much to memorize. But make haste! There's no time to lose.



### Warren Side Quest Three: Satellite Uplinks (II)

We'll go ahead and get another of the Satellite Uplinks side quests out of the way right now. Like the one we discussed earlier (not that you're necessarily going in our order), this side quest will necessitate quicker movements and smarter planning than the like missions you undertook in Neon. As was the case with the last uplinks side quest, however, you won't have to travel a great distance. This side quest is more about quick, smart movements than moving over long distances.



Keep a keen eye out for electrical wires you can grind over, and never hesitate to use Static Thrusters to get from rooftop to rooftop, climbing the sides of buildings if necessary. Time is truly of the essence here, and compounding precious seconds from one uplink to the next is truly the only way you'll successfully get through this mission. Thankfully, as long as you're patient, you can work your way through the side quest over and over again until you work out a great route that will help you conquer the task at hand with relative ease.

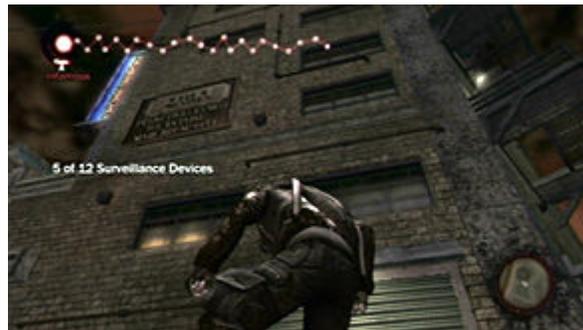


## Warren Side Quest Four: Counter-Surveillance

If you thought the Reapers in Neon were the only baddies interested in spying on the residents of Empire City, you thought wrong. The Dustmen, who run the show in the borough of Warren, have also been using surveillance devices on various buildings in the area, and when you get to the location shown on your map, you'll find a woman complaining about it. Before scurrying off, she asks Cole to head to her apartment building (which will thereafter be marked on your map), where you'll have to clear a total of twelve surveillance devices from the building.



If you did this brand of side quest in Neon, you'll know exactly what to expect here, because the quests are essentially identical. The twelve surveillance devices, which are small black boxes, are strapped to all sides of the building. Begin the process of removing them by scaling all sides of the building, to find whatever easy-to-spot boxes that are there. Get next to them and press Triangle to destroy them. If there are any left over, head to ground level and begin to carefully examine each side of the building for several seconds at a time. Waiting for a moment will allow any stray surveillance devices to quickly flash red, giving their locations away. You can then go up to any you missed and take care of business.

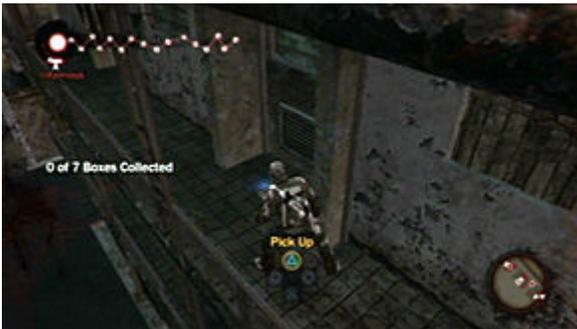


## Warren Side Quest Five: Stolen Prescriptions

The name will likely give it away to you instantly, but in case you haven't realize it yet... all side quests with medical names have to do with the opening of clinics. Clinics are places where Cole can spawn from if you save and quit the game, or if you die and have to start anew. Having more clinics open to you simply means you have more places to spawn from that may be closer to whatever location in question without having to do massive amounts of backtracking. When you arrive at the location shown on the map, you'll find a distressed man who will plead with you to recapture some stolen medicine the local Dustmen have made off with. Of course, Cole is happy to oblige.



Each medical-type quest shares similarities with other like quests, but each has a unique spin. The unique spin on this one is that you'll have to clear three apartment buildings, all right next to each other, in order to get to the seven locations of the seven parcels of stolen medicine. The medical supplies are marked as white dots on your HUD, while all of the Dustmen guarding the stolen goods are represented, as always, by red icons on the HUD. Your best bet is to simply clear all three buildings of enemies completely, which will allow you to then scour the buildings for the missing goods. Of course, you can do the former *while* doing the latter to some degree, but in general, kill enemies first, grab goods later. This equation always equates to success.



## Warren Side Quest Six: Terror Bus

If you're terrified of things, then the Terror Bus might not be for you. In all seriousness though, after you reach the location predetermined on the map we've provided, you'll find a man there who will tell you that the Dustmen are rolling around in a heavily-armored bus, shooting anything that moves. Of course, he and his fellow citizens want you to do something about it, and there's little doubt you're happy to oblige his request. The bus will then appear on your HUD as a yellow dot, with myriad red dots appearing around it, representing all of the Dustmen that are guarding it as it roves about.



First things first -- keep your distance from the bus and as many Dustmen away from it as you can. This will allow you to brandish your attacks and kill all of these foes without being shot to smithereens by the bus itself. When most (or all) of the enemies are dealt with, you can then take care of the bus. Unlike the tar-filled trucks used by the Reapers in Neon, these armored-trucks can't be destroyed with attacks. Instead, you must work your way up to the roof of the vehicle, where an engine can be found and destroyed, ending the side quest successfully. Because of all of the bus' guns, getting to the top of the bus from ground level can be a truly difficult endeavor. In lieu of doing that, get to the roof of a nearby building, and jump down onto/glide via your Static Thrusters onto the top of the bus. Then, do in the engine.



## Warren Side Quest Seven: The Informant

This side quest is short and sweet, and relatively sad too, especially if you're playing as a good character. You'll find a tense man at the spot designated on the map. He'll inform Cole that he has some information on the transients (meaning the Dustmen), and tells you to follow him. However, he barely gets anywhere before the Dustmen spring a trap on him, kill him, and then immediately turn their ire on you. As a result, you'll have to deal with these thugs in lieu of getting any new information out of the now-deceased man.



Thankfully, when the Dustmen spring their ambush on the innocent informant, it'll be a concentrated ambush. There won't be many enemies to deal with, and you won't have to travel too far in order to deal with the foes. They'll bust out of closed containers around and above the informant, so your best bet is to greet force with force, since you can't really hide anywhere effective here (except around the corner). Throw Shock Grenades up at the foes to try and kill multiple enemies at once, and otherwise remain consistent in your attacks, and this side quest will last all of thirty seconds total.



## Warren Side Quest Eight: Chasing Echoes

Chasing Echoes is a unique side quest that immediately starts out in a different fashion than most other standard side quests in the game. When you arrive at the predetermined location shown on the map, you won't find a person who wants to talk to you and ask for help. Instead, you find the corpse of a recently-deceased Empire City resident who still has a story to tell. Cole will assimilate some of the last thoughts of the person, which will allow him to see an echo. This is similar to a few main story quests, so you're likely familiar with this, but if not, you'll get to follow along with a silhouette-like apparition, pinged with L3 to spot it on your HUD.



As you follow the echo, it will bring you through a convoluted pathway through the labyrinth at the southwest end of the borough of Warren, the one made up of all of those shipping containers. Eventually, the echo will bring you to a location of three deceased citizens of the city, at which point the game will prompt you to find and kill three Dustman Conduits hiding around the encircled area of the labyrinth, as seen on your HUD. Walk around within the confines of the circle and you should run into all three foes. Remember that Dustmen Conduits have the power to summon and throw at you mechanical spiders, which is in addition to their standard RPG-based attacks. Slay all three of the foes, and the side quest will end upon the death of the third.





## Warren Side Quest Nine: Surgical Operation

If you want to open up yet another medical station for your use, then you'll need to undertake this side quest at the location designated on your map. Once you arrive there, a distressed medic will let you know that the Dustmen, aggressive as ever, have overrun a makeshift clinic on a nearby dock. He dispatches Cole to rid the area of the transients so that he can reclaim the territory and get back to helping the sick and injured, but there's a catch. Cole agrees to help him out, and now, all you have to do is run towards the dock, but the catch is that the medic actually running the clinic there is being held hostage by the Dustmen.

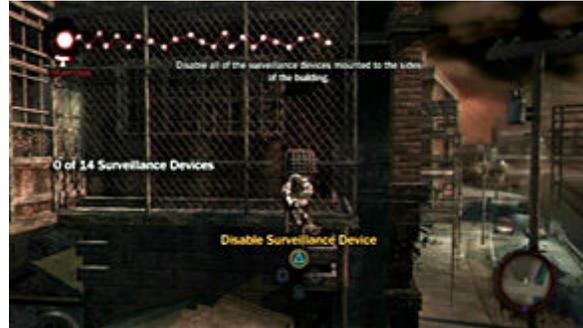


There are only five enemies of any consequence at the dock. Three of them can be killed right off the bat as soon as you arrive at the building on the dock. Kill them quickly, but *don't* wantonly run around to the back end of the building. That's because the Dustmen won't hesitate for even a second to kill their hostage if they find themselves under attack. Therefore, you're going to need to approach this situation a little more methodically than you otherwise would. Get onto the roof of the building and approach the back end of the dock. As soon as you see the two Dustmen holding the medic hostage, immediately go into Precision Mode and go for headshots, which should kill both enemies instantly before they get a chance to cap the medic. Successfully killing them both and thereafter freeing the bound medic will end the side quest in success.



## Warren Side Quest Ten: Counter-Surveillance (II)

When you speak to the woman at the location given on the map, she'll tell you that the Dustmen have placed surveillance devices all over her nearby apartment building. She (rather rudely) demands Cole to go take care of it before running off to wherever it is she needs to go. Run towards the building shown on your map. It should be surrounded, on your HUD, by a circle. This circle represents the space in which the fourteen surveillance devices are located. If you've done these quests before, then you know what you're looking for -- small black boxes affixed to the sides of the building in question, that flash red every few seconds.



Begin your basic climb up each side of the building within the confines of the circle shown on your HUD. This should allow you to narrow down the amount of devices you'll need to look for. Remember that the circle on your map will truncate and become smaller as more and more devices are destroyed by Cole, further facilitating your search for any stray devices you've yet to find. As usual, the best technique to employ when a device or devices are eluding you is to stand at the base of the building and look upwards for several seconds on each side. This will give any missing devices enough time to quickly flash red, giving away their location.

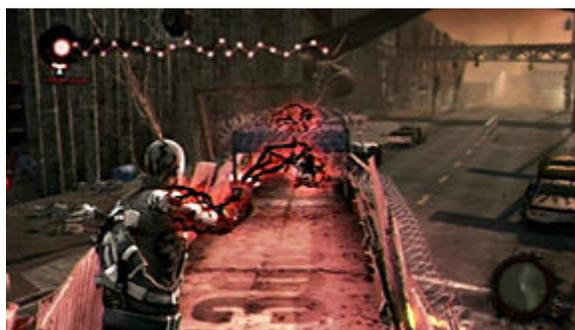


## Warren Side Quest Eleven: Terror Bus II

Those crazy Dustmen are at it again, terrorizing the streets of the borough of Warren with their armored, done-up buses with myriad machineguns sticking out of the sides. When you speak to the woman at the location given, she'll let you know what's up. Thereafter, the bus, and its contingent of guards, will show up on your map. The bus will be marked as a yellow icon, while the enemies, of course, will be shown as red dots. There's only a finite amount of enemies guarding the bus as it goes, so your best bet from the outset of the mission is to eliminate them first, letting the bus continue on its route as you deal with all of the standard ground infantry. This won't only allow you to collect some experience points, but it will also make sacking the bus all the more easy.



After the last Dustman guard has fallen, it's only you and the bus. The bus will likely still be moving on its predetermined course, so follow it on your HUD. The guns will cut you down quickly if you attempt to approach the bus from *any* side, and jumping to the roof of the bus, which is mandatory to complete this side quest, is virtually impossible from ground level. As a result of this, you'll want to get up to a tall building's roof along the bus route. Then, jump onto the top of the bus, using Static Thrusters to move in carefully. Once you're on the roof, all you have to do is turn your ire onto the small engine at the back end of the roof of the bus, and voila, the side quest will end.

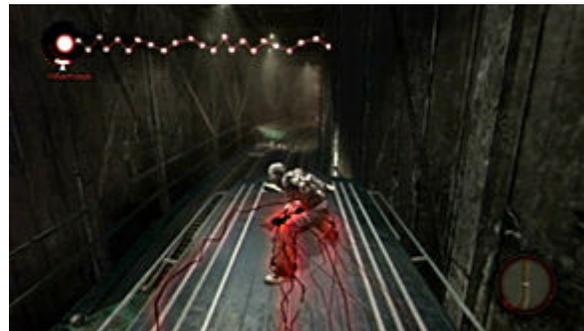


## Warren Side Quest Twelve: El Train

This is a fairly unique side quest that forces Cole to open up one of the train routes in the borough of Warren that would otherwise be inactive. To do so, speak to the person at the position designated, and then scurry off to the train, which will be marked on your map with a yellow icon. You'll need to climb up to the raised train tracks which the train itself sits on. Head to the front end of the train, which is electrified, and will move simply because Cole is standing atop it. However, it isn't quite this easy, because there is debris blocking the train from moving. Simply use Shockwave to get the cars out of the way, and the train will begin heading on its course.



At this point, you're going to have to carefully balance your attacks with just getting through this area alive. You can't garner electricity from the train itself, meaning that the Dustmen on various buildings that are taking shots at you are going to slowly-but-surely whittle away at your health with little consequence. And with more debris needing clearing on the tracks, this side quest is actually much more difficult than most. Nonetheless, when you arrive at a tunnel, the train will again stop, this time due to a lack of power. Clear the track ahead by killing the various Dustmen, and then drop down out of the tunnel on the other side, where a small box underneath the tracks can be repowered by Cole. From there, all you need to do is head back to train, fight the newly-spawned enemies that appear, and get the train through the other end of the tunnel to end the mission successfully.



## Warren Side Quest Thirteen: Photographer

The Photographer side quests, as you may know by now, are really simple, and only require you to do a set of stunts in order for them to be over quickly and successfully. When you meet the man at the spot designated on the map, he'll want to talk to you about taking some pictures of you while you're performing specific actions. He'll then wield his camera, and the prompts will begin to appear on-screen, asking you to perform said moves however many times necessary.



The first of four different activities you'll need to complete is to attack and kill the Dustman marked on your map as a yellow dot. Remember that attacking any Dustman won't do here, it must be the one marked on the map. Secondly, you'll have to drain two objects, whether it's cars, generators, or whatever, of energy. Thirdly, the photographer will ask you to perform three Thunder Drops (this is easy to fake -- just climb up a building for a second, and then repel backwards and drop with some thunder). And finally, he'll ask you to perform two separate induction grinds to cap things off. Easy enough!

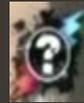


## Warren Side Quest Fourteen: Split Decision

This is an interesting and unique side quest that will give you an equally unique karmic moment to dwell over as you finish up this quick and straight-forward mission. A distressed girl at the location shown on the map will plead with Cole for his help. It appears the Dustmen are making off with her brother as a prisoner, and she needs Cole to go ahead and save him. But as with so many quests in the game, this one involves a big choice that will either add to your positive or negative karma.



**Karma Moment** | Save the girl's brother, or go get the Blast Shards.



The Dustmen are taking away the girl's brother because he has a store of Blast Shards they want for themselves. Cole will therefore be immediately struck with a problem. He can either sacrifice the Blast Shards and go after the Dustmen taking the man away for positive karma, or he can outright ignore the pleas of the woman, head in the other direction towards a locker full of Blast Shards, and take them after killing a few Dustmen there. This will give you negative karma. The choice is yours... but if you go down the latter path, keep in mind you're likely going to need to kill the sister of the kidnapped man, who will hound you for not making the choice she would have preferred.

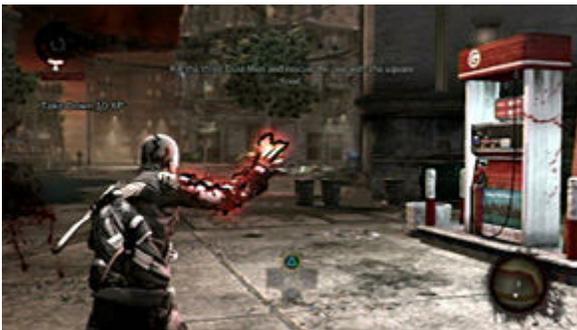


## Warren Side Quest Fifteen: Brother's Keeper

Here, we have yet another unique side quest that will open up another clinic for your use in the borough of Warren, just in case you die or decide to turn your PS3 off within its vicinity. When you speak to the medic at the end of the pier shown on the map, he'll plead with Cole to help him free his brother from the Dustmen. He's been forced to join their ranks, and is currently patrolling with a group of them nearby. You should see them moving near the gas station adjacent to your location (just keep an eye on your HUD). The picture he gives you specifies the Dustman you *don't* want to kill -- the one with the square-shaped hood.



This may sound difficult. After all, the Dustmen all look relatively identical, and how are you supposed to figure out who has a square-shaped hood as opposed to the others', especially during the heat of battle? Well, Precision Mode, if you have access to it at this point in your game, will help you out tremendously. Zoom in on the group of four Dustmen from afar, before they spot you. After figuring out which of the marks you *don't* want to kill, wield your Precision Mode-based lightning attack and go for three quick headshots on the actual Dustmen. Once those three are killed, the medic's brother will surrender. Approach him and "free" him, and the medic will thank you, ending the mission.

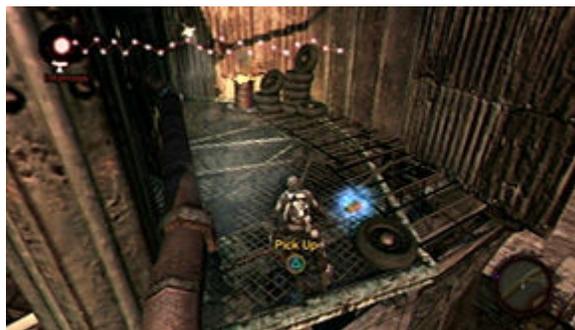


## Warren Side Quest Sixteen: Hidden Package

This is another of the Hidden Package side quests that are catalyzed in awkward ways. Therefore, you may be at a loss as to how to even trigger this side quest. But of course, that's where we come in. This side quest, like all other Hidden Package side quests, isn't triggered by a person waiting for you on the street at a predetermined location. Instead, the "16" on our map represents the vague area in which a fight will occur between Cole and some Dustmen. One of the deceased Dustmen, when the dust settles (pardon the pun), will turn a yellow hue. Cole can then examine the Dustman in question to learn of the location of a hidden package. This picture can be recalled at any time by using the Triangle button.



This particular package isn't too difficult to find, as long as you know more specifically where to look. While your HUD will give you a general location as to where to look (the circle within the HUD represents the only region where the package can possibly be hidden), we can actually narrow down your search parameters even more. You're going to want to head to the Dustman shantytown that you visit during the game's main quest. At the back end of the shantytown, along the tall back wall, you can climb up a vertical pipe to a little watch tower. The telltale blue hue of the hidden package should give its location away once you're there.





### Warren Side Quest Seventeen: Satellite Uplinks (III)

Oy vey -- yet another Satellite Uplinks side quest. Remember, these monotonous and sometimes-difficult side quests are a necessary evil, not only to clear a little segment of any borough in question of a permanent enemy presence, but also because it reveals locations of more side quests that would otherwise never appear on your Select Screen map. Head to the location designated on the map, and the game will immediately prompt you to climb up a nearby building to the first uplink, which you should then drain of energy completely.



As usual, once you drain the initial uplink of all of its energy, the clock appears on-screen and begins winding down, and you have no time to waste. This adventure in satellite uplinking is actually the easiest in the entire borough, however, with only a difficult beginning area. You should be able to use induction grinds between all of the buildings that have uplinks without fail, only having to jump up atop a pole from the first building to make the first grind. Otherwise, this is an easy one, but there's little room for dilly-dallying. Your time compounds, which helps you, but seconds are precious, so move as quickly as you can. And remember -- after draining the first uplink, you need only run or fly past each subsequent uplink.



## Warren Side Quest Eighteen: Terror Bus (III)

The Terror Bus has returned! If you're going in the order we recommend, then you would have already encountered the Terror Bus side quest quandary twice before. But if not, let us fill you in. The Dustmen have taken control of a bus, armored it, and put a bunch of large machineguns on all sides of it. As it drives down the street, it shoots arbitrarily at everyone, and is obviously a dangerous menace to the innocent civilians of the borough of Warren. Making matters more complicated, a group of Dustman infantry is accompanying the bus. You'll want to take care of them first, and then go after the bus itself.



Your best bet in dealing with the Dustman infantry is to draw them away from the bus in the opposite direction the bus is moving towards. This will keep you out of range of the dangerous weapons the bus has on it, and will allow you to accumulate some experience points from the Dustmen. Once the enemies are felled, the bus is moving around without protection, but it doesn't exactly need any. Because the bus is so well-defended *and* tall, jumping atop it from the ground is nearly impossible. Instead, scale a nearby building and jump/fly onto the roof of the bus, where the engine of the vehicle can be discovered. Shoot it and destroy it, disabling the bus and ending this mission successfully.



## Warren Side Quest Nineteen: Satellite Uplinks (IV)

We promise, this is the fourth and *final* Satellite Uplinks side quest in the borough of Warren, and it actually takes a fairly unique approach to the entire formula. That's not to say that you'll be doing anything differently this time around. You'll still have to climb up to the first uplink after heading to the point designated on your map to undertake this mission, at which point you will siphon the electricity out of the device. This will start the clock running, and you'll have to dash over and run past the next uplink. And the next one. And the next one. And so on and so forth.



The unique approach we're talking about here is that this Satellite Uplinks side quest is a lengthy one, perhaps the lengthiest in the entire game. Instead of going to three, four or five subsequent uplinks some distance from one another, you'll visit nearly ten this time around, all bunched around one another. And instead of each uplink giving you a fairly significant time boost on your clock, you'll only get a boost equal to the short distance the next uplink is from you. While this side quest is an easy one, it's still "failable", and you shouldn't lose your patience if you don't get through in time once or twice. You'll be glad you did when you finally do, since not only does it free another small percentage of the borough from the grasp of the Dustmen, but it also illuminates more locations for more non-Satellite Uplinks side quests.

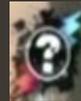


## Warren Side Quest Twenty: Ulterior Motives

This interesting side quest will present you with a karmic moment when all is said and done, and you'll need to carefully examine how it is you're going to go about things. However, for the most part, this side quest remains the same whether you're playing as a good character or a bad character, so you have little to worry about for a little while. The origins of the side quest can be found at the point designated on your map, where a hapless Empire City citizen needs your protection when he visits his locker nearby. Why the Dustmen can't just break into this locker is anybody's guess, but nonetheless, that's your task.



**Karma Moment** | Accept the single Blast Shard as thanks, or kill the pedestrian and take his entire stockpile.



And for the most part, an easy task it is. You'll have to run along behind the pedestrian as he brings you to the locker's destination. En route, you'll encounter a slew of Dustmen in three waves of enemies. Each time you encounter a wave, the pedestrian will make himself scarce while you deal with the foes at hand. When the wave's threat is nullified, the run towards the locker will continue. After the third wave is eliminated, you'll finally get to the man's locker. For helping him out so selflessly, he'll offer up a modest reward for you in the form of a single Blast Shard. However, Cole spots more in his locker, and thus the karmic moment ensues. For positive karma, accept the gift and go on your way. However, for negative karma, kill the pedestrian and take all five Blast Shards he was hoarding for your very own.



## Warren Side Quest Twenty-One: Infestation

If you're following the order we undertook in our own game here at IGN Guides to get through the side quests, than the side quest known as Infestation should be the final side quest you'll have to undertake in terms of opening up new clinics in the borough of Warren. Once you arrive at the point designated on the map, you'll be greeted by a medic, who will tell you that the clinic he set up on a nearby pier has been completely overrun by the hostile forces of the Dustmen. He asks you to eradicate the pier of the problem so he can get back to his makeshift practice. Agree and head over to the pier, where you can begin cracking some skulls in earnest.



This is as straight-forward as side quests come. All you have to do, quite literally, is kill each and every Dustman on the pier. As usual, they're represented by red dots on your HUD, so there's nothing unusual there. Simply approach this as you would any other hostile situation, and deal with the enemies one by one, until there's no one left. Upon the death of the final Dustman, this side quest will end in success, and you'll have yet another clinic at your disposal in the borough of Warren.

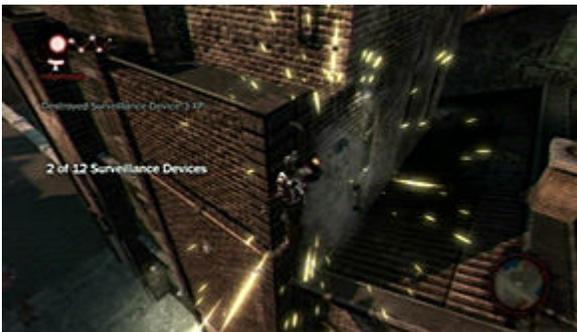


### Warren Side Quest Twenty-Two: Counter-Surveillance (III)

The final Counter-Surveillance side quest in the borough of Warren occurs at the position shown on the map. After speaking with the woman at the location given on the aforementioned map, you'll be able to head to a nearby location designated on your HUD, which is the building in question. This building has twelve devices affixed to it that the Dustmen are using to spy on the building's inhabitants. Finding each of them is fairly easy, and all you have to do when you find one is get near it and press the Triangle button to destroy it.



The best way to go about this side quest in its totality is to simply work your way around all sides of the building, hitting whatever boxes are clearly visible. When you've finished scouring all sides of the building, that should leave only a few stray boxes you couldn't find. As we've stressed in earlier explanations of like side quests, the smart thing to do hereafter is to stand at the base of each side of the building, where the telltale flashing red light of any boxes left will briefly flash, giving away their location. Also keep in mind that the circle on your map that designates the location you're supposed to look will get smaller and smaller, pinpointing any missing devices' locations.



## Warren Side Quest Twenty-Three: Hidden Package (II)

It's time to find another Hidden Package, which no doubt means that it's going to confuse a number of gamers who don't yet realize how to undertake such a side quest. How is it done? It's simple. Instead of going to the location designated on your map in search of a person to talk to, you're going to have to head to the general location of the "23" on the map in order to kill a group of Dustmen waiting there. Once one of the deceased Dustmen, when all is said and done, will turn a distinct yellow hue, with an exclamation point over the corpse. It's at this point that you can approach the corpse and undertake this side quest.



When you examine the corpse, an image will show-up on-screen, one that you can recall at anytime hereafter by pressing the Triangle button. The hidden package this time around is located near the water, with a bridge out in the distance and to your right (if your back is facing dry land). You'll want to keep an eye out for that telltale blue hue of the hidden package, and be sure to search *only* within the confines of the circle shown on your HUD, as that circle represents the only location the package can possibly be hidden in. Once you find it, the mission will conclude automatically.



## Warren Side Quest Twenty-Four: Terror Bus (IV)

The final Terror Bus-related side quest can be found at the location shown on the map. When you arrive, a distressed man will inform Cole that the Dustmen have, once again, taken to the streets in one of their modified, heavily-armed buses. It's going to be up to you to put a stop to the madness, by tracking down the bus (marked as a yellow dot on your HUD), and stopping it in its tracks. Of course, you'll have to deal with a slew of Dustmen protecting the bus as well. Then again, the bus doesn't even need protection, as you'll soon find out.



As was the case the last time(s) we did this side quest type, you'll want to draw the infantry guarding the bus away from it, so that you can easily deal with them without being in range for the heavy guns on the bus. Once you've dealt with the entirety of the on-foot Dustman contingent, you can then focus on downing the bus and completing the side quest once and for all. Since the bus shoots at you from all angles and is too tall to realistically jump on top of from ground-level, you'll want to scurry up a tall building nearby, using it as leverage to jump/glide onto the top of the bus. Shoot and destroy the engine tucked away on top of the bus, and the side quest will be over just like that.





### Warren Side Quest Twenty-Five: Hidden Package (II)

This is the first of the last two side quests we'll bring you across in Warren, and both of them are pesky Hidden Package missions. These side quests seem to elude many a gamer, so let's be clear -- to "earn" the right to undertake these side quests, you have to go to the "red" location on your map (around where the number "25" is on the map we've enclosed) and fend off some enemies there. If you're in the proper area, one of those thugs' bodies will stick around, with an exclamation point coming out from it, signifying a side quest can be undertaken. When Cole examines the corpse, he'll garner the information he needs -- the specific location of a hidden package that is waiting to be found.



As always, the hidden package in question can only be found within the predetermined area shown on your HUD as a circle. If you're searching outside of this circle, you're not searching in the right area. By pressing the Triangle button at any point after searching the corpse, Cole can recall an image from a specific point of view that shows the package's location. Triangulating to that location is the key. This particular hidden package, thankfully, is extremely easy to find. Simply look for some eagle statues on a low-lying roof adjacent to an alleyway. On the other side of the alleyway, you'll find the package you seek sitting on a fire escape.



## Warren Side Quest Twenty-Six: Hidden Package (IV)

The twenty-sixth and final side quest we'll bring you across in the borough of Warren is indeed the fourth Hidden Package-based side quest found there. This time, you'll need to head to the southwestern portion of the borough, where you'll find some Dustman thugs to do battle with along the pier. Once you've finished off the party of enemies located there, one of them should begin to glow a yellow hue with a telltale exclamation point above his head. Have Cole examine the corpse, and you'll get a picture of where the hidden package we seek is located. You'll be able to recall this picture at will hereafter by pressing the Triangle button.



The hiding spot of this hidden package is fairly clear from the get-go, though you should be aware that you'll need to do your searching within the confines of the circle shown on your HUD, or you're simply looking in the wrong place. You'll need to climb atop one of the unloading rigs on the pier -- the one on your right, if you're facing both of them (with your back facing the rest of the city) should be the key. Climb up to the tippy-top of the structure, and you should find the blue hue of the hidden package you seek up there, which you can easily grab. The climb up is a bit arduous, but there should be an extremely limited enemy presence.



## Infamous Blast Shards

Blast Shards -- what a nuisance! 350 Blast Shards are strewn throughout Empire City's three bustling boroughs, and finding them can be a real pain. It's not that they're obscurely hidden; after all, all it takes is a click on your left analog stick to see if there are any in your vicinity anywhere you travel. However, some can allude you, and manually searching for them, while completely possible, is also a massive pain in the ass.

And that, of course, is where we come in. We've found all 350 Blast Shards in the game. And we've documented each and every one of them. The following lists *do not include* the Blast Shard you automatically find in an early mission in the game, nor does it include Blast Shards earned through missions. The following are only Blast Shards found in the wild, and nothing more.

Blast Shards are separated by borough. From there, we've separated them into sectors. And from there, we've given you a screenshot of each and every Blast Shard, along with a blurb on how to find each. Yes, we love you that much.

|                                |                            |
|--------------------------------|----------------------------|
| Historic District Blast Shards |                            |
| 01                             | <a href="#">CLICK HERE</a> |
| Neon Blast Shards              |                            |
| 02                             | <a href="#">CLICK HERE</a> |
| Warren Blast Shards            |                            |
| 03                             | <a href="#">CLICK HERE</a> |

## Historic District Blast Shards

The map below shows different sectors of the borough of the Historic District that we've cut up for you. Each sector represented has a separate page and map linked to below the large map, which will then help you find, more specifically, each and every Blast Shard in the borough of the Historic District.



### Sector One

01 [CLICK HERE](#)

### Sector Two

02 [CLICK HERE](#)

### Sector Three

03 [CLICK HERE](#)

### Sector Four

04 [CLICK HERE](#)

### Sector Five

05 [CLICK HERE](#)

### Sector Six

06 [CLICK HERE](#)

### Sector Seven

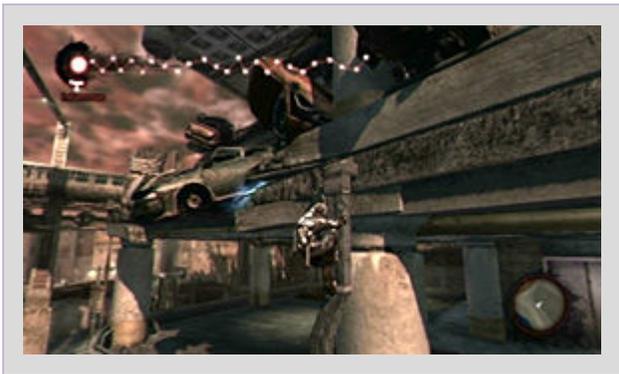
|                     |                            |
|---------------------|----------------------------|
| 07                  | <a href="#">CLICK HERE</a> |
| <b>Sector Eight</b> |                            |
| 08                  | <a href="#">CLICK HERE</a> |
| <b>Sector Nine</b>  |                            |
| 09                  | <a href="#">CLICK HERE</a> |

Historic District Blast Shards | Sector One



**1**

The first shard we'll bring you to in the Historic District's so-called "Ground Zero" at the location shown on the map, on the end of a horizontal support beam sticking out from the rubble. Climb up and grab it.



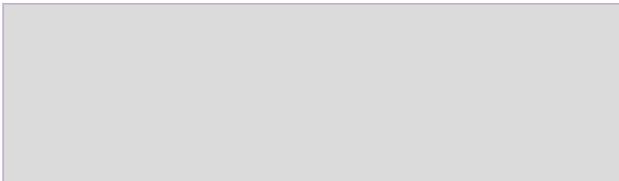
**2**

This one is extremely well-hidden and easy-as-anything to miss. Continue to climb the parking structure and seek out the elevator spewing out electricity. This shard is against the elevator door, but since the electricity burns an identical blue hue as the shard does, you can walk right past it and never know it was there.



**3**

At the southern end of the parking structure where Shards #1 and #2 were found, you can easily spot what was once a small building. Atop



one of the still-standing concrete corner pillars of the building, you can find this shard.



4

At the location given on our map, simply climb the vertical train trestle support beam. On the outer side of the support beam, you can easily see and easily swipe this shard.



5

The half-destroyed multi-tiered building at the location shown contains the next shard you seek, which can be found at the junction between the lower and upper rooftops.



6

This shard sits precariously along a raised train track. The best way to get it is to climb the upper roof from where Shard #5 was found, and then jump down to the tracks below, where you can hang down and grab this shard.



7

This one is easy to spot, though it may seem considerably more difficult to actually grab. On the eastern edge of the building shown on our map, you'll find this once proud structure crumbling due to the Ray Sphere explosion. At the corner of the crumbling building, you can jump up and grab the shard you seek.



8

This shard is located on the same building Shard #7 is, but you're going to have to climb up to the very, very top of the leaning skyscraper to find it. It's located, quite literally, at the apex of the building.





9

At the corner shown on our enclosed map, you'll find a building that seems to surprisingly still be intact after the explosion. On the roof of said building, you'll find a water tower. On the side of that water tower, you'll find a shard.



10

For such an atypical section of Empire City as the blast site, this shard is sitting in a pretty typical fashion nonetheless. Climb up to the top corner of the building at the location shown on our map, and you can find this shard rather easily.



11

You're going to get a little woozy climbing up the building shown on our map, which has been mostly-obliterated by the Ray Sphere's explosion. A concrete pillar still stands at the location shown, however, atop which is the shard you're seeking.



12

This is certainly one of the easier shards to acquire. Climb to the building's roof designated on the map, and you'll find this shard conspicuously sitting in one corner.



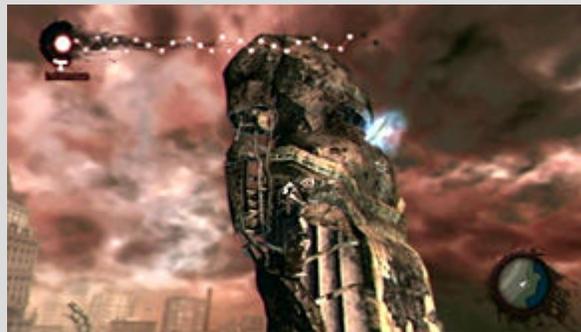
13

There was once a bridge at the far southern end of the Historic District that led to Neon. That bridge no longer exists, but on the Historic side of the bridge, amongst the debris shown on the map, you'll find a still-standing pillar that contains this shard.



14

When getting Shard #13, we mention a bridge that once spanned the short gap from the Historic District to Neon. Climb the pillar on one side of the bridge at the location of "14" on your map, and this shard can be found. The climb isn't easy, however, so stay with it!



Historic District Blast Shards | Sector Two



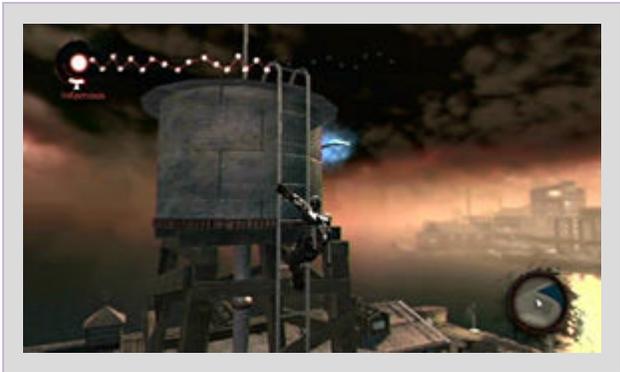
**1**

Head to the southern pier shown on the map. This precariously-placed shard is located over the water. You'll have to hang over the concrete divider to grab it, but be sure not to fall into the water, or you will die!



**2**

The crappy apartment building near the location of Shard #1 contains the second shard. Climb to the roof of the building and examine the water tower up there. On one side of the water tower, you'll be able to find this shard.



**3**

At the far southern end of the pier jutting off from



the location of Shards #1 and #2, you can find this shard rather clearly sitting on the dock wood. You'll have to jump over to it, and attempt to hang over the pier to grab it.



4

Climb the multi-tiered building shown on the map. You can find this shard hanging off of the back end of the roof. You'll need to hang down yourself to grab it.



5

At the location given on the map, you'll find a small, shanty-looking footbridge connecting the two apartment buildings there. This shard, quite simply, is sitting atop that footbridge.



6

This shard is sitting along the rooftop on the front of one of the Historic District's crappy apartment buildings, as shown on the map. Hanging off to get it can be hard because of the metal roof shingle jutting outward, but you should be able to grab it without too much trouble.



7

This one's easy to find. Go to the location given on your map, and you'll be able to grab this shard on the rooftop. Easy.



8

Walk to the very end of the small pier shown on the map. You're going to need to be exceptionally careful going forward, since the pier is rife with holes and missing boards. At the very end, atop a vertical support beam, you can find this shard.



Historic District Blast Shards | Sector Three



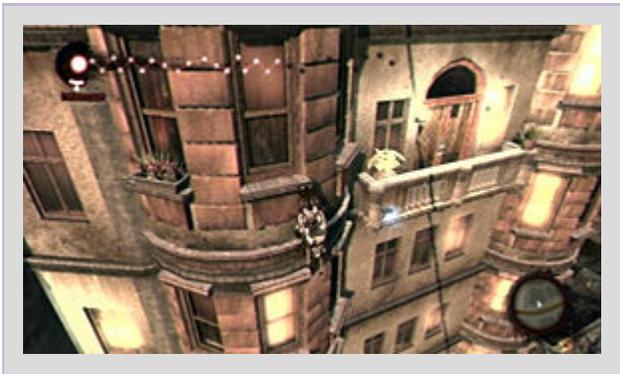
**1**

The tall apartment building at the location given on the map is the key to finding this shard. Climb the front end (southeastern edge) of the building, and you'll run into this shard at the top.



**2**

On the side of the same building as Shard #1, but on the southern edge of the building. As was the case with the earlier shard, you'll have to climb up to it.



3

This shard is cleverly tucked next to a set of tall smokestacks at the location shown on the map. Approach the smokestacks on the rooftop and you can grab the shard right next to 'em.0



4

This shard is rather cleverly-placed at the location shown on the map, in a gap between two buildings underneath some industrial-looking electrical conduits. Tough to get underneath there, though.



5

This might be the most obnoxious of all of the 350 shards to get in the game. This shard is at the location shown, high along a tall smokestack. But to get it, you're going to need to climb the nearby building and jump toward it, using Static Thrusters to reach it. You'll likely land right underneath it, and will need to kick-jump along the smokestack's side to grab it. This will take some tries, no doubt.



6

At the location shown on the map, you'll find a raised train station, where people wait for the train going in both directions. Climb to the waiting platform, and you'll find this shard tucked next to a yellow-topped garbage can.



7

You might be confused as to how to reach a shard that we've placed directly in the middle of the water. However, at this location is a mostly-destroyed dock. If you go to the pier to the north of it, you can jump and use Static Thrusters to reach what remains of the pier. Along a vertical wooden support beam, you'll find this shard.



8

On the front of the building given on our map, you'll find this shard. The easiest way to get to it is to climb to the roof and then drop down onto it from the front end of the building.





Historic District Blast Shards | Sector Four



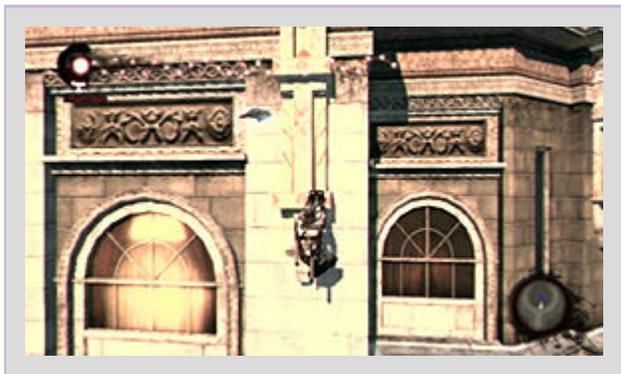
**1**

The tall building at the location shown contains three Blast Shards for us to acquire. The first of the two shards can be found by simply climbing the southern edge of the building from the ground upwards, where you'll no doubt run into it.



**2**

The second shard is located *directly* above Shard #2. Keep climbing the tall skyscraper from that location, and again, you'll run right into it.



3

The third and final shard found along this skyscraper can be found on the western edge of it. Your best bet, if you climbed upwards to grab the first two, is to simply go to the roof and then drop down onto the western side of the building, where the shard can be quickly grabbed.



4

Climb the front facade of the small, dark building shown on the map. At the top edge of the building, you can grab this shard.



5

On the back end of the same building you climbed to get to Shard #4. Climb to the rooftop of the building and go to the back corner of it (which is southwest, on your map). The shard is clearly sitting there next to a generator house.



6

The top of the building whose location is given on the map has collapsed. Within this collapse is the shard you seek; simply climb up to where the roof once was and claim your prize.



7

At the front end of the building shown on the map, you'll find an advertising billboard on the rooftop for something called Shutter Speed Cameras. Lying on the roof next to it is the shard you seek.



Historic District Blast Shards | Sector Five



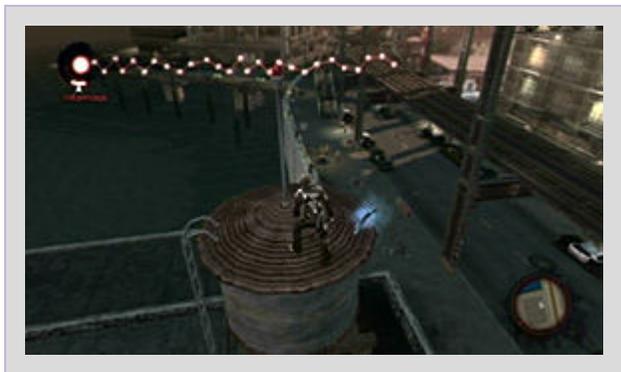
**1**

The first shard we'll bring you to in this sector is located on the roof of the building designated on your map, in front of a purple-colored sign for Empire City Communications. The blue hue of the shard blends with the purple color of the advertisement, so be sure not to miss it.



**2**

The pier designated on the map is the key to the next Blast Shard. Climb to the roof of the lone building on the pier, and seek out the water tower up there. On top of the water tower, once you've climbed to the top of it, you'll easily find this shard.



3

The elongated building outlined on our map with a "3" contains the next shard. Climb the back end of the building away from the street, and you should run right into it.



Historic District Blast Shards | Sector Six



**1**

The first shard we'll bring you to in the park area is located in its far northeastern corner. Climb the tree there, and you'll clearly see the blue hue of the shard sticking out amongst the tree's green foliage.



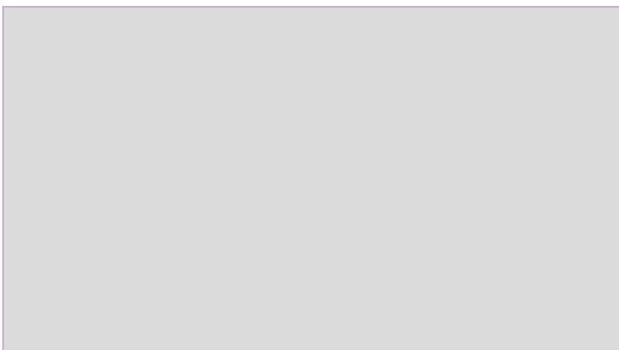
**2**

On the east side of the park, you'll find the "proper" entrance to it. There's an arch over the entrance. Climb the arch, and you'll see the shard hanging right in front of it, directly over said entrance.



**3**

In the southeastern corner of the park is a playground. Well, it was a playground; it's mostly disheveled now, and kids don't play much in Empire City these days. Nonetheless, the playground's slide still stands, and on top of the slide is this shard.





4

Keep roving the park. At the southwestern edge, you'll find some natural rock outcroppings. Climb to the top of the outcropping, and you'll find this shard hanging in front of the highest point there.



5

This one can be a bit difficult to spot, nonetheless grab. Ping to triangulate the location, and you'll find that it's atop a well-grown tree. Climbing up to it on the tree it's on isn't an option, so use a similarly-tall tree near it to jump over to it and make your grab.



6

When you got Shard #2, we mentioned a "proper" entrance to the park. Clear across the park on the west side is another entrance, with another arch hanging over it. And guess what -- this shard is atop the arch in question, too.



7

Go to the northwestern section of the park. At its most northwestern point, you'll ping and see the shard on your HUD. But where is it? The high concrete wall dividing the street and sidewalk below from the park is the key. Jump over the fence and hang onto the concrete divider, where you can then drop right into the shard.



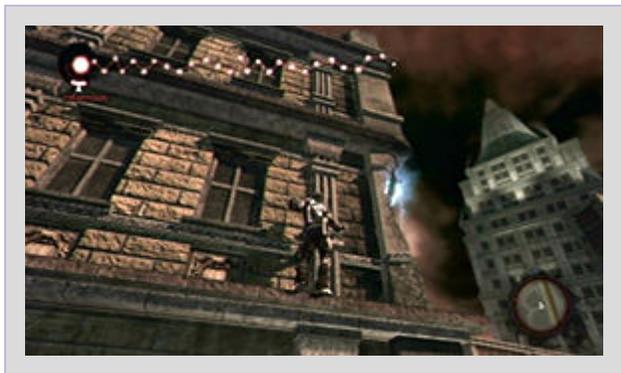


Historic District Blast Shards | Sector Seven



**1**

This sector brings you back close enough to Ground Zero that the buildings have clearly been affected by the blast. The half-crumbled building at the location shown contains a shard. Climb up it in



**2**

Climb the eastern side of the building at the location shown on the map. Along a concrete column, you can find this shard. Use the iron pipe parallel to the column to grab it easily.



3

The rooftop of the building shown on the map is the key to grabbing this shard. Climb up to the roof however you so desire -- the shard is located next to one of the brick chimneys up there.



4

This is another pretty standard shard to grab. Climb the building marked on the map along the side that faces the street (on the southern end). Near the top of the building, you can find this shard.



5

On the northwest section of the building designated on the map, you'll find a statue above the door that dominates that side of the structure. On top of that statue lies the shard. Climb up to grab it, or drop down from above.



6

This shard, as well as the next shard, are both found on the Historic District side of the bridge that leads back to Neon. This particular shard is located on top of the southernmost pillar flanking the entrance to the bridge. You can climb up to it via multiple conduits.



7

Near the northernmost pillar from where you grabbed Shard #6, you can find this shard sitting at the base of said pillar near the water. Don't fall in!



Historic District Blast Shards | Sector Eight



**1**

The first shard in the eighth sector can be found underneath a raised train trestle at the location provided. You'll need to climb up to it, which is no big deal -- just use the vertical support beams on either side of it, and then shimmy on over.



**2**

At the top of the building at the appropriate spot, you can find a large white billboard. This billboard's advertisement is long gone, but it's the back of the board itself that's key, since the shard is hiding behind there.



3

On the opposite side of the same building where Shard #2 was found, you can find this shard high along the back facade. Hang off of the roof and drop down to grab it.



4

This is a pretty typical shard as far as where it's hidden. Climb atop the building shown on the map, with your back facing the next building to the south. Hanging over the alleyway is this shard.



5

The tall circular skyscraper shown on the map contains only one shard, believe it or not. Climb up the eastern edge of the building, and you'll see your target nudged in between a column and the smooth outer surface of the building's facade.

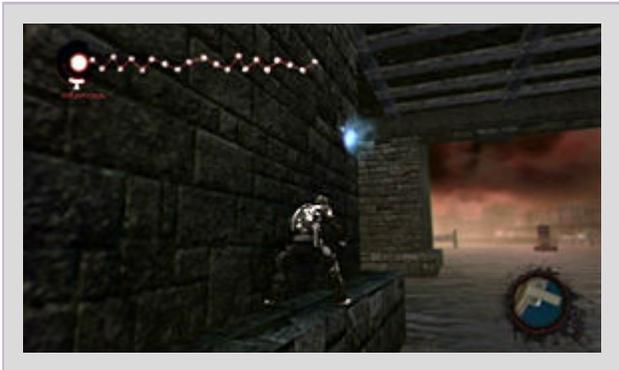


Historic District Blast Shards | Sector Nine



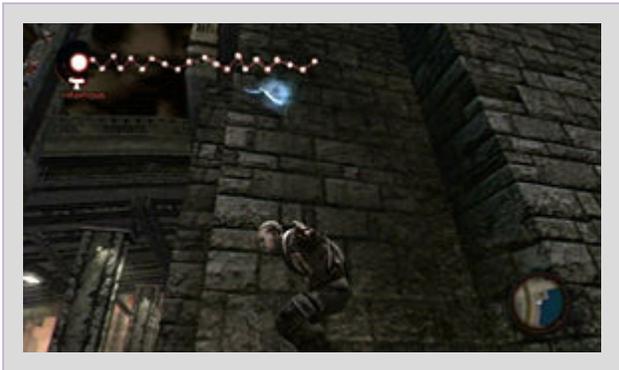
1

This cleverly-hidden shard is found on the northern end of the entrance to the bridge that leads from the Historic District to Warren (or, did). Work your way around the support beam at this location and you'll find it.



2

After grabbing Shard #1, begin to shimmy back around towards dry land. As you climb up the pillar, you can snag this shard en route.



3

This is a simple shard to find. Climb the train trestle support beam at the location shown, and you can grab this shard alongside the track. Watch out for the train!



4

After grabbing Shard #3, run across the tracks and go north a little bit. You'll eventually see an electrical pole on your right. From the tracks, you can easily jump atop the transformer on the pole, where this shard can be easily had.



5

This is yet another shard hanging underneath the suspended train trestle at the location shown. You should know how to grab these by now.



6

At the pier designated on the map, you'll find a building dominating most of it. You can find this shard on the front end of the building; climb one of the support beams there to jump up and grab it with ease.



7

The front end of this building, which is facing east, has an impressive statue that dominates most of its facade. Well above the statue is a metal grating. Atop this grating sits the shard.



8

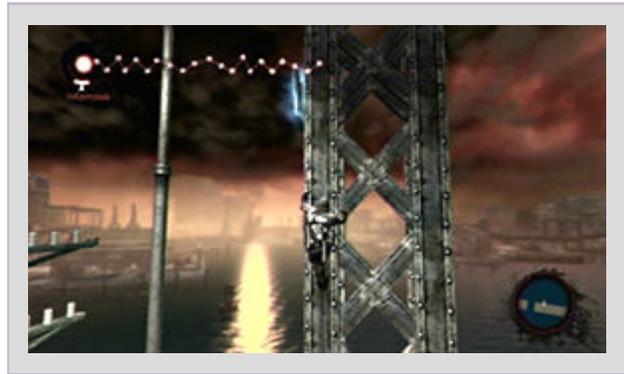
At the southern corner of the same building where Shard #7 was found, you will find another shard sitting atop one of the ornate statues. Climb up to it or drop down to it if necessary.





9

The 350th, final shard is an elusive one, and one that will confound many a gamer if they aren't searching adequately. The gapped bridge that leads back to Warren is the key. Go along this bridge until you reach the early location shown on the map, where the shard will be hanging above, affixed to one of the many support beams on the left side of the bridge (with your back facing the Historic District).



## Neon Blast Shards

The map below shows different sectors of the borough of Neon that we've cut up for you. Each sector represented has a separate page and map linked to below the large map, which will then help you find, more specifically, each and every Blast Shard in the borough of Neon.



|                     |                            |
|---------------------|----------------------------|
| <b>Sector One</b>   |                            |
| 01                  | <a href="#">CLICK HERE</a> |
| <b>Sector Two</b>   |                            |
| 02                  | <a href="#">CLICK HERE</a> |
| <b>Sector Three</b> |                            |
| 03                  | <a href="#">CLICK HERE</a> |
| <b>Sector Four</b>  |                            |
| 04                  | <a href="#">CLICK HERE</a> |
| <b>Sector Five</b>  |                            |
| 05                  | <a href="#">CLICK HERE</a> |
| <b>Sector Six</b>   |                            |
| 06                  | <a href="#">CLICK HERE</a> |
| <b>Sector Seven</b> |                            |
| 07                  | <a href="#">CLICK HERE</a> |
| <b>Sector Eight</b> |                            |
| 08                  | <a href="#">CLICK HERE</a> |

|                        |                            |
|------------------------|----------------------------|
| <b>Sector Nine</b>     |                            |
| 09                     | <a href="#">CLICK HERE</a> |
| <b>Sector Ten</b>      |                            |
| 10                     | <a href="#">CLICK HERE</a> |
| <b>Sector Eleven</b>   |                            |
| 11                     | <a href="#">CLICK HERE</a> |
| <b>Sector Twelve</b>   |                            |
| 12                     | <a href="#">CLICK HERE</a> |
| <b>Sector Thirteen</b> |                            |
| 13                     | <a href="#">CLICK HERE</a> |
| <b>Sector Fourteen</b> |                            |
| 14                     | <a href="#">CLICK HERE</a> |

Neon Blast Shards | Sector One



**1**

Climb up the building with your back facing the train tracks. This shard can be found high alongside this building in front of the electrical pole, adjacent to the tracks.



**2**

Enter the nearby alleyway and scale the building on your left (if your back is facing the train track). You'll find this shard along the wall, above a horizontal metal pipe and well above (and slightly to the left of) a dumpster.



3

Head alongside this building and access the balcony about halfway up to the top. The shard can be found on this balcony near the corner of the building that leads into the alleyway.



4

This shard is hanging above the door into a closed establishment, in a pincer between two billboards. You might want to get to the top of this building from the alleyway, since climbing up from underneath the shard is impossible.



5

To find this shard, climb the building in question at the corner between where the main street and alleyway run into one another. It's located directly above a large bolt in the side of the building, to the left of a horizontal pipe.



6

This one is easy to find. Head to the long building at the spot shown on the map. Just above and to the right of the building's front door sits this shard. You can climb the nearby shaft right up to it easily enough.



7

At the location shown on the map, you'll see a rather large green and white-colored sign advertising a store. Climb up onto the top of this sign, and you'll see the shard in question on one side of it.



8

The key to finding this shard is to locate the bombed-out building at the corner where two streets meet perpendicularly. At this location, head to the highest point of what's still standing. Atop a vertical metal beam is the shard you seek.

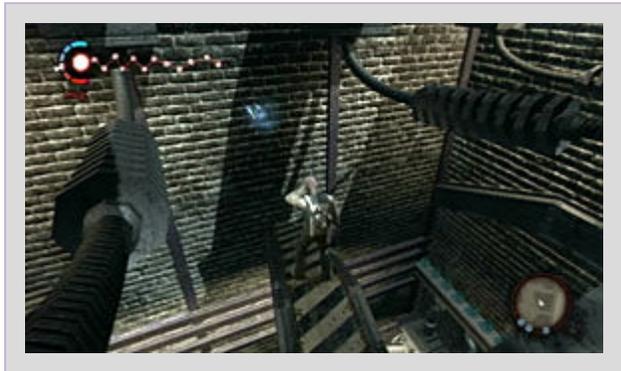


Neon Blast Shards | Sector Two



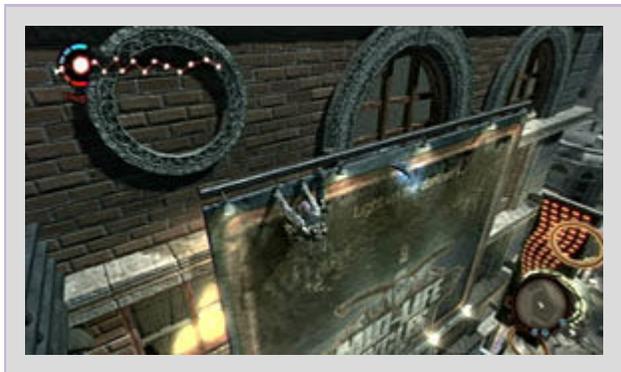
**1**

The building at this location is shaped like an awkward U. This shard can be found in the gap in the building made by a U, surrounded by industrial electrical wires and metal beams.



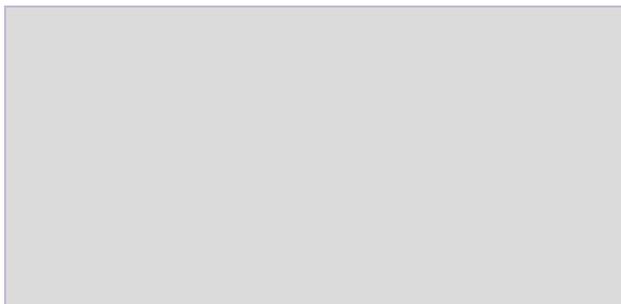
**2**

You can find this shard alongside the building in question, at the top of a lit-up billboard for the product Mid-Life Cycles. Climb to the top of the building and descend on this position from above, if possible.



**3**

This shard isn't located on or near a building, but rather on the top of a vertical train track support beam. The curved building at this corner makes a good jumping-off point, though you can simply shimmy up the beam itself as well.





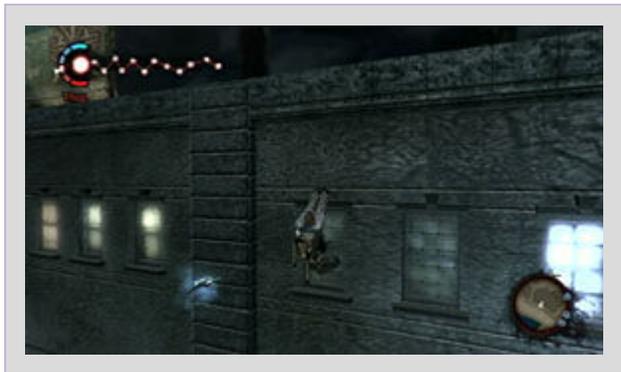
4

Climb to the roof of the building at this location, and look for the water tower on top of it. At this corner, drop back down so you're hanging off the building with your back facing the back alley. The shard should be in your vicinity.



5

Hang off of the side of the building facing the street, where you will find this shard lateral to a window sill. Easy enough to get to, from above or below.





6

The graveyard at the corner of the two streets at this location is the key to finding this shard. Among the few tombstones at the like is a tree bearing no leaves. Climb to the top branch of this tree, and you'll see this shard.



7

Climb to the very end of this lengthy dock. There's nothing much of interest on this dock, but there are two lamp posts on the very end of the wooden structure. Climb the one on your left to the top, and grab the shard.



8

Head to the dock with the building on top of it. Face the building and go to your left. At the corner between the dock and the road itself, you can hang down over the water and grab the shard in question.



9

At the back end of the building on the dock (as mentioned in the last shard), you can find *this* shard hanging off of the back of the building, with your back facing the rest of the dock and the water.

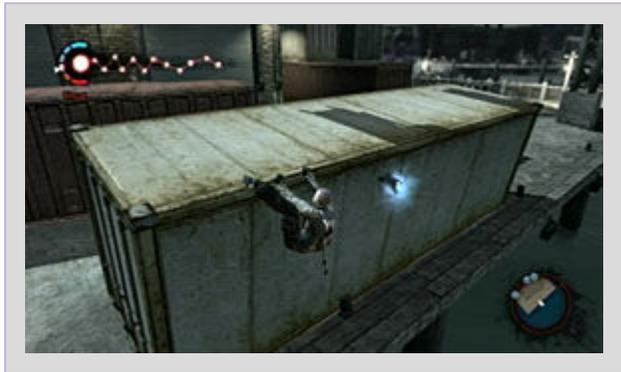


Neon Blast Shards | Sector Three



**1**

The rather tall building at this corner is the key. The shard is high above the building's front door, but because of the gap near the door, you'll have to climb up from another part of the building and then shimmy on over to it.



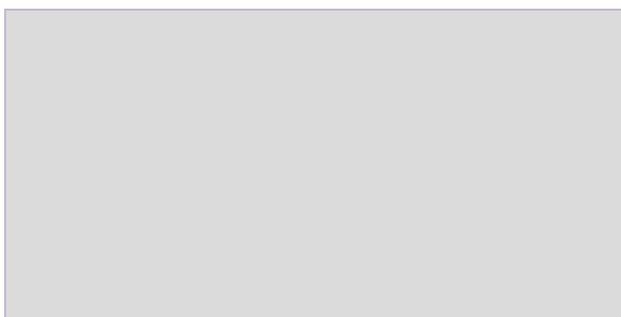
**2**

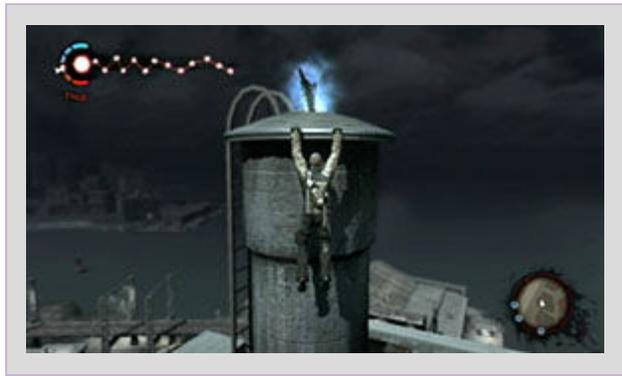
This one's a bit of a pain to get. Climb up to the rooftop of the building in question, and look for the bridge neon signs hanging off of it. To the side of one of these signs, you can find the shard. Jump out to it!



**3**

At the top of the building shown, you'll find a water tower on one corner of the roof. Climb the water tower, and you'll be able to easily grab this shard.





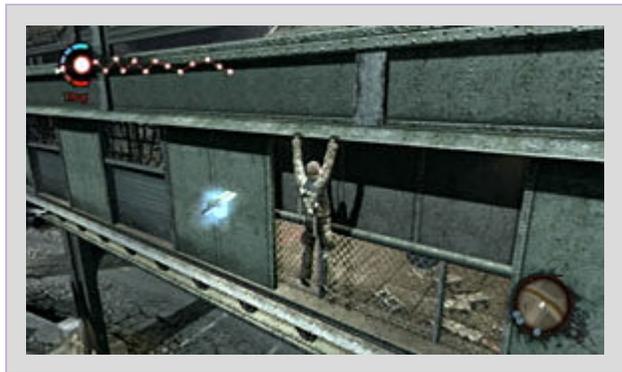
4

This one is quite close to shard #3. After grabbing the previous shard, jump down and hang off of the roof with your back facing the road. The shard is well below you, so drop down to the shard you seek!



5

Head to the location as seen on the map. This isn't a building, but rather a trestle from which Empire City citizens wait for the train to arrive. You can find this shard's blue color clearly contrasting against the tinny green color of the waiting area.



6

From the location where shard #5 was found, stand atop the waiting area and jump across the tracks to the waiting area on the far side. You'll see this shard floating clearly just below the waiting area's roof.



7

On the far end of the train track lies a storage building on an artificial piece of turf -- a makeshift dock. On the far end of the dock, you'll see this shard hanging next to a red trailer that is precariously hanging over water. Be careful grabbing this one, 'cause Cole loathes the water!



8

In an identical place as shard #7, but on a similar dock setup further to the south. The green trailer along the water here seems far enough away from the edge of the dock to shimmy over to it, but in actuality you'll need to climb up and hang down to grab it.



9

On the southernmost of the two aforementioned docks on the east side of the borough, you'll find a large structure. Climb the front of the structure to the tippy top, where this shard can be found hanging midair directly in the middle of the top-front of the building.



10

Climb this building with your back facing the road and train track travelling parallel to it. Look for this sign alongside a sign with roving advertisements affixed to the building above a balcony.



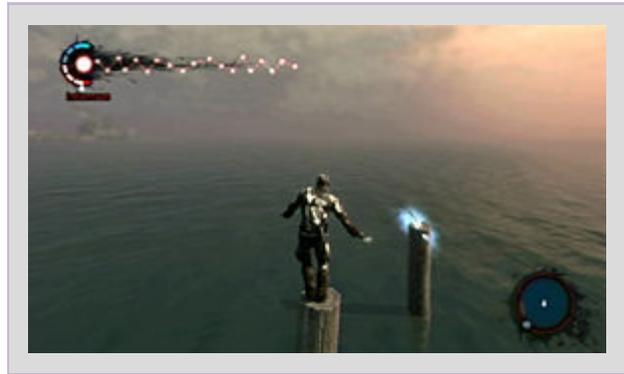
11

This shard is tucked cleverly in a nook at the corner of this building, where two streets meet perpendicularly. Your best bet is to climb to the roof and jump down onto it, since you won't be able to climb to it directly.



12

This shard could very well be the best-hidden one in the entire game. To find it, head to the dockside location near the designated spot on the map. Use Static Thrusters to reach the broken dock in the middle of the water, and then follow the wooden pillars out to the shard.

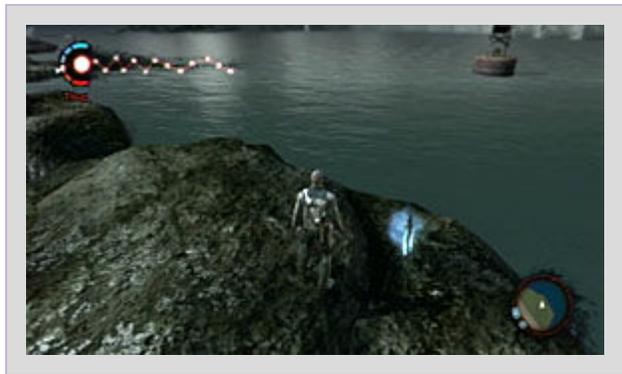


Neon Blast Shards | Sector Four



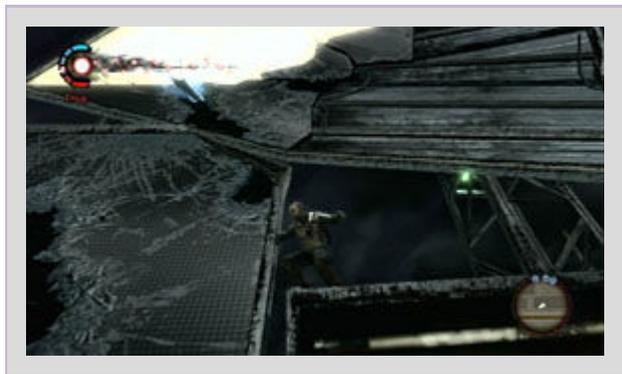
**1**

This shard is a precarious one to grab, because it's near water. Head over to the rocks off of the road lining the eastern body of water at the location shown on the map. Then, carefully hop over to the shard while dodging the water.



**2**

This one is a true pain to get to. At the location shown on the map, there's a gigantic, towering billboard affixed to a low-lying building. This shard is located on the front end of the billboard, but you'll need to climb up the back to the top and drop on top of it to have any realistic chance of snagging it.





3

Atop the building numbered on the map is a water tower. Atop the water tower on the building numbered on the map is a shard. Easy.



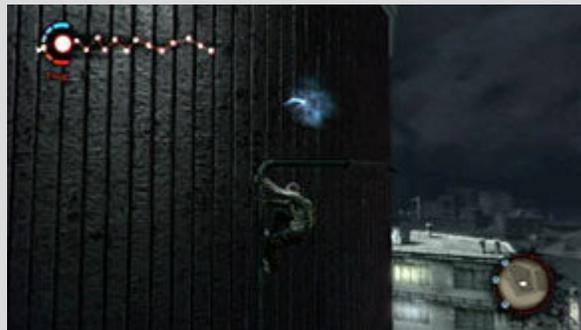
4

To find this shard, you'll need to look in a nook on the building in question. Climb to the top of the building, and then hang on the billboard, which will allow you to jump to the shard, which is on your left.



5

The building on this corner is a giant tower. You're quite simply going to want to climb up almost to the top of it, where this shard can be found. It can be found along a set of horizontal and vertical pipes, conveniently placed there.



6

At the Empire Horsepower building, look for the main sign in front of the building. If you can climb up to this particular sign, you'll find the shard sitting in front of the left part of it.



7

In a non-descript alleyway, you'll find this shard alongside a gray-colored building with blue window sills, conveniently (once again) just above a horizontally-hanging pipe.



8

Hang alongside the blue-colored building at the corner nearest two intersecting streets. Climb up the building's corner (or drop down from below), and you'll find this clearly-visible shard.



9

The curved shape of this building will help you find this shard, which is located adjacent to it, next to the establishment's sign, which is blue and red in color, and hangs over the alleyway.



10

Directly above shard #9 -- and we mean *directly*. Simply climb up the tall tower and you'll see the shard.



11

Yes -- there are even more shards at this crowded location. Grapple onto the side of the building to grab this particular shard, just above and to the left of a sign that says Superville Kids Toys! (Their exclamation point, not mine.)



12

You'll find the next shard below and to the left of the previous one, alongside brightly-lit billboards for the Empire Club and Empire Horsepower.

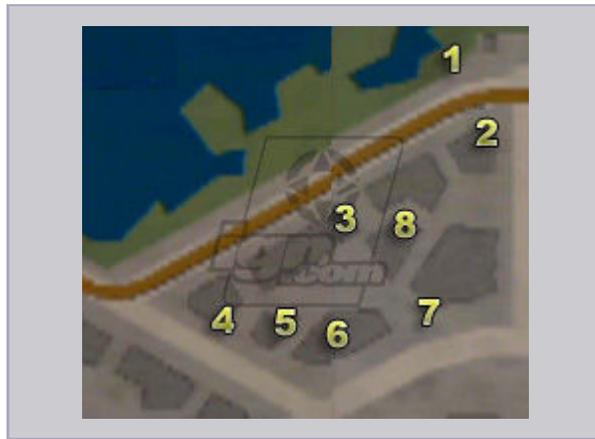


13

Climb atop this short building, to a large billboard that clearly exclaims Downtown Coffee. On the top right of the billboard is this shard, which is easy enough to acquire.

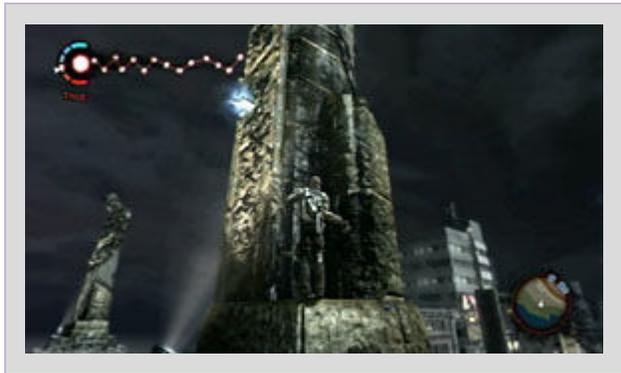


Neon Blast Shards | Sector Five



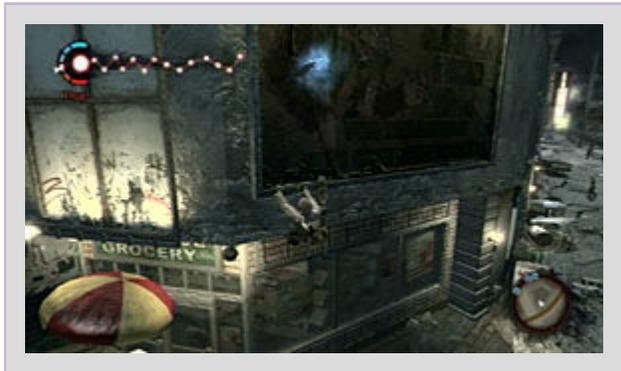
**1**

At this location, you'll find a tall, semi-crumbling statue. Climb as high up as you possibly can (which won't be to the tippy-top), and with your back facing the water, you should see the shard above.



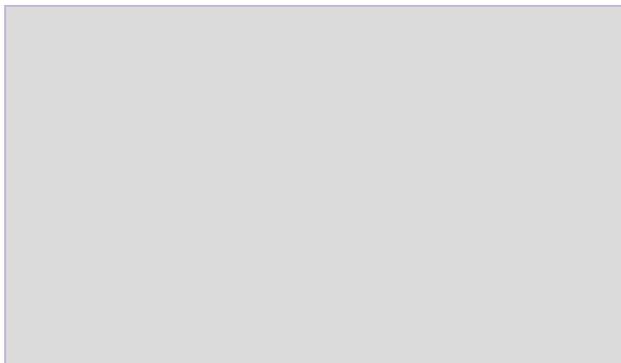
**2**

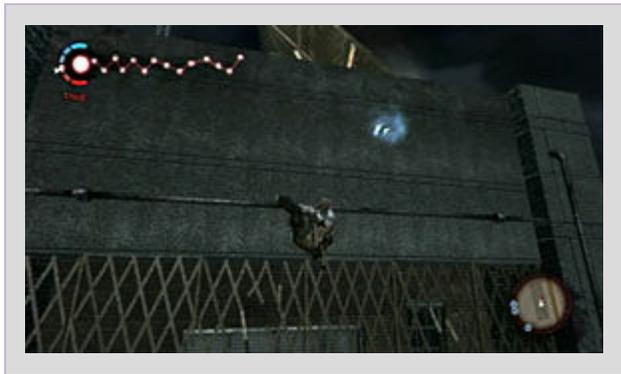
Head to this small corner grocery store. Above the display windows is a decaying billboard for Gorilla Radio. In front of the left side of said billboard, you'll can jump up and grab the shard.



**3**

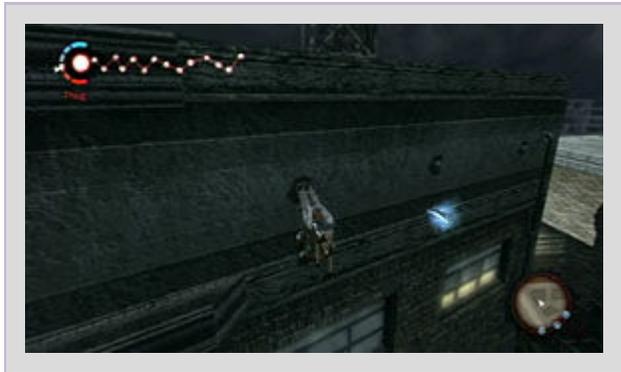
Climb up the side of this building, along the protective cages over people's apartment balconies. Above the topmost balcony, you'll see a horizontal pipe, with a shard sitting nearby.





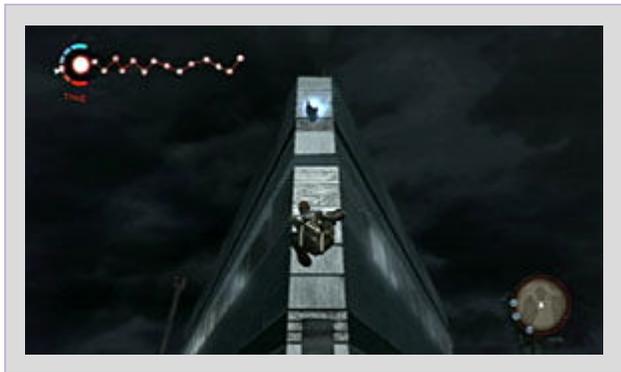
4

Head into the alleyway at the designated spot on the map, and climb the apartment building to your left (if your back is facing the street). At the top of your climb, you'll see the shard. Hang off of a bolt to find grab it.



5

This one can be a little complicated to get. The sharp edge of this triangular building is the key. Your best bet is to climb to the roof of said building and drop down at the sharp angle to acquire the awkwardly-placed shard.



6

Don't be deceived by the location of this shard. The building it's near is multi-tiered, so it's shown as being in the middle of the building, even though it's actually on the side of a tall segment of it. Hang off of the tall segment and make the grab.



7

Getting the screenshot for this shard was a little complicated, but don't be fooled. The scrolling marquee billboard atop the building here is where the shard can be found. Get it in any number of ways.



8

A simple shard to find. To grab this one, simply scale the building designated on the map, and keep an eye out for that shimmering blue color.

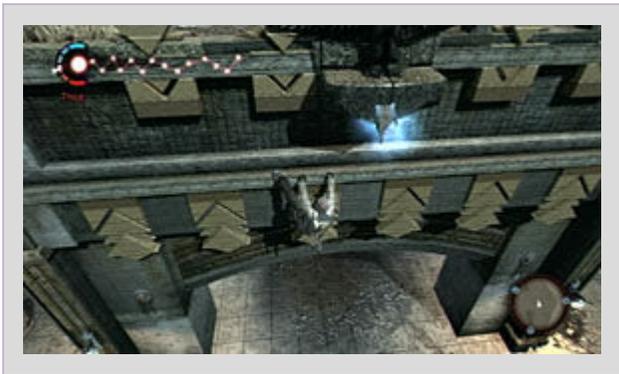


Neon Blast Shards | Sector Six



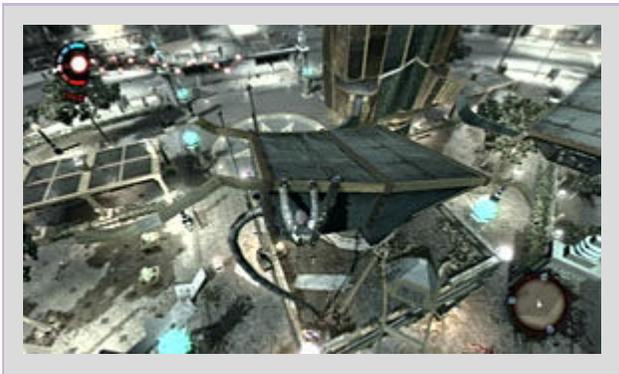
**1**

The first of three shards which settled around the large monument in Archer Square can be acquired by climbing up to a low-hanging ledge, as seen in the screenshot.



**2**

The second of three shards settled around the large Archer Square-centric monument is further up from the first one. Climb up the vertical, silver-colored metal beam to grab this one near some debris.





3

Remember the introductory mission, where you have to shoot a dropped food pallet down from the monument in Archer Square? This shard is found precisely where the food was hanging from, along another silver-colored beam.



4

Climb the corner of the building adjacent to Archer Square, as shown on the map. You'll find this shard at the top of the building along the corner, above the establishment's neon sign.



5

The next building over from shard #4 has another shard out in front of it. Simply scale the building so that your back is facing the road the building is built along, and grab the shard next to a balcony, in between two windows.



6

On the opposite side of the same building where shard #5 was located. The sharp angle sides of the building connect at in the back alley adjacent to the building is key. Drop down along this sharp angle, and you'll be able to grab the shard by standing on a horizontal pipe.



7

The brightly-lit building at the designated location has a shard along the front end of it. You'll see an awkwardly-sitting scrolling marquee giving messages about the city's quarantine. The shard is found above the marquee.



8

A collection of lit-up signs is the key to finding the next shard. This aforementioned collection of signs is hanging off the building shown on the map. Climb up to the roof and jump on top of the signs, and then drop down to grab the shard.



9

This shard is yet another hanging above, along or near a building's business' sign. Go to the location as shown on the map, climb up to the top of the building, and jump atop the sign hanging off of it, grabbing the shard thereafter.



Neon Blast Shards | Sector Seven



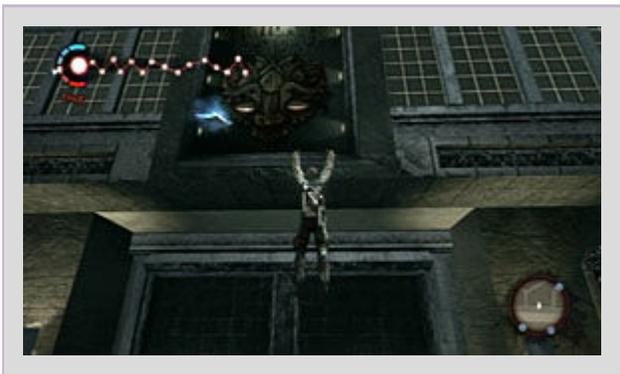
**1**

Head to the building shown on the map. Though it's represented on the map as one large building, it's actually two buildings connected by a courtyard. This building, furthest of the two from Memorial Park, will surrender its shard when you hang off of the side of the building with your back facing the courtyard.



**2**

Go to the point designated on your map. This low-lying building has a barely-lit sign on the front of it, advertising a museum of natural history. The shard is in front of this sign.



3

On the back end of the same building shard #2 is found along. Go to the back alleys and hang off of the back of the building, where you can drop down onto the shard.



4

The building at this location is littered with stained glass windows. There's a sign advertising an arcade that's within this building. Grab the shard sitting above said sign.



5

With your back facing the road adjacent to the building designated on the map, climb up to this shard. Easy.



6

This is a rare shard, simply because you don't have to climb up to it or grab it by hanging off of a building, et cetera. Instead, it's sitting atop the corner facing the intersection and train tracks below, on the same building the previous shard was found near.



7

The small building shown on the map is the key. Climb up to the roof of the building, and hang off of the front of it so that your back is facing the road. Shimmy over to the shard, if you didn't already land directly on top of it.



8

The fire escape along the back end of this building in the alleyway will hold the shard you seek. Your best bet is to start from the alley itself and climb up the fire escape towards it, as opposed to coming at it from above.



9

Big surprise -- this is another shard found alongside a building's advertisement. The sign shown in the screen has no text on it, but it does have some sort of logo. Climb up on top of the sign and drop down to grab the shard.



10

Climb the building designated on the map, so that your back is facing the main road, and Memorial Park across the street. This shard can be found along the front of the building, near the building's turn into the dark alley.



11

Remember shard #1 in this sequence? We discussed a couple of buildings with a courtyard in the middle that are represented as one building on the map. On the other end of this "one building" from shard #1 is this shard, atop the building's quaint water tower.

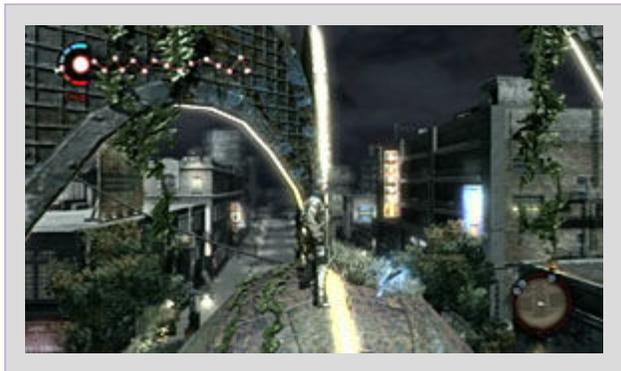


Neon Blast Shards | Sector Eight



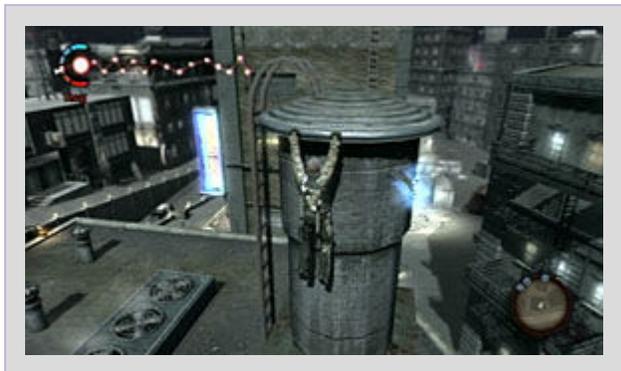
**1**

This one can be a little complicated to get. The destination on the map represents a fountain spouting water, adjacent to the park. Be careful around the water, as it can damage (and kill) Cole. Climb atop the fountain by shimmying up one of the semi-circular objects alongside it. The shard can be found on the globe in the center.



**2**

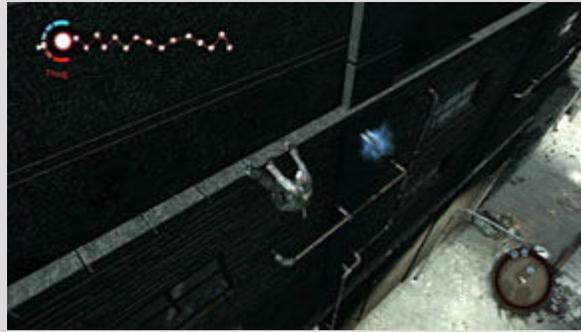
The first building to the south of the fountain where shard #1 was found has a water tower on its roof. Climb the water tower and grab the shard in question.





3

Climb along the back end of the lengthy building shown on the map, so that your back is facing the extensive network of alleyways there. You'll find this shard by climbing along the back -- easy enough.



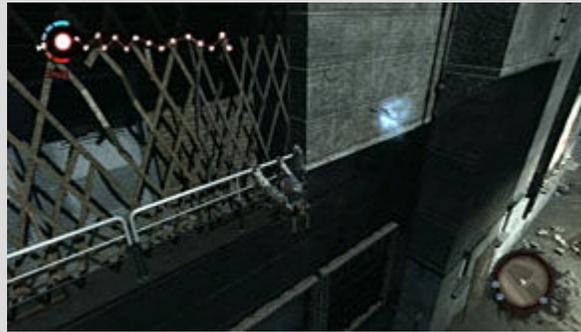
4

This shard is found to the right of the last shard, on the same building. However, the building represented on the map is actually a multi-tiered building with a much smaller section near where the shard is. Hang off of the taller part of the building to grab it.



5

You can find this shard along the side of the building shown in the map, so that you're hanging over the alleyway with your back facing the adjoining building.



6

This shard is cleverly tucked away alongside the side of the building in question, overlooking the alleyway below. Climb to the roof and approach the multiple signs hanging off of the building. The shard's next to the signs.



7

This one sits awkwardly along the back end of the taller segment of the building shown on the map, alongside the alleyway. Use the conveniently-placed pipe near the shard to grab it easily.



8

Yet another awkwardly-placed shard, this one can be found alongside the building shown, near a raised plaza with a small fountain in it, and also alongside a vast network of alleyways.



Neon Blast Shards | Sector Nine



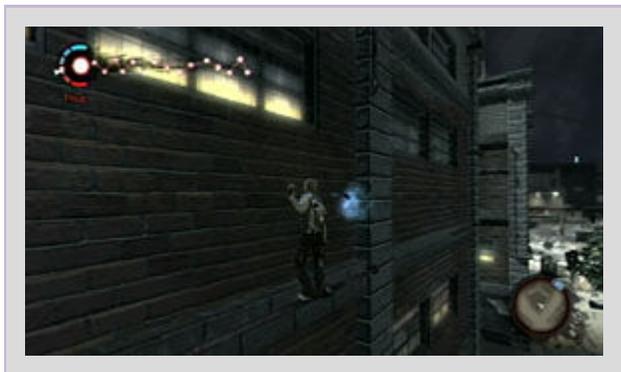
**1**

This one is found close to the bridge leading southward out of the city, one you traversed early on in the game. Head to the sealed off entrance to the bridge, and then jump off to your right, so that you're hanging off the side of the road/bridge. You can grab the shard alongside a brown sign that says Waterfront State Park.



**2**

The building closest to your location when grabbing shard #1 is the key to finding this, the second shard. Climb along the building so that your back is facing the road leading to the bridge, and you should see the clearly-visible shard.



3

Head to the location in question, being sure that you climb the tall building all the way to the roof. From the roof, you'll then want to jump onto the triangular overhang over the front entrance, where this precariously-placed shard can be acquired.



4

This one is obscurely placed, so be sure not to miss it. Instead of a building, the number on the map directs you to the waters' edge. Hang over the side of the road along the water, and you should see this shard clearly.



5

Climb to the side of the building at the location given on the map, so that your back is facing the elevated courtyard below. You should be able to easily find the shard here.



6

This not-so-cleverly-placed shard can be acquired by scaling the building and, from the roof, jumping atop the sign that states Public Parking over a red backdrop. The shard is at the end of the sign.



7

Climb to the side of the building via an alleyway between it and the next building over. Above a billboard that humorously advertises "Fee Master" tickets, you'll find the shard you seek.



8

The building alongside which shard #7 was found is a great place to use to get the eighth shard. Climb to the roof and face the train trestle over the road ahead. This shard is sitting atop a horizontal support beam running over the rails.

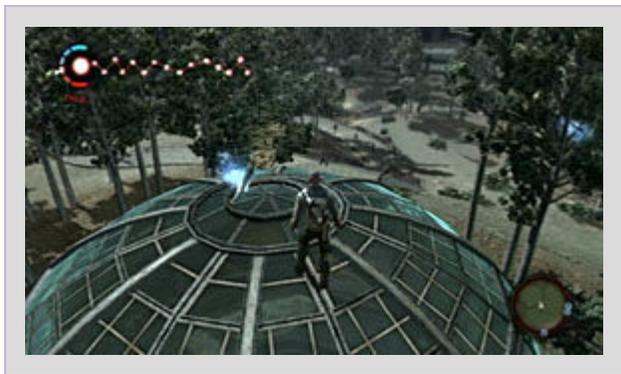


Neon Blast Shards | Sector Ten



**1**

Wide open Memorial Park has quite a few shards to find. The first we'll direct you to is atop the domed roof of the open-air gazebo. Shimmy on up and grab it.



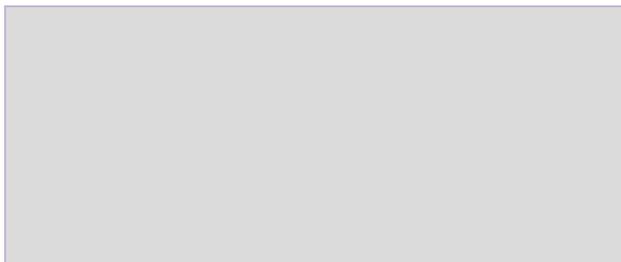
**2**

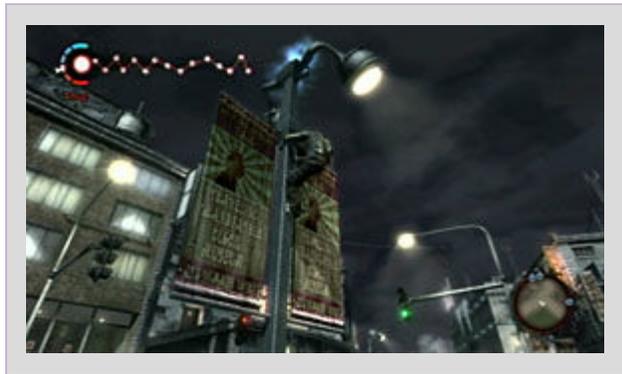
From the gazebo's domed roof, you're in a great position to get the next shard. Search around for a group of trees next to the gazebo. In the canopy of these trees is the shard, so jump across and grab it.



**3**

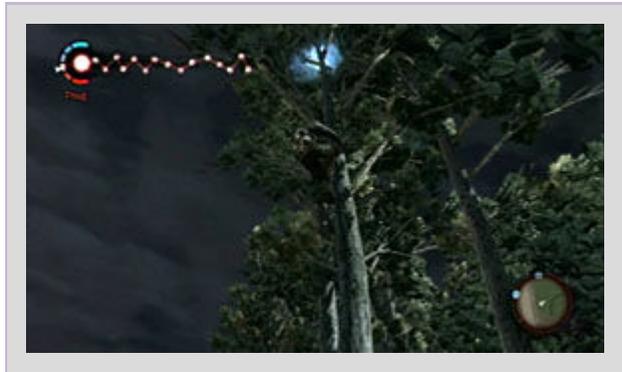
You're going to *barely* leave the park to get his next shard. Head to the northeast corner of the park and look for a light pole at an intersection just outside of the park's northeast corner. Shimmy on to the top and grab the shard.





4

You'll have to climb another tree in another location in the park to grab this next shard. Head to the point designated on the map and keep an eye on the tree tops for that telltale blue hue.



5

At the northwest end of Memorial Park, you'll find a cylinder-shaped greenhouse of sorts. If you head to the end closest to the street, the shard you seek is located by the overhang overlooking the street, above a closed-off tunnel.



6

At the far, far northwest end of Memorial Park, you'll find a gigantic rotating monument. This shard is resting on a static, unmoving pedestal directly below all of the moving parts of the structure.



7

At the center of the cylinder-like greenhouse structure at the northwest end of the park, you can climb the roof and find a tall lightning rod. At the top of this lightning rod is the shard you seek.



8

And finally, at the western end of the cylinder-like greenhouse structure is another shard, placed inconveniently over the entrance/exit to the structure. Climb to the roof and grab it from there.





9

Head away from the greenhouse structure and move towards the west end of the park. At the place designated on the map, hang over the concrete divider separating the sidewalk from the elevated park. The shard should be hanging there.



10

A bit to the north of the body of water lining the southern end of Memorial Park, you'll find a large stone bridge that arcs over a walkway and some grassy terrain underneath. One of the two support beams under the center of the bridge, once climbed up, will surrender this shard.



11

On the edge of the park at the spot designated on the map, you'll find this shard hanging above a tunnel that cuts underneath the park. Look for a nearby sign that says Lake Shore Blvd.



12

Just to the north of the body of water that dominates the southern end of the park, you'll find another domed gazebo. Climb to the domed rooftop of the gazebo to find this shard.



13

On the side of the domed roof of the gazebo, you'll find this next shard. You should be able to get this shard and shard #12 in a matter of seconds from one to the next.



14

This final park-centric shard can be found on the far southwestern wall, to the south of the body of water at the southern end of the park. You'll need to hang off of the concrete divider. You'll find the shard above a pink-colored tag spray painted below.

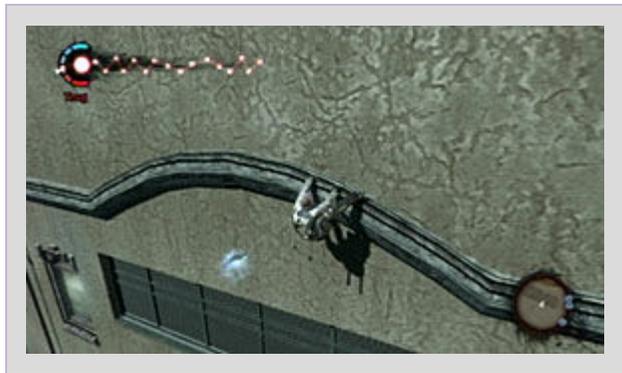


Neon Blast Shards | Sector Eleven



**1**

Go to the location designated on your map, and climb to the roof of that building. Then, hang off of the back of the building so that your back is facing the extensive series of alleyways. The shard is hanging off of the back of said building.



**2**

Head to the western end of the building shown on the map. While the location on your HUD might confuse you a bit, this shard is found not on top of the water tower there on the rooftop, but rather on the side of it, facing the street.



3

The building furthest west in this sector is the key. In fact, this shard is located at the top of the building on the western end, at the most western edge of the building. Nice!



4

This shard, as well as shard #5, are in similar spots, and are both easy to miss. Head to the point designated on the map, which is a statue that flanks a destroyed bridge leading north to the borough of Warren. Climb this statue all the way to the top, and you'll find this shard. Be persistent if you can't get up there on your first try!



5

After climbing all the way up the base of the statue and the statue itself to get to shard #4, simply drop down to the base of the statue, where this well-observed (yet easy-to-acquire) shard can be found.



6

Climb the building shown on the map with your back facing the back alleyway network that dominates the streets around you. You'll find this shard next to a vertical row of concrete bricks, next to a window and some pipes.



7

You can find this shard near the same building you grabbed the previous shard at, except you'll want to hang off of the eastern end of the building. This shard can be found near the corner of the building. Use the pipe underneath it to jump up to its location.



8

As has been the case so many times, the large rectangular building shown on your map is actually a few buildings of differing heights that are connected to one another. Climb the tallest of the buildings of that set at the location shown. You'll find this shard off of the side of the building. Use the pipes nearby to grab it.



9

This shard is found on the same series of buildings mentioned in shard #8's description. Except now, as the map signifies, you're going to be headed to the easternmost end. Hang off -- yet again -- another pipe off of this building to grab this shard.



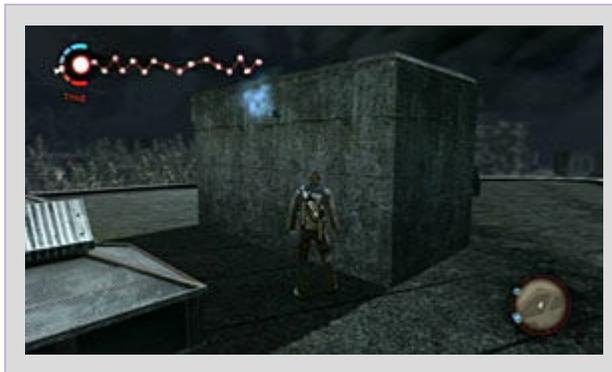
10

Finding this shard is as easy as climbing up the building at the location shown on the map. You can use a vertical pipe along the side of the building to reach the shard, which is located at the corner of the building leading to the back.



11

Climb atop this building, and look for the concrete block on top of it that holds the door leading into the building. At the back end of this block, you'll find the shard, which is extremely easy to grab.

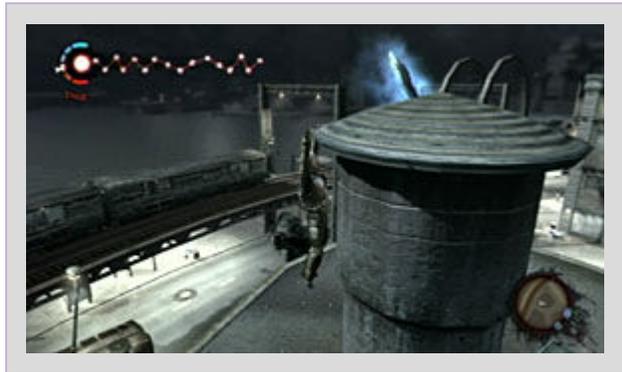


Neon Blast Shards | Sector Twelve



**1**

The first shard in this sector is found at the location indicated on the map. Climb to the roof of this building, seek out the water tower there, and climb to the top of the tower to claim your prize.



**2**

This shard, as well as shard #3, are both found in a locked off, cordoned off compound. The game's main quest will bring you here, but you can break in if you're persistent enough beforehand. This shard is located alongside a watchtower at the back end of the compound.



3

After grabbing shard #2 above, simply run towards the left side of the compound, if you're facing the watchtower you just retrieved shard #2 from. This shard is sitting clear-as-day on the ground near some disabled cars.



4

Climb to the roof of the building shown on the map. Then, drop down the front end of the building towards the alleyway adjacent to your position. This shard is hanging along the building, near a conveniently-placed pipe.



5

When you arrive at the building designated on your map, you'll again want to climb to the roof of said building. There's a sign hanging off of the front of the building, near the very top. The shard is off of this sign.





6

The final shard of the sector can be found easily enough at the spot designated. Your best bet is to climb to the roof of the building and drop onto the shard from above, because there's scant material to use around it to launch yourself to it otherwise.

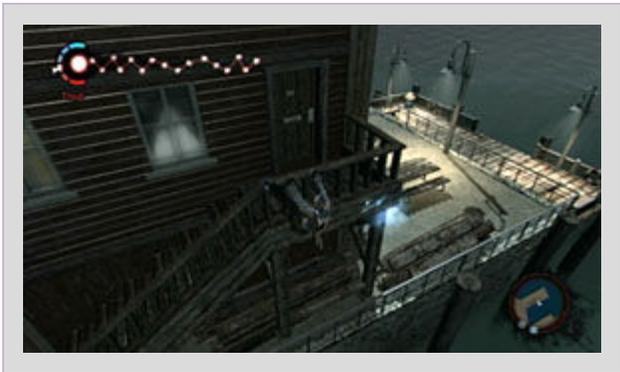


Neon Blast Shards | Sector Thirteen



**1**

The first shard in this extensive sector requires you to go down the dock towards the water at the spot shown on the map. Alongside the building, you'll see this shard. It's sitting near a staircase.



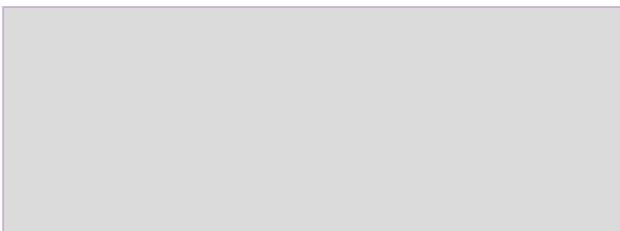
**2**

Head to the next dock south from where shard #1 was found. When you do this, you'll find this shard not next to a staircase, but on the building's roof there.



**3**

Continue southward along the water from where shard #2 was found. Eventually, before a large dock on your right (with a huge building on it), you'll see a smaller structure built out over the water with some electrical poles over it. Hovering



over one of these poles is the shard you seek.



4

This shard and shard #5 are located in extremely close proximity to one another. Head to the large dock (known in the game as Fisherman's Wharf), where a large building occupies most of the space. Head to the back of the building and grab the shard hanging off of the lift near the water.



5

After grabbing shard #4, simply turn around so that your back is facing the water. You should be facing the back of the building erected on the dock. Climb above one of the garages and jump over to the shard in question.



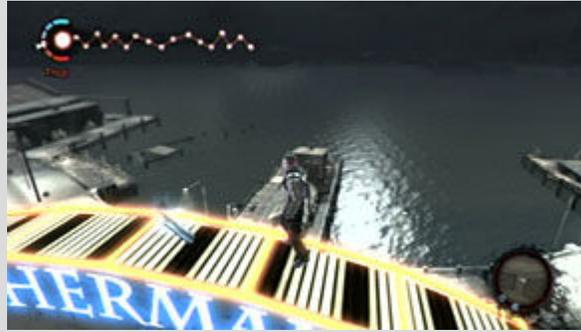
6

The location shown on your map isn't a building, but rather a small cemetery. Sitting atop a tall-ish tombstone is this clearly-sitting shard.



7

The gigantic Fisherman's Wharf neon, brightly-lit sign is the location of this particular shard. It spans the gap between two buildings, so climb up one building, shimmy up the sign, and grab your prize.



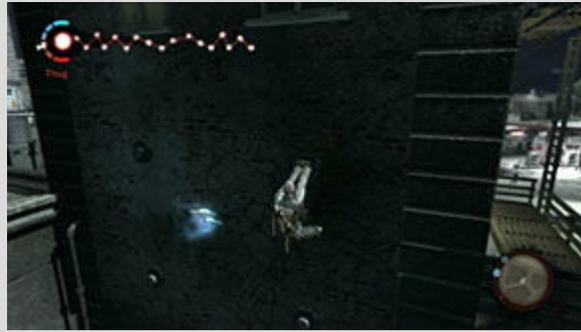
8

The building to the south of the large sign discussed in the description for shard #7 is the key to getting this shard. Simply climb up to the tallest portion of this building, where a water tower containing the shard can be found on the roof.



9

Climb the back end of the building designated on the map, so that your back is facing the dark, dreary alleyway there. Use the bolts alongside the back of the building to hang from, and propel yourself towards the shard.



10

Head to the roof of the building seen on the map, and walk towards the water tower there. Then, drop off the side of the building near the water tower, so that you land on a horizontally-placed pipe. The shard is nearby.



11

From the top of the building mentioned in shard #10's description, you can jump to a train station waiting area perpendicular to your position. This shard is hanging on the back end of the waiting area, suspended above the middle of the street the train tracks intersect.



12

This shard can be annoying to find, because it's not on or near a building, but rather on top of a train track support column. Go to the location noted on the map and look for the shard atop one of these support columns, shimmying up towards it or using a nearby building to jump to it more directly.



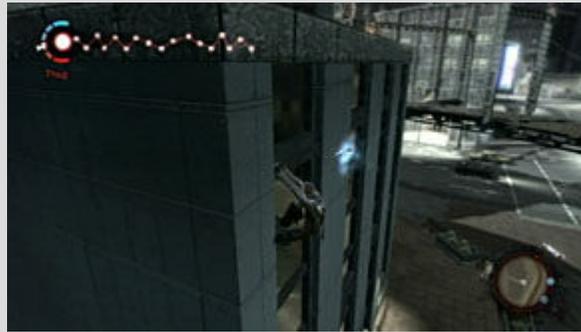
13

You can find this shard atop a water tower at the highest point of the building marked on the map. The water tower itself is on top of a slightly higher portion of the building than its surroundings.



14

This is a rather typical shard to find. Climb to the top of the low-lying building designated on the map, and then drop onto the shard hanging in front of the building from above for an easy capture.



15

To find this shard from the location of shard #14, simply climb up to the northernmost, taller portion of the building. The shard is in front of the front portion of this building, and you can drop down on it easily from above.



16

This shard is located on the back end of a large billboard at the top of the building designated on the map. The front of the billboard is for a play called Sofie's Wooden Spoon.



17

The seventeenth and final shard found in this sector isn't found on or near a building. Rather, its location will bring you to the vast alleyway surrounded by all of the buildings in the area. The shard is sitting atop a red 18-wheeler trailer, and you can use a few of the buildings around it to jump to it easily.



Neon Blast Shards | Sector Fourteen



**1**

Head to the location as shown on the map, which will bring you to a corner gas station. The shard you seek is located on the roof above the gas pumps. Use the roof of the main building to jump on it.



**2**

The dock shown on the map where the 2 is will reveal a broken down building. Walk to the back end of the building, and this shard will be hanging midair just below the roofline.





3

This shard, like so many others in the game, is hanging behind the building designated on the map. You can jump down towards it from the roof, or climb up to it from the ground; your choice.



4

The best way to grab this shard is to jump from the low-lying building next to the building the shard hangs near. Then, use the L-shaped pipeline leading up to it to grab it without much effort.



5

On the opposite end of the same building shard #4 was found. Climb to the taller portion of the building on the opposite side from #4, and hang off the building. You can use the horizontal pipes to drop down to its location.



6

The first of two shards found on this small corner building, you can scale the wall with your back facing the low-lying building adjacent to you, snagging this shard next to a series of fire escapes.



7

From the location of shard #6, simply climb back up that same building and seek out the water tower on the roof. This shard is sitting atop this unusually tall water tower.



8

Go to the building marked on the map and seek out the billboard on the roof that advertises for Shutter Speed Cameras. Then, drop off of the nearby roof in front of the billboard to a slightly lower tier. You'll see the shard nearby. Use the pipe to shimmy to it, or just jump over to it.



9

There are three shards found around this building, and the first one we'll direct you to is in the front end of the building, hanging alongside the Lotus Chinese Restaurant sign. Use the wooden plank next to it as a logical jumping-off point.



10

Climb to the roof of the same building where shard #9 was found, and head to the back end. This shard is hanging near a building-to-building power wire. Use the horizontal pipe as a platform to grab it.



11

The final of the three shards surrounding this building is located on the far back end of the building facing the alleyway network behind it. Use the bolts, pipes, et cetera to shimmy down to it, or you can climb up towards it from ground level.



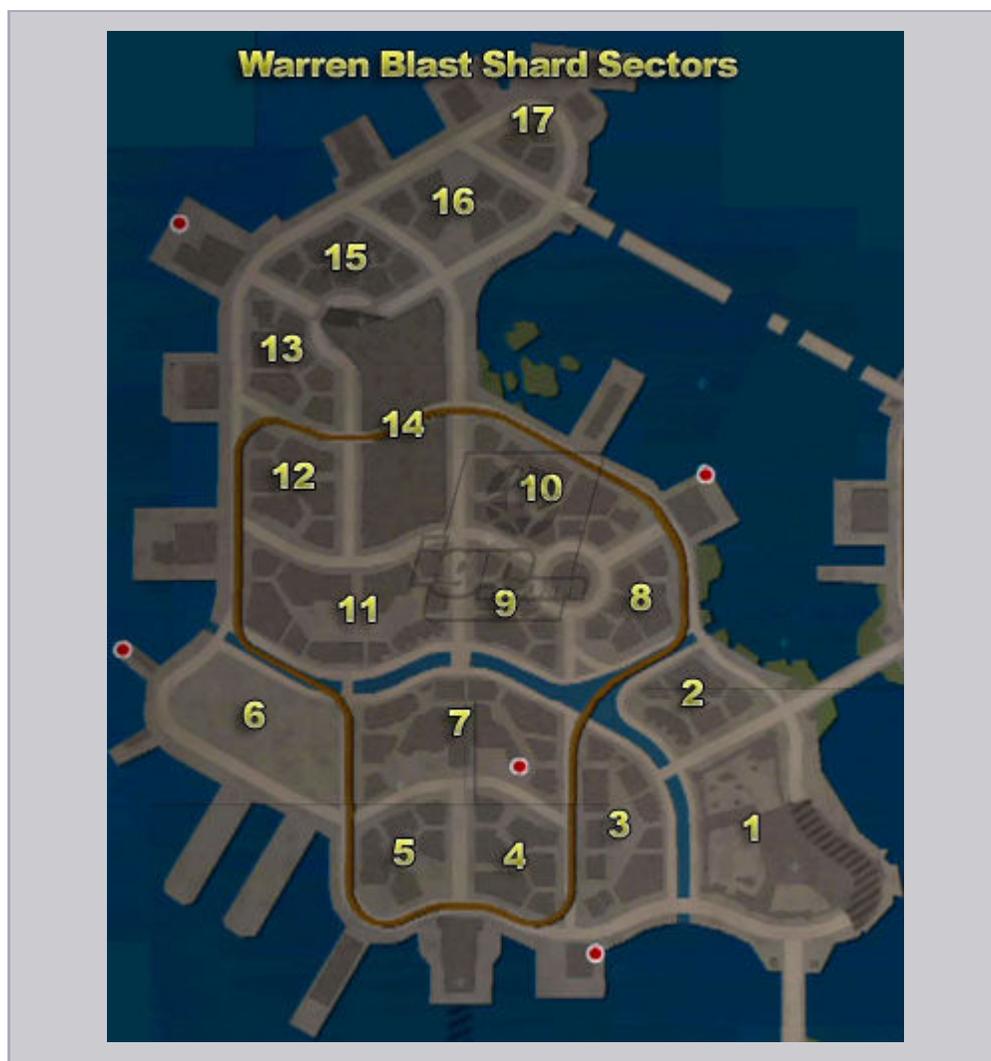
12

Head to the building designated on the map, and drop off of the front of it, so that your back is facing the road and the elevated train track running down the middle of it. The shard should be clearly seen between rows of windows.



## Warren Blast Shards

The map below shows different sectors of the borough of Warren that we've cut up for you. Each sector represented has a separate page and map linked to below the large map, which will then help you find, more specifically, each and every Blast Shard in the borough of Warren.



### Sector One

01 | [CLICK HERE](#)

### Sector Two

02 | [CLICK HERE](#)

### Sector Three

03 | [CLICK HERE](#)

### Sector Four

04 | [CLICK HERE](#)

### Sector Five

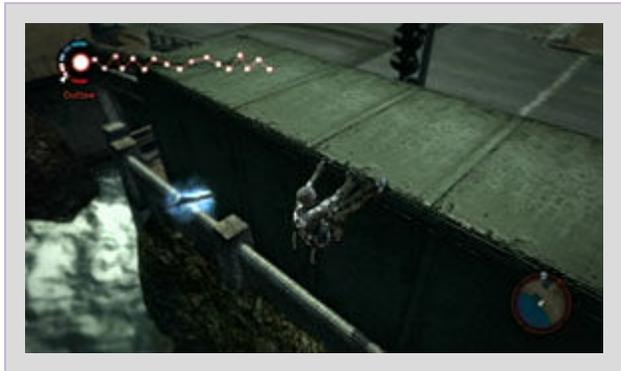
|                         |                            |
|-------------------------|----------------------------|
| 05                      | <a href="#">CLICK HERE</a> |
| <b>Sector Six</b>       |                            |
| 06                      | <a href="#">CLICK HERE</a> |
| <b>Sector Seven</b>     |                            |
| 07                      | <a href="#">CLICK HERE</a> |
| <b>Sector Eight</b>     |                            |
| 08                      | <a href="#">CLICK HERE</a> |
| <b>Sector Nine</b>      |                            |
| 09                      | <a href="#">CLICK HERE</a> |
| <b>Sector Ten</b>       |                            |
| 10                      | <a href="#">CLICK HERE</a> |
| <b>Sector Eleven</b>    |                            |
| 11                      | <a href="#">CLICK HERE</a> |
| <b>Sector Twelve</b>    |                            |
| 12                      | <a href="#">CLICK HERE</a> |
| <b>Sector Thirteen</b>  |                            |
| 13                      | <a href="#">CLICK HERE</a> |
| <b>Sector Fourteen</b>  |                            |
| 14                      | <a href="#">CLICK HERE</a> |
| <b>Sector Fifteen</b>   |                            |
| 15                      | <a href="#">CLICK HERE</a> |
| <b>Sector Sixteen</b>   |                            |
| 16                      | <a href="#">CLICK HERE</a> |
| <b>Sector Seventeen</b> |                            |
| 17                      | <a href="#">CLICK HERE</a> |

**Warren Blast Shards | Sector One**



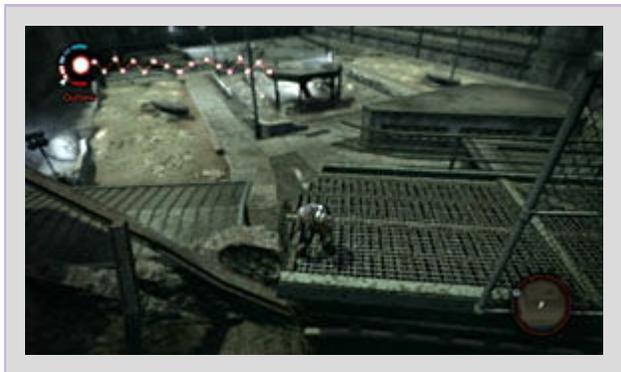
**1**

At the location given on the map, you'll find a green-colored metal storage container. If you look at the back end of the container, you'll find this shard placed precariously over nearby water.



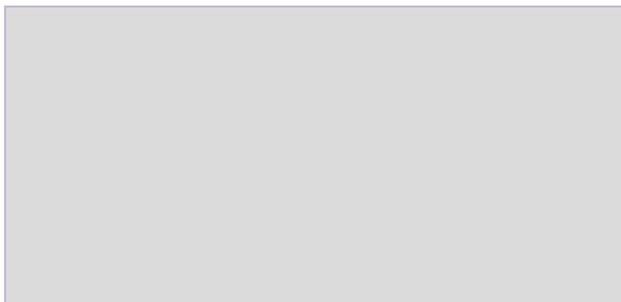
**2**

Across the street from the last shard, slightly to the north and east, you'll find this shard. Look for the half-destroyed wall surrounding the prison. This shard is sitting on the border between the destroyed wall and the still-in-tact wall.



**3**

At the location designated on the map, you'll find a large statue next to a severed bridge that once led back and forth between Warren and Neon. If you climb the ladder on the side of the statue's base, you'll find this shard hanging midair next to the bottom of the statue.





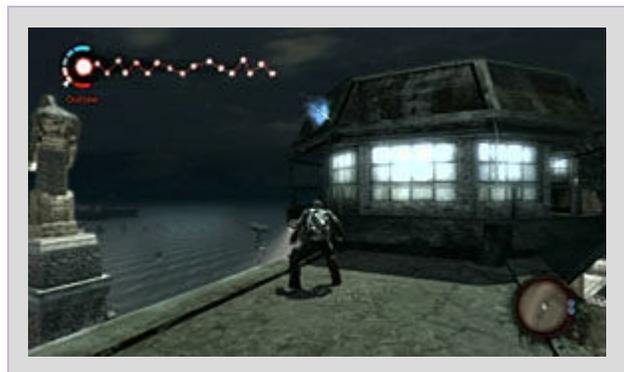
4

This shard is easy to acquire after grabbing shard #3 discussed above. Drop down to street level and face the water with the aforementioned statue on your right. The shard should be easy enough to spot along the edge of the sidewalk.



5

This one is tough to get, and is impossible to acquire before you get the ability to use Static Thrusters. When you do, head to the prison as shown on the map. Climb the walls to the bottom tier and turn around to face the entrance. This shard is located atop the watch tower flanking the right side of the entrance. Fly over to it.





6

To grab this shard, you'll need to be scaling the side of the prison that dominates this entire sector of Warren. This one is at the designated location. You'll need to climb a nearby pole to grab it.



7

This particular shard is a pain in the ass to get. You're going to need to scale the destroyed side of the prison wall along the water. Use the screen to locate it specifically, but rest assured, there's some tough platforming required to grab 'em all.



8

Another annoying prison shard to get, this one is sitting atop a platform above a jail cell that's caught on fire in the blast.



9

Climb up the crumbling structure from the location of shard #8. This shard is located atop a vertically standing support beam next to an engine.



10

No surprise here -- yet another pesky one to grab. The best way to grab this one is to climb to the top of the prison and look for the corner on the roof that has a Dead Drop satellite dish on it. Drop off of the roof there and grab on to the metal bars below to find the well-hidden shard.



11

This one is lower along the tall prison wall, but you're going to need to fall down on top of it from well above. Head to the other end of the roof from where the Dead Drop is located atop the prison, and look downward. You'll see the shard you're looking for well below you. Drop down onto it and hope for the best!



12

Oy vey -- yet *another* one hanging off of the side of the crumbling prison. Head to the location shown on the map, and drop down to find it. It's actually easy to find *and* acquire, so long as you land on the proper platform upon falling.



13

Thankfully, this shard isn't located amongst the cluster of shards found around the crumbling prison walls. Instead, this shard is found *below* those walls, along a support beam parallel to water. Head to the location given on the map and look on the far side of the support beam in question to easily grab it.



14

Head back up to the rooftop of the prison. Unlike the other shards, which are located near the mostly-destroyed segment of the prison, this shard is located in an equally-destroyed prison wall on the opposite end of the compound. Drop down on it from above.

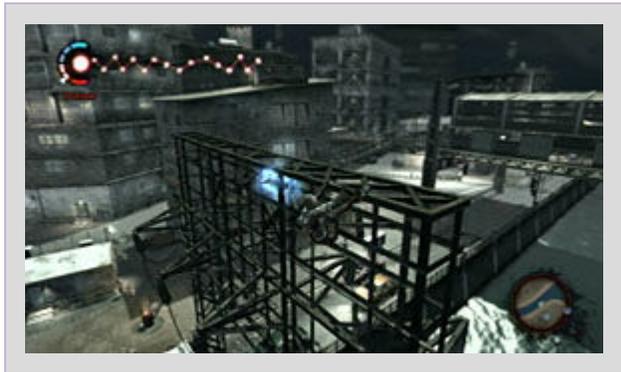


Warren Blast Shards | Sector Two



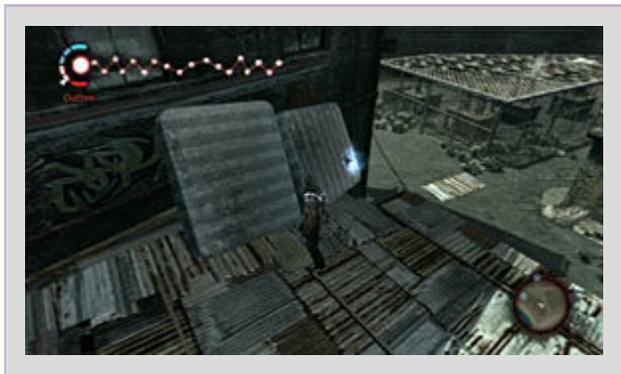
**1**

The first shard in this small sector we'll guide you towards is located atop an electrical beam gapping a small river. It's closer to sector two than the sector across the river, however. Climb atop the structure at the position shown and shimmy on over to it.



**2**

This one is located behind a group of small buildings. Atop one of the low-lying building's rooftop, this shard can be found in front of a couple of mattresses that, for whatever reason, found their way onto the roof.

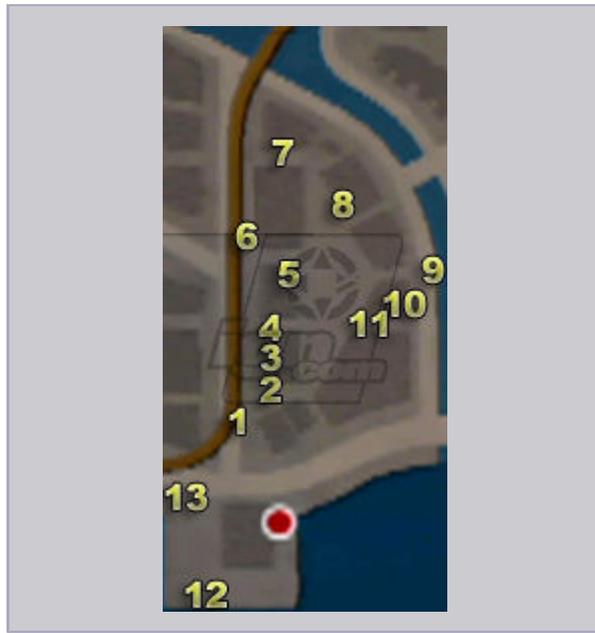


3

Finding this shard can be difficult because when you ping for it, its telltale blue icon will blend in with the water it's suspended above on your HUD. Climb to the train trestle as seen on your map, and then look upward. One of the vertical support beams contains the shard you seek.

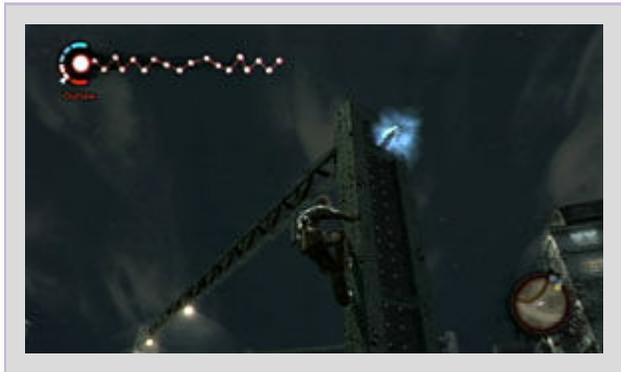


Warren Blast Shards | Sector Three



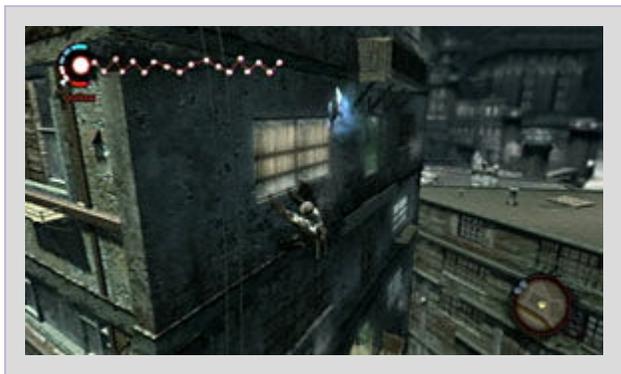
**1**

The first shard we'll bring you across will force you to climb atop a vertical support beam that's holding up a nearby raised train track. It's to the left of a gas station. Shimmy on up and grab it!



**2**

Head to the building parallel to the side of the gas station, at the point designated on the map. Climb up the side of the building, and you should see this shard hanging midair rather clearly.



**3**

This shard is located on the opposite side of the building from where you found shard #2 above. Climb up to the roof of the building and drop off



on the other side, keeping in mind you must work your way *under* the corridor in between the two buildings to find this one.



4

The corridor hanging in between two buildings that we mentioned above is the key to finding this shard, for the building that corridor leads to from the location of shard #3 is the building we must search for this particular shard. Search the far side of the building near a hanging 2x4 to find this one.



5

Hanging off yet the side of another building at the location shown on the map, you'll find this shard sitting on the top floor balcony of a building, overlooking a nearby series of alleyways.



6

This shard is in a snug position, tightly nestled in between a raised train track and one of its vertical support beams at the location given on the map.



7

This is an easy shard to find. Simply head to the building marked on the map, and you'll find this shard sitting atop the roof.



8

Hanging off of the back end of the building shown on your map, this one can be a bit tough to grab because of its awkward positioning. Your best bet is to hang off of the roof above it, where you can then swing right into it.





9

This precariously-placed shard hangs over a waterway running parallel to some city streets. Go to the position shown on the map. It appears you have to drop into the water below, committing suicide in order to grab this shard. But that's not the case. Drop down into it and immediately jump back up to grab the railing.



10

An easy to shard to find. Simply climb this building and grab it. It's sitting on the rooftop, overlooking the street below.



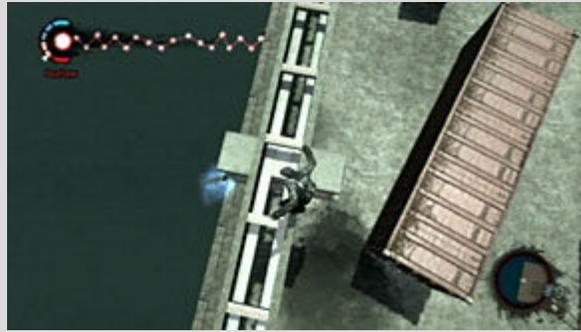
11

Drop off of the southern side of the building where shard #10 was found. This shard is found on ground level alongside the building, sitting next to the closed doors leading into the building's cellar.



12

Head to the dockside building shown on the map. On the far side of the building lies a horizontal beam with a mechanism on it that is used to move goods from ships. On this device is the shard you seek.

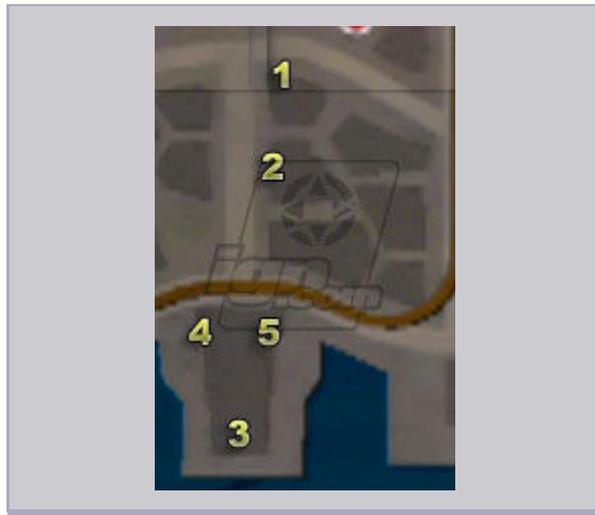


13

The final of the thirteen shards in this sector is found on the left side of the dock area, if your back is facing the dock building as shown on the map while getting shard #12. Climb the train track support beam at this location to grab the shard in question.

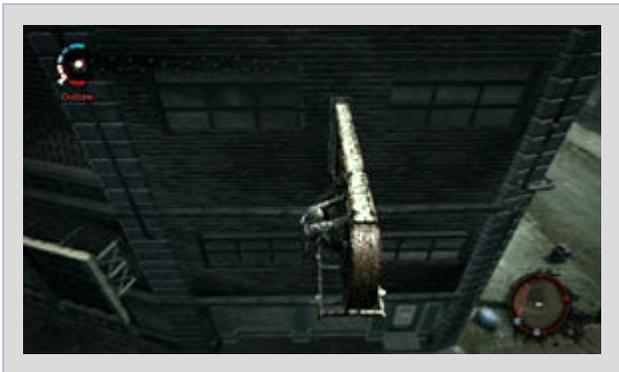


Warren Blast Shards | Sector Four



**1**

This shard at the location given on the map can be found hanging off the end of a rusted-out, half-destroyed store sign hanging off of the building.



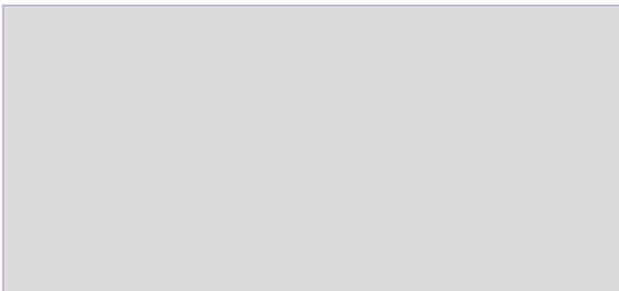
**2**

Head to the location given on the map. You'll find a restaurant called Box O' Noodles, with a rather elaborate sign advertising the establishment. Grab the shard off of the right side of the sign.



**3**

This shard, as well as the next three shards thereafter, is located at and around the tunnel entrance leading back to the borough of Neon. To get this one in particular at the location designated, head to the back end of the *top* of the tunnel, lined with storage containers. This shard is located on the back end of the furthest container.





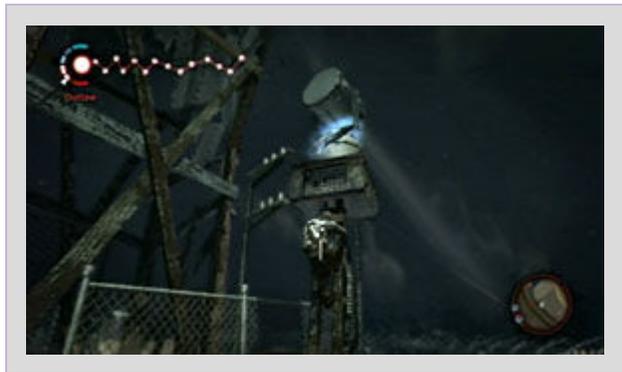
4

The next shard at this dockside location can be found atop a watchtower-like structure overlooking a raised train platform. You'll have to use the nearby spotlight support beam to climb up to this location.



5

You know the support beam for the spotlight we told you to climb up on to get shard #4? Well this particular shard is located on an actual spotlight itself across the dock from the location of the other one. Climb up to it!

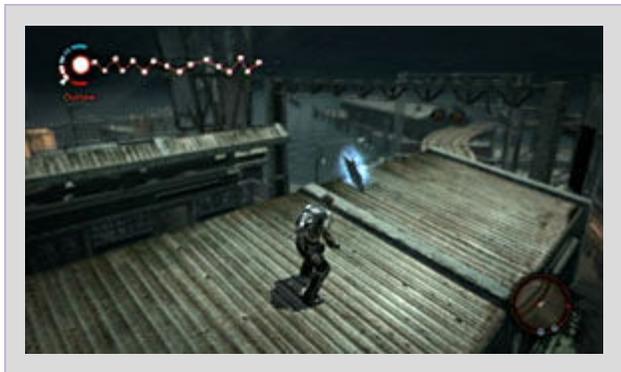


Warren Blast Shards | Sector Five



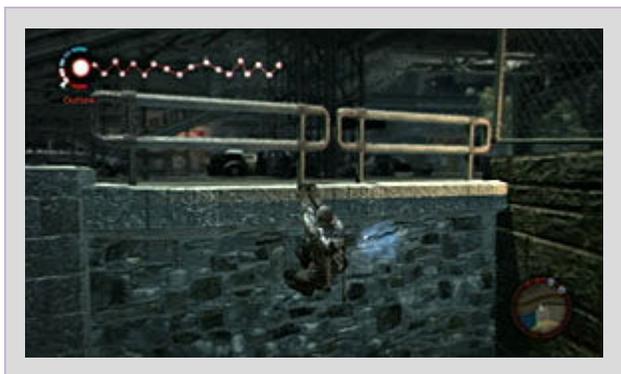
**1**

At the location given on the map, you'll find a raised train platform where people can wait for the train to arrive. On the tin rooftop of one of the waiting areas sits this easy-to-find shard.



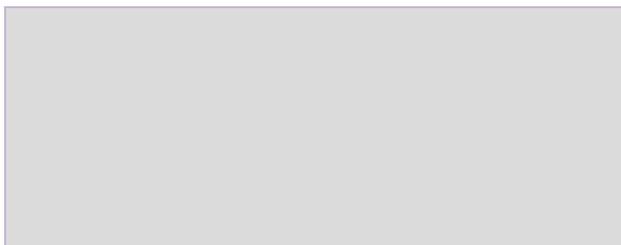
**2**

Go to the location provided for you on the map. This shard is located off of the concrete wall dividing the sidewalk from the wall. Hang off of the side of the sidewalk so that you're dangling over the water, and then move over to the shard to acquire it.



**3**

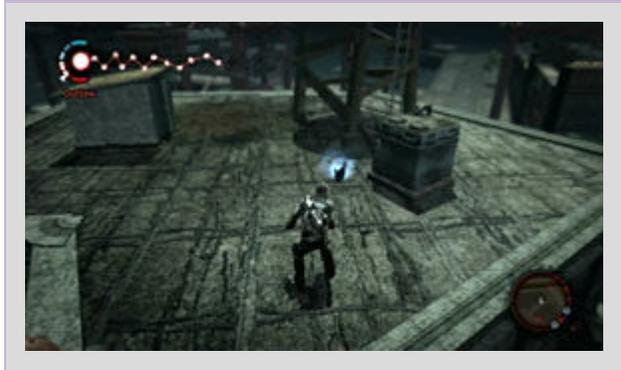
This one is suspended in an awkward location, nestled in between two buildings and underneath some large power conductors. Your best bet is to approach this one from the ground and climb up to it, though you can drop down on it from the rooftop as well.





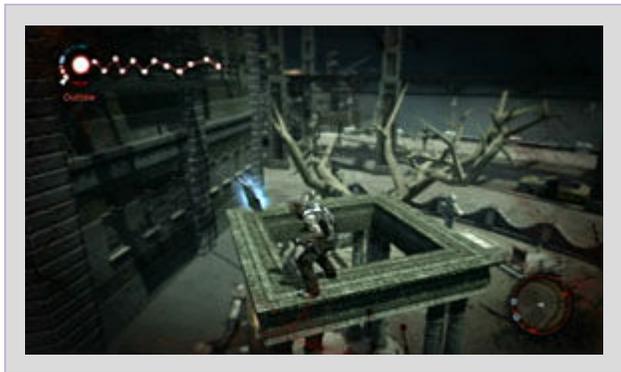
4

On the rooftop of one of the buildings that surrounds shard #3, this one is easy enough to find, indeed. Simply climb up to the roof of said building and claim your prize.



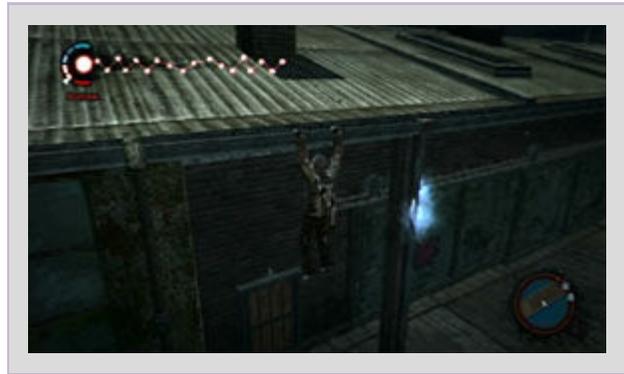
5

At the location given on the map, you'll find a small plot of land that is what it appears to be -- a graveyard. On a square-shaped mausoleum-like structure, you'll find this shard clearly sitting.



6

The sixth and final shard in this sector is found along the lengthy dock shown on the map. The elongated building erected on this dock holds the shard -- it's on the left side if your back is facing the borough.

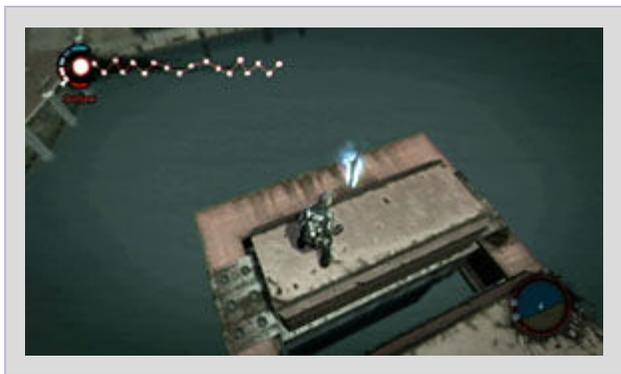


Warren Blast Shards | Sector Six



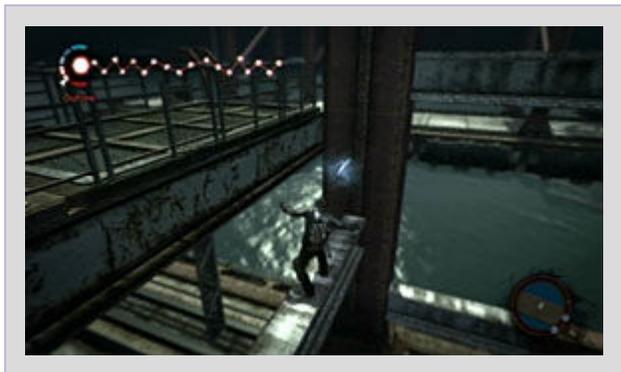
**1**

When you look at the map, you'll see that the designated location is over water. To get to this position, you have to climb the nearby dock loading structure and access a section of it overhanging the water. You can find the shard there.



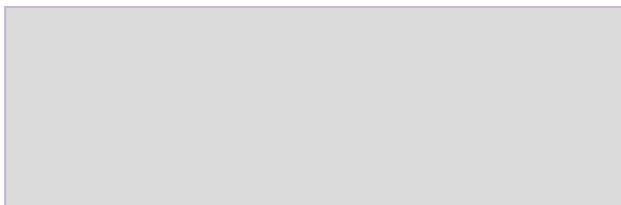
**2**

This shard is also located on a dock loading structure. This one is easier to find than shard #1, however. Climb the loading structure closer to land on that long dock. This one is fairly low to the ground.



**3**

This shard is located on the same loading structure as shard #2, except it's much, *much* higher up. When you can't climb up the structure anymore, run along some parallel-running beams





to the shard's location, but be careful not to lose your footing, or you'll have to climb up all over again!



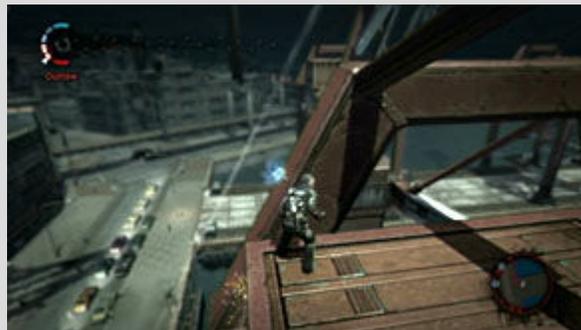
4

The dock to the northwest of the previous dock where the first three shards was found has two more to acquire. This shard in particular is easy to grab. Run to the very end of the dock and hang off of the end of it, where you can find the shard you seek hanging over the water.



5

Yet another shard found atop a loading structure on the dock, this one will require that you climb to the top of the structure, spot the shard, and then fall down on top of it to grab it. Miss, and you'll have to climb once more!



6

There's not much to say about this shard. Head to the location shown on the map, where the shard can be found along a stack of containers. Use the nearby lamp post to head up to it.



7

This shard can be acquired in an identical way from shard #6. In fact, if you just got the last shard, wrap around the pathway you're on along the containers, and you'll be able to easily grab this one.



8

Another shard located along the stacks of containers, this one can be acquired by climbing the nearby train support beams and jumping over to the little outcropping, where you can hang and drop down into the shard you seek.



9

This shard is tucked underneath a raised train track in a pretty inconspicuous location. L3 will help you pinpoint the exact location of this one (along with our map, of course). Shimmy up a vertical train support beam to access it.



10

You'll have to navigate the labyrinth of shipping containers dominating the aptly-named Container Yard if you want to find this one. Use the crossbeams and catwalks to reach it with ease.



11

You're going to have to work your way to the top of the containers in the labyrinthine Container Yard near the number shown on the map. There's a hole in the container wall where you can stand, and then jump to this one. Don't miss, or you'll have to do it all over again!



12

Go to the location given on our map. You'll need to get atop the containers there using some nearby ladders. You can then hang above the location of the shard and drop down on top of it. Don't miss!



13

Wedge in between some perpendicularly-sitting containers next to a yellow ladder, this shard can be easy to miss. Triangulate your location on your HUD while pinging to be sure you're in the right location.

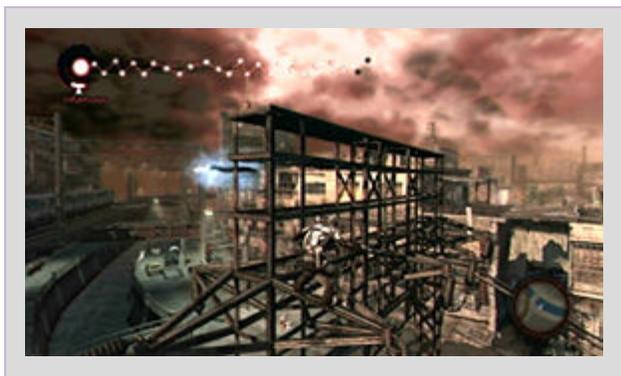


Warren Blast Shards | Sector Seven



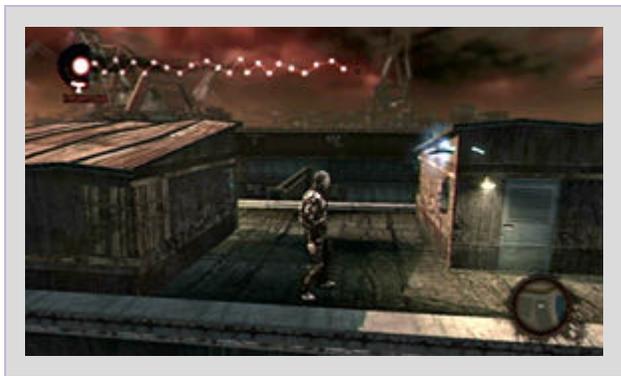
**1**

At the corner shown on the map, along the canal and near a footbridge, you can climb an industrial-looking electrical pole, where this shard can be easily seen and acquired.



**2**

This shard is simple to get. Head to the roof of the building marked on your map. On the west side of the roof, you can find this shard wedged in between two rooftop doorways.



3

On the western edge of the crumbling building at the location shown on the map, you'll find the shard rather clearly sitting along the front of the building's facade.



4

You'll have to climb yet another industrial-style electrical pole along the small canal at the northern end of this sector to grab this one. Climb, climb, climb away.



5

This one's pretty obvious, especially if you're pinging the location. It's sitting on top of a roof. Grab it for a simple shard acquisition.



6

You might have a bit of an issue grabbing this shard, but it's not insurmountable. Climb the building at the location shown, and scurry to the sign at the front end of the building. This shard is entangled in the sign, and it might be hard to spot because its blue hue is identical to the blue colors shown on the sign. But it's there.



7

Go to the front end of the hospital. The glass overhang in front of the entrance contains this shard, just walk right up to it and grab it.



8

You're going to have to scale the tall hospital at the location shown to find this one. Expect to find the shard wedged in between two metal covers on broken windows.



9

Yet another one alongside the tall walls of the hospital, this shard can be acquired by scaling the eastern edge of the building, where it's yours to grab.



10

Are you getting the gist by now? This is *yet another* shard found alongside the hospital, though this one is found on a tiered side of the hospital on the western end, as opposed to being on the outskirts of the building.



11

The final shard hidden on or around the hospital is likely the most difficult to acquire. On the front western end of the hospital, this shard is tucked inconspicuously underneath two gas tanks. You can climb up to it via some pipes to the right, or drop down towards it from the roof above.





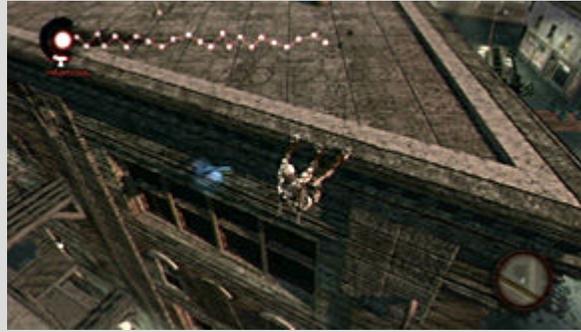
12

To the southwest of the hospital, you'll find an elevated orb that was at one time a beautiful monument. Now, who knows what it is? Alongside the orb on a platform is the shard you seek -- keep an eye out for its distinct blue hue.

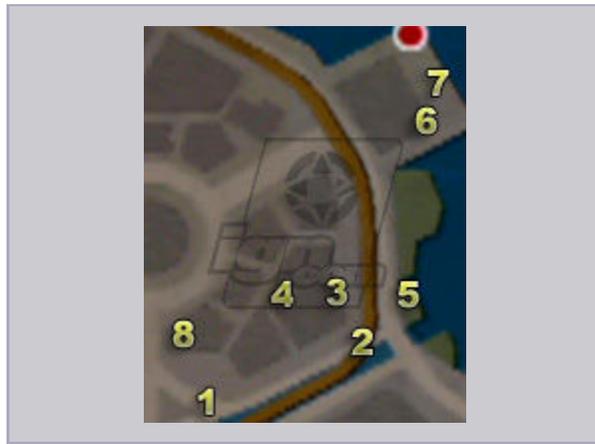


13

This corner building holds the thirteenth and final Blast Shard of the sector. The best way to grab this one is to climb the building designated on our map, and then hang off of the side while above the shard. You should be able to thereafter drop right on top of it.

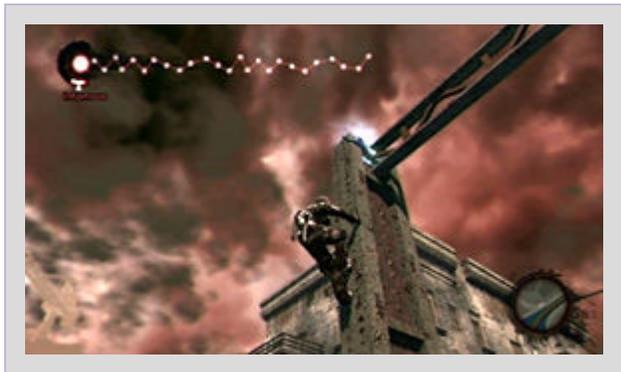


Warren Blast Shards | Sector Eight



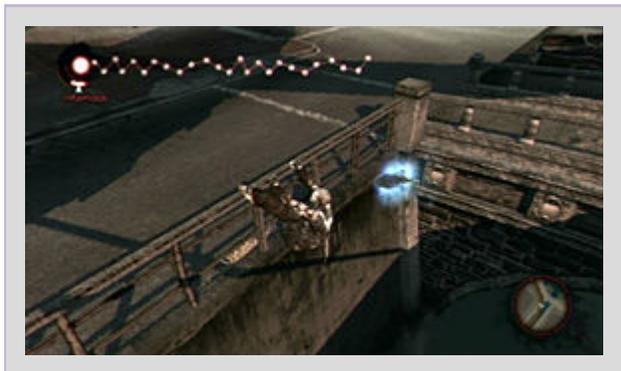
**1**

The first shard in Sector Eight we'll bring you across is located atop a vertical support beam for the train trestle working its way around the borough. Go to the location designated on the map and climb to the tippy-top of the beam to acquire it.



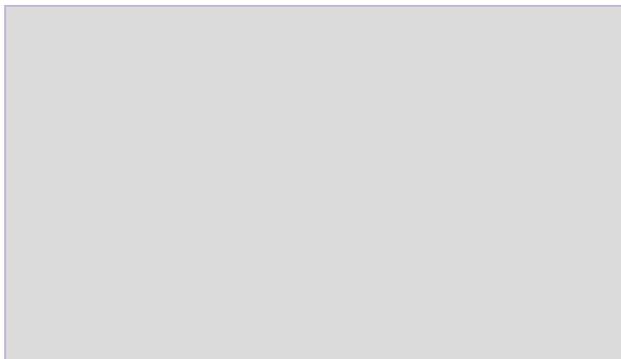
**2**

You're going to have to be nimble to grab this shard. At the location shown on the map, you'll find a canal and a nearby footbridge. Nestled in between the two is the shard, hanging over the dangerous waters of the canal. Hang over the canal to grab it, but be careful!



**3**

At the location shown on the map, you'll find a huge, half-destroyed neon sign that used to exclaim "AL'S GARAGE." Half of the letters are now missing, but there's a Blast Shard tucked in the individual letters that's easy to spot. Climb the roof of the building the sign's affixed to, and grab the shard you seek.





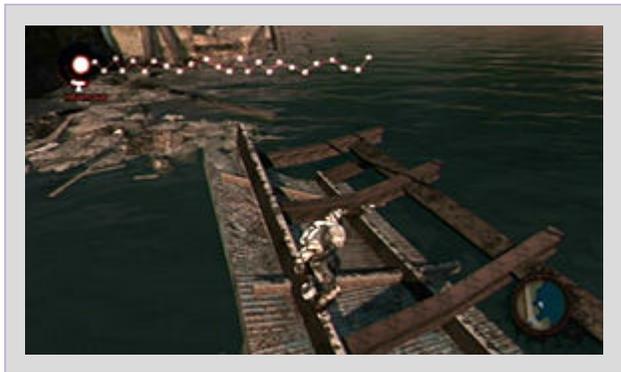
4

Alongside a dark-colored apartment building in an equally-dark alleyway, you can find this shard placed atop a metal overhang protecting the first floor windows.



5

This is one of those shards where you're likely going to need to kill Cole to grab it. This one's located on some debris floating out in the water at the location given on the map. It's easy enough to jump out to it and grab it, but getting back to dry land thereafter seems impossible.



6

At the location shown on the map, you'll find a large pier with a building atop it that's jutting out into the water. On the corner of the building *specifically* shown on the map, you can easily find this shard.



7

At the back end of the pier mentioned when acquiring Shard #6 above, there will be a red storage container that's leaning over the side of the dock. On the back edge of the container, hanging over the water, is the shard you seek. Be careful while grabbing it, for falling into the water below equals instant death.



8

A typically-hidden shard, go to the location shown on the map and climb the building nearby. You can hang off of the front side of the building to grab this shard. Enemies typically guard the nearby Old Examiner Building, so be prepared to fight.

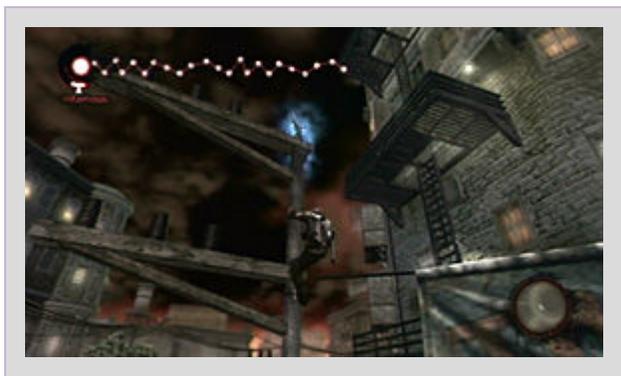


Warren Blast Shards | Sector Nine



**1**

At the location shown on the map, there's a standard electrical pole alongside the Old Examiner Building. Simply climb up said pole to grab the shard in question.



**2**

On the southern end of the Old Examiner Building, there are some apartment lofts with balconies extending off from them, overlooking the street below. The shard can be found off of one of those balconies.



3

Climb to the very top of the Old Examiner Building, and look around the spire at the top, where this shard is clearly sitting alongside it. You can quite literally walk directly into this shard.



4

At the apartment building shown at this location on the map, climb the corner, circular section of the building. You can climb right up to this shard, grabbing it near a darkened window.



5

Not much explanation is necessary for this shard. To grab it, head into the back alleys and climb the building shown on the map. At the corner-back end of the building, you can easily grab this shard.



6

At the top of the building shown on your map, with your back facing the street, you can grab this shard. It's alongside a protective cage over a balcony (though it's hard to say why anyone would need a protective cage over their balcony this many stories up).



7

On the multi-tiered building represented on the map, you can find this shard sitting on the lower of the two rooftops, nestled in between a couple of sides of the building. Your best bet here is to triangulate by pinging to figure out where to go.



8

This one is in limbo between Sectors 7 and 9, but we've placed it snugly in Sector 9. The north-south footbridge leading between the sectors contains a Blast Shard, if you search the eastern edge of the bridge of the canal below. Hang down to grab it.



9

This shard can be found near the top of the building shown on the map, in an alleyway. Simply climb to the top of the building and work your way around the corner from the chain link fence conspicuously protecting an open air balcony.



10

This one can't possibly be any easier to find. Simply climb atop the large (yet short) building at the location shown on the map. This shard is sitting, clear-as-day, atop a mobile generator on the rooftop.



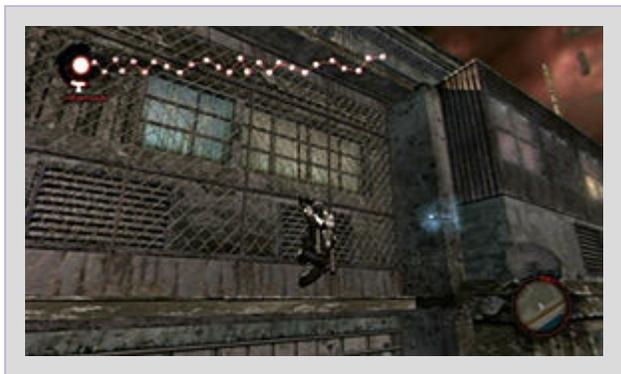


Warren Blast Shards | Sector Ten



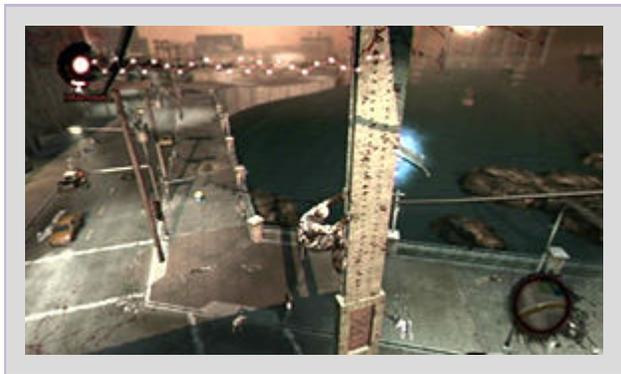
**1**

This cage-lined building's front facade is the key to grabbing this shard. It's tucked in between a cage and a wall jutting out on the front end of the building, though you may find it easier to come at it from above as opposed to climbing up to it from below.



**2**

You're going to have to do some climbing to get to this far-off shard. At the location shown, you'll see a raised train trestle. Climb up to the trestle itself, and then climb up the vertical support beam above, where you can find this shard.



3

Climb the southern edge of the building shown on the map, and head onto the rooftop. Nearby, you should see a brick chimney sticking out. To one side of the chimney, you'll see the distinct blue hue of the shard you seek.



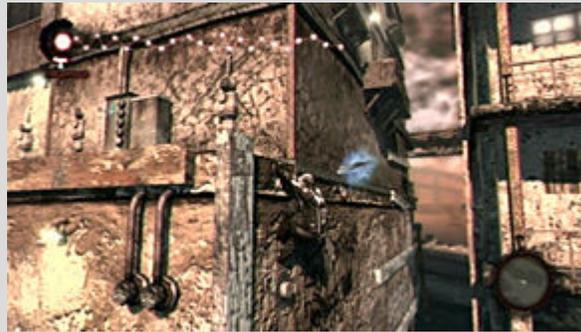
4

The shanty-looking building shown on your map contains the next shard you're looking for. Simply climb the low-lying building to reach its metallic roof, and the blue shard will stick out like a sore thumb.



5

This shard is located near shard #4, on the side of the building to the northwest. However, all you really have to do to grab it is head down to the alleyway separating the buildings, and then climb up a brief distance towards this particular shard.



Warren Blast Shards | Sector Eleven



**1**

This shard is simple to find. Climb the back end of the building shown on your map, with your back facing the vast network of alleyways nearby. This shard is tucked underneath a platform in a series of fire escapes.



**2**

You have two possible options when going after this shard, which is suspended above a pedestrian tunnel entrance/exit leading into a network of alleyways. You can either jump up towards it, or fall down on top of it. The choice is yours!



3

At the location given on the map, you'll find a sign hanging off of a building that rotates between Shutter Speed Cameras and a Postal Service advertisement. This shard is hanging off of the edge, so jump or climb out to grab it.



4

A pretty typical shard to acquire, this one is hanging off the top of the building on your map, overlooking the thin alleyway between it and the building adjacent.



5

The small, moderately tall building shown on the map contains the next shard. Climb to the rooftop of the building, and then seek out the water tower atop the roof. Climb to the top of the water tower, and you'll be able to swipe this Blast Shard easily.



6

Warning -- climbing the building shown on your map along the pier jutting out into the water can be a major headache. But it's worth it, because this shard can be found alongside the eroded sign on the front edge of the building.



7

This is a pretty typical shard to acquire. Head to the building designated on your map and climb to the roof. Head to the triangular edge of the roof facing the network of alleyways, and hang down from there. You can grab the shard easily from this point.



8

Out of all of the shards in the game, this one is certainly one of the more obscurely-placed and difficulty-to-obtain ones. In between the two apartment buildings, there are some cloth coverings and the like. Hidden between these is the shard you seek. Use the pipes nearby to hoist yourself upward.



9

Another pretty typical shard to acquire, this one requires you to climb the side/front corner of the building all the way to the very top, where you can easily collide with it, thus acquiring it.

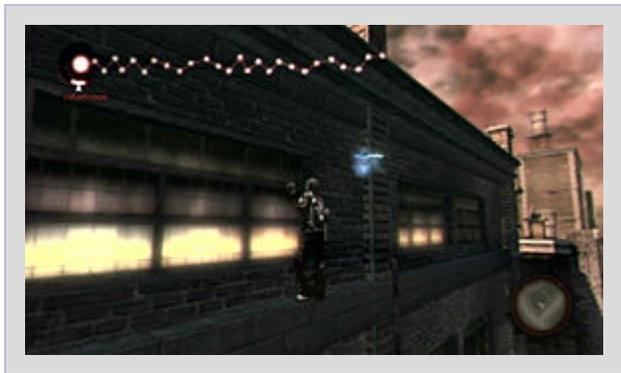


Warren Blast Shards | Sector Twelve



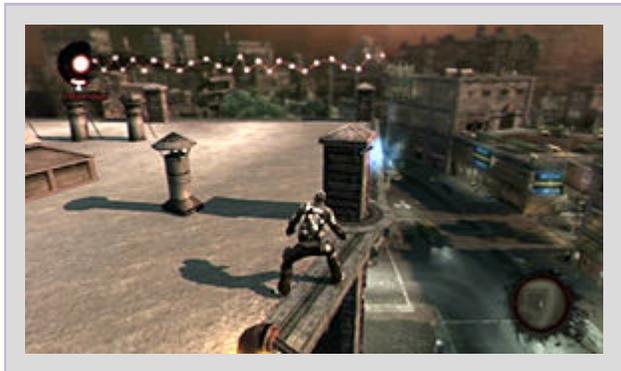
**1**

Here's a simple start to this sector -- head to the building as designated on the map and climb up the east side of it, where you can easily find and acquire this shard.



**2**

After grabbing the first shard, continue to climb up to that same building's roof. Along the front (southern) end of the building, you'll be able to find this shard, clearly sitting in front of a brick chimney.



3

On the western end of the elongated building shown on the map, you can grab this shard simply. There's an open air balcony along that edge of the building, and this shard is sitting clearly atop it.



4

On the roof of the building designated on the map, you'll find a water tower. After climbing to the roof of said building, you can climb the water tower sitting up there, where the shard can be found.



5

From the building where Shard #4 was found in this sector, you can work your way northward, where you can jump (and then glide) to a vertical support beam for the raised train tracks running around this borough. On top of the support beam, you can acquire this shard.





6

Climb to the roof of the building shown on the map. On the western edge of the roof, near a water tower, you'll find a darkened patch of roof that's been damaged by water. Sitting rather clearly in the shallow pool of water there is this shard.



7

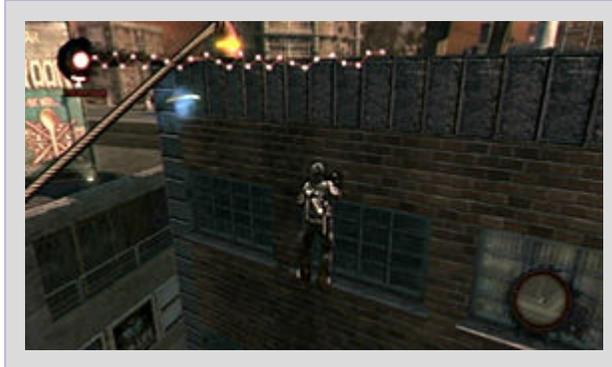
At the northeastern portion of this sector, on the eastern edge of the building where Shard #6 was found, you can find a standard electrical pole sitting on the sidewalk alongside the street. Jump atop it; you can find this shard sitting below you on the silver transformer.



### Warren Blast Shards | Sector Thirteen

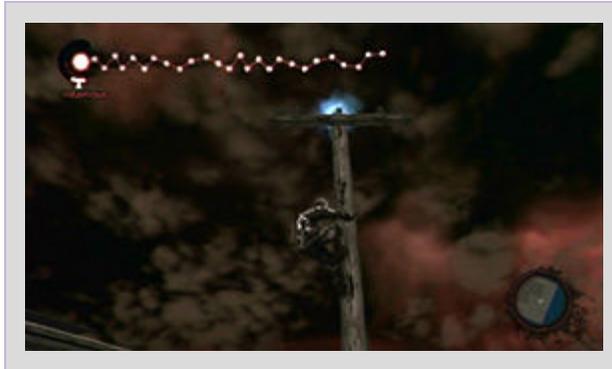
1

With your back facing the water to the west, climb the building in question, as shown on the map. At the top of the building, towards its northern end, you will be able to grab this shard.



2

Head to the pier shown on the map. This is where one of five clinics in the borough of Warren can be found. At the center-back end of the pier, behind the building, you can find a tall, tall telephone pole. Climb it to the tippy-top, and you can nab this shard.

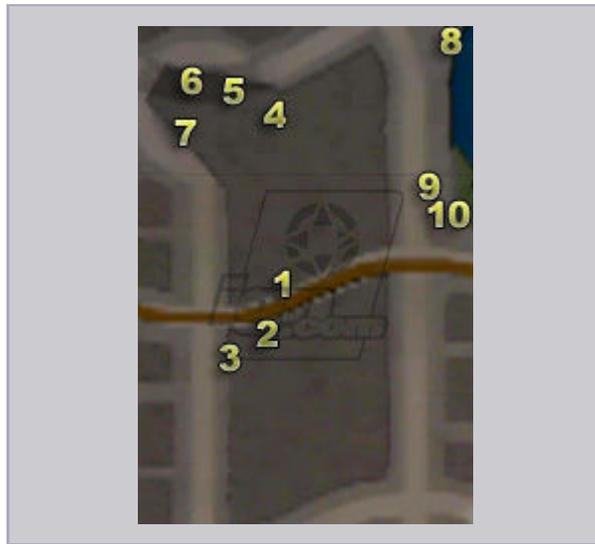


3

At the gas station, you'll want to work your way up onto the roof of the building itself (as in, not the overhanging roof suspended above the pumps). On top of this tiny, low-lying roof is a generator. Directly next to the generator is this shard.

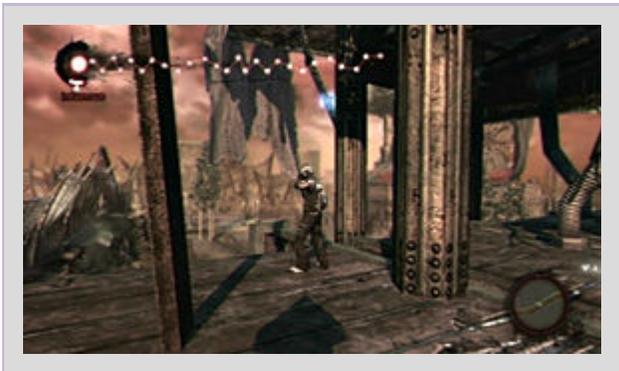


Warren Blast Shards | Sector Fourteen



**1**

About halfway through the Shantytown portion of Warren, if you're traveling north to south (or the other way, too), you'll find what is in essence a divider created by some train tracks that have been built around. Alongside one of the support beams of the trestle is this shard.



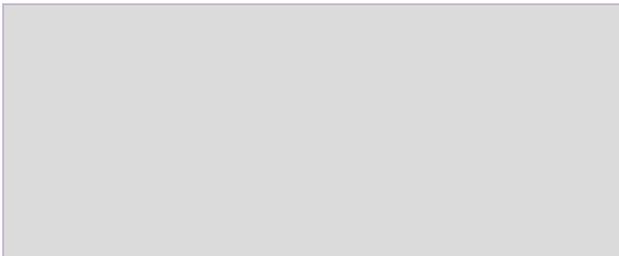
**2**

Extremely nearby to where Shard #1 was found, you'll see a small bonfire burning rather dangerously near an elevated shack. This shard is located *in* the fire, though you can easily procure it without risking life and limb.



**3**

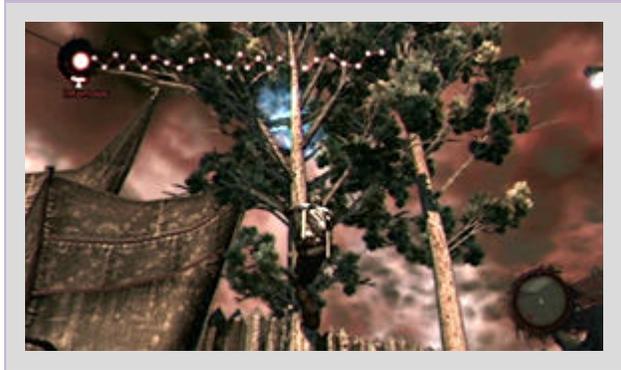
Alongside the western edge of the Shantytown, on the sidewalk next to the wall separating the rest of the city from that settlement, you can find this shard sitting directly in front of some traffic lights.





4

At the northern park-like area of the Shantytown, you'll find a few trees still left standing. At the specific location designated on the map, you can grab a blast shard sitting atop a tree in a larger trio of trees.



5

You might be at a loss as to how to get to this shard, which is located high above the rusting metal walls of the Shantytown, alongside the Junk Tower at the northwestern edge of the park. Use the nearby lamp post to jump up towards it, where you can collide with it midair, bringing it down with you as you reach the ground once more.



6

You're going to have to be slick to get this one, as it's one of the most difficult shards to get in the game. On the far side of the Shantytown wall surrounding the park, as shown on the map, sits a shard. To get it, you need to climb a vertical metal cable inside the park walls, and then jump over the wall and drop down on top of this one. Good luck!



7

If you thought Shard #6 was difficult to grab, Shard #7 is even harder. It is perhaps the toughest shard in the entire game to acquire. You're going to need to go to the outside of the Shantytown wall, around where the "7" is on our provided map. Here, you can find a stoplight which will let you climb up to a slanted roof along the wall. Head leftward and grab the metal cable from there. Climb to the top of it, and then jump over to the left, attempting to land on top of this shard. Again -- good luck!



8

After Shards #6 and #7, this one will be quite the easy shard to get. Go to the location of the "8" on our map, and begin pinging to close in on the shard's location. To grab this one, jump over the concrete wall and hang precariously above the water. You should be able to run right into the shard from there, but don't fall in!



9

As usual, you're going to want to go to the proper place designated on our map. When you do, you'll find a telephone pole stretching high into the air. Simply shimmy up the telephone pole, and grab this shard at the very top.



10

Adjacent to where Shard #9 was found, you can find this shard along the concrete wall separating the outer part of the sidewalk from the water. Though this shard is visible clearly and appears to be easy to get, you're still going to need to hang over the water in order to properly collide with it.

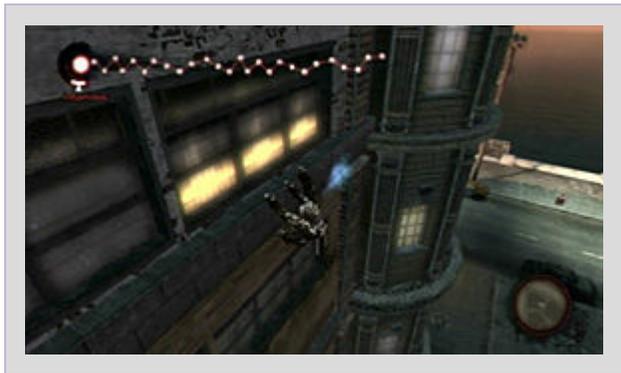


Warren Blast Shards | Sector Fifteen



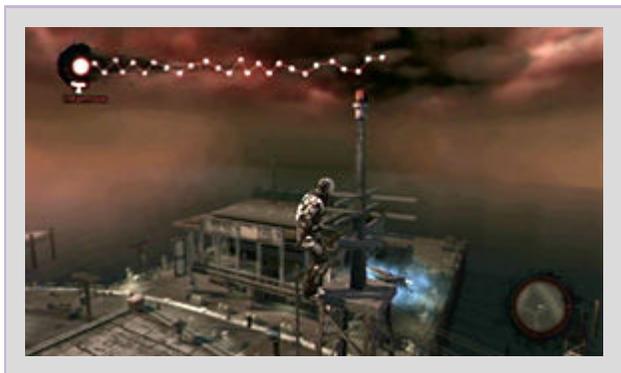
**1**

We'll start out Sector Fifteen by getting a couple of shards that are really close together. The first of these is located on the western side of the building designated on the map. Simply hang off of the top of it and you'll see it pretty clearly.



**2**

From where you acquired Shard #1, you can then climb back up to the roof of that same building. Once you do, you'll see a large antenna creeping upwards into the sky. Climb the top of this antenna and you can grab this shard at its apex.





3

You might be at a loss as to how to grab this shard, but read on, and your confusion won't last for long. This shard is located on the side of one of two smokestacks sitting next to each other on the roof of the building at that location. Once you spot it, climb to the roof of the slightly-taller building next to you, and then use Static Thrusters to fly into the shard midair.



4

On the roof of the low-lying building designated on your map, you'll find a water tower just sitting up there. After climbing up to the roof, climb the water tower in question and grab the shard you seek from the top of it.



5

Adjacent (or more specifically, to the east) of the building where Shard #4 was found, you'll find a tree along the sidewalk. Within this short tree is the shard, its blue hue sticking out rather vividly against the green foliage of the tree.



Warren Blast Shards | Sector Sixteen



**1**

At the location given on our map, you'll find a mostly-destroyed building. This building's still standing skeleton is the key to finding the shard in question. On the severed edge of a horizontal support beam, you'll see this shard sitting rather clearly.



**2**

Head to the edge of the pier as shown on the map. Behind the building that dominates most of the pier jutting into the water, you can find this shard sitting along the back end of the building near some windows.



3

You can find this shard easily by climbing the roof of the building designated and looking next to the large, industrial air conditioning unit there.



4

This shard is yet another shard hidden atop a water tower that is itself atop a roof of a building. Go to the building designated on the map, climb to the roof, and then climb to the top of the water tower there to grab your booty.



Warren Blast Shards | Sector Seventeen



**1**

Head to the pier as shown on the map. This pier, which juts out into the water, is covered mostly by a building and some storage crates surrounding it. Alongside one of the crates at the back end of the building along the water, you'll find this shard.



**2**

Continue along the waterside northward from where Shard #1 was acquired. Behind a small shack directly along the water, you can find this precariously-sitting shard. Hang off the back edge of the shack's roof to grab it.



3

Here's another shard found on a building along a pier, this one on the northernmost pier in all of the borough of Warren. Climb to the roof of this elongated building and you'll find the pier on the right side of it, near a window.



4

For this shard, you're going to need to hop over the concrete wall separating land from the water at the location shown on the map. Carefully do this, because you'll need to grab onto the back end of the concrete to stop yourself from falling into the water and dying automatically.



5

The building alongside the water where Shard #4 was found is the key to finding this particular shard. Climb to this building's roof and search out the water tower in the corner of said roof. Along the side of this water tower, you'll find the shard.



6

This one's easy to spot, though it's more difficult to grab than it seems. The shard sits in front of and above the entrance to a neighborhood grocery store. However, you can't grab anything near it to pull yourself up towards it. Your best bet, therefore, is to drop down on top of it from the roof.



7

The final shard we'll bring you to in Warren is located underneath the bridge that leads to the Historic District. Look underneath the bridge along the water, where some pipes and such barely hide the location of the given shard, which sticks out rather clearly.



## Infamous Dead Drops

Apart from Blast Shards, there's another form of collectible in Infamous. Known as Dead Drops, this form of collectible can be found affixed to various satellite dishes strewn around the rooftops of Empire City. There are thirty-two Dead Drops to be found in total, and of course, we've found them all for you.

If you're interested in finding them on your own, you can do that as well. Click L3. If any Dead Drops are in your vicinity, a gray circle will appear around your HUD that will eventually condense into an eighth of a circle (or so) that will direct you in the general vicinity of the Dead Drop in question. If there isn't a Dead Drop in the surrounding blocks (or if you haven't yet done the mandatory in-game Dead Drop-centric quest), no gray circle will appear, and you'll have to keep looking.

Sounds annoying, doesn't it? Well, it is. And that's where we come in. Use the links below to reach the borough desired, and then go from there!

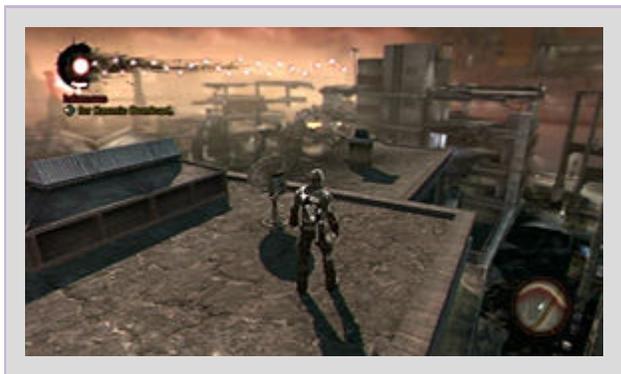
|  |                            |
|--|----------------------------|
| <a href="#">Historic District Dead Drops</a> |                            |
| --   | <a href="#">CLICK HERE</a> |
| <a href="#">Neon Dead Drops</a>              |                            |
| --   | <a href="#">CLICK HERE</a> |
| <a href="#">Warren Dead Drops</a>            |                            |
| --   | <a href="#">CLICK HERE</a> |

Historic District Dead Drops | Dead Drops 1-2



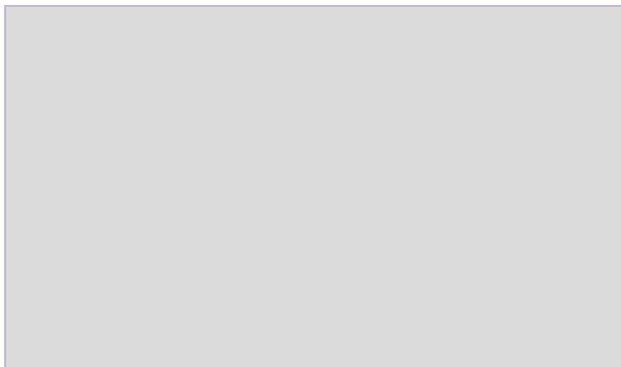
**1**

The first Dead Drop in the Historic District that we'll bring you across is none other than the decimated area of Empire City that was subjected to the initial Ray Sphere blast. Head to the location given on the map and head to the roof of the half-crumbled building, where this Dead Drop satellite dish can be found on a lower tier of the rooftop.



**2**

From the location of the previous Dead Drop, finding this Dead Drop is rather simple. Simply head to the next building to the east, also half-crumbled. The satellite containing the Dead Drop can be found on the southeastern end of the decaying building, where a room within said building used to exist.







Historic District Dead Drops | Dead Drops 3-5



**3**

At the southeastern end of the borough of Historic District, you can find the satellite dish that contains this Dead Drop. The low-lying building at the point designated on the map is easy enough to find. You should easily see the water and the borough of Neon in the distance when you're grabbing it (if approaching it from behind).



**4**

To find the fourth of the five Dead Drops strewn around the Historic District borough of Empire City, head to the northwest segment of the map. More specifically, climb the roof of the building shown on the map above. This Dead Drop satellite can deceive you with its location a bit, because it's not on the roof itself, but rather located on top of the concrete block that houses the top of the staircase within the building.



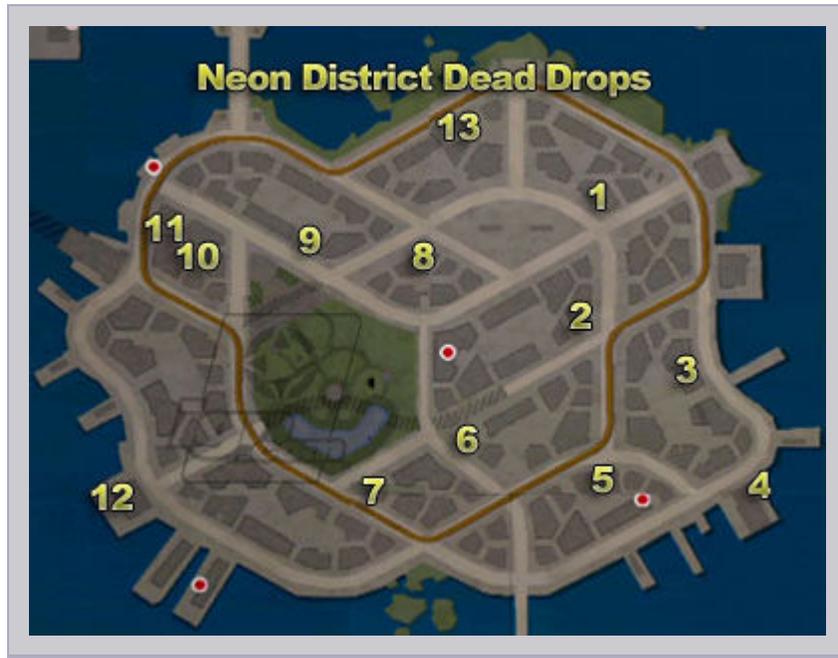


5

The fifth and final Dead Drop in the Historic District is found to the south and slightly to the west of the previous Dead Drop, atop a stately-looking building lining the water between the Historic District and Warren. Climb the tall building and collect your prize. That's all of the Dead Drops! Congratulations!

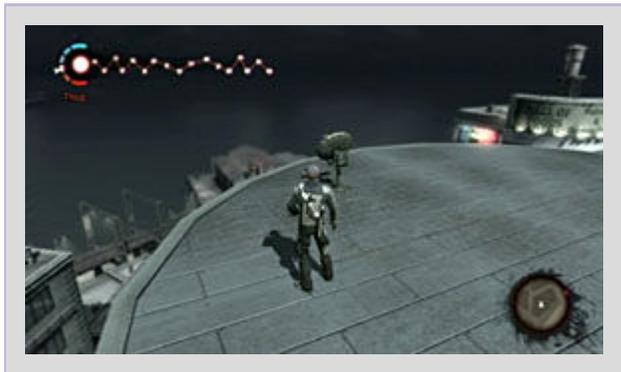


Neon Dead Drops | Dead Drops 1-3



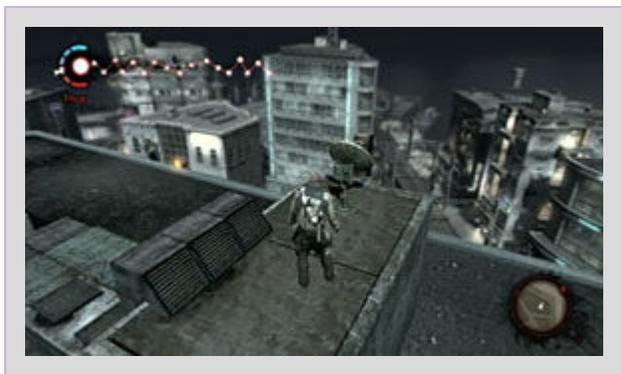
**1**

The first Dead Drop in the game is found mandatorily during the early-game mission known as Mysterious Signals. Climb to the tall, cylindrical rooftop at the corresponding location at the map, where you will find it. Remember -- you *can't* miss this dead drop!



**2**

This dead drop is found at the location shown on the map, near a billboard. The Dead Drop itself is located on the satellite dish inconspicuously placed atop a small raised concrete area, as seen in the screen.



**3**

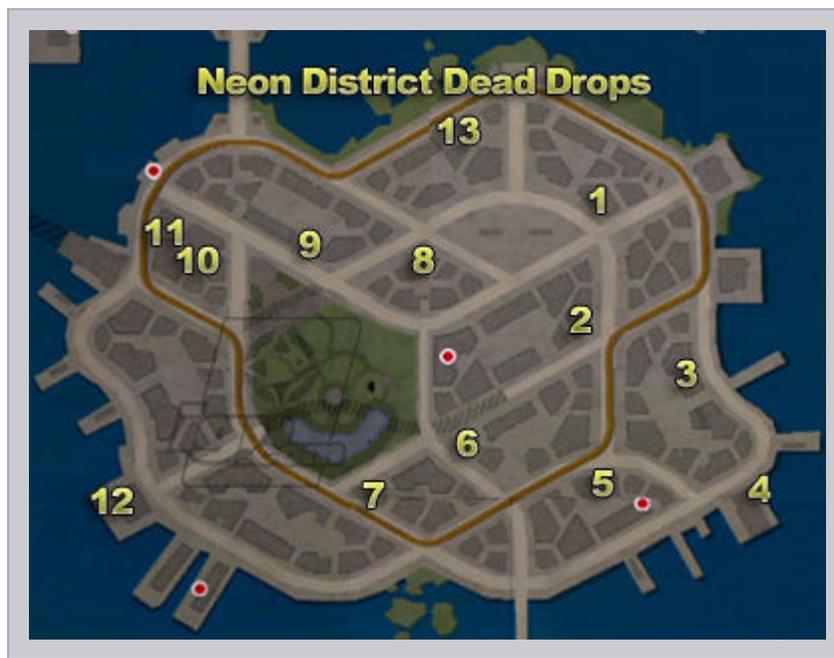
To find this Dead Drop, head to the designated building on the east side of the borough. This



relatively tall building's roof contains the Dead Drop you seek. The satellite dish is surrounded by some boxes, scrap wood and a porta-potty, so look carefully!



Neon Dead Drops | Dead Drops 4-6



**4**

Tucked in an inconspicuous location in the southeast segment of Neon, this Dead Drop is located on a smaller roof adjacent to a much taller building. Simply climb to the top of the tall building and then drop down on the east side of the building to land right next to the dish.



**5**

Head over to the roof of the building designated on the map. This Dead Drop is located on the satellite dish tucked in the front left corner of the building, near the back end of a small billboard that advertises Just Dragon Clothing.



**6**

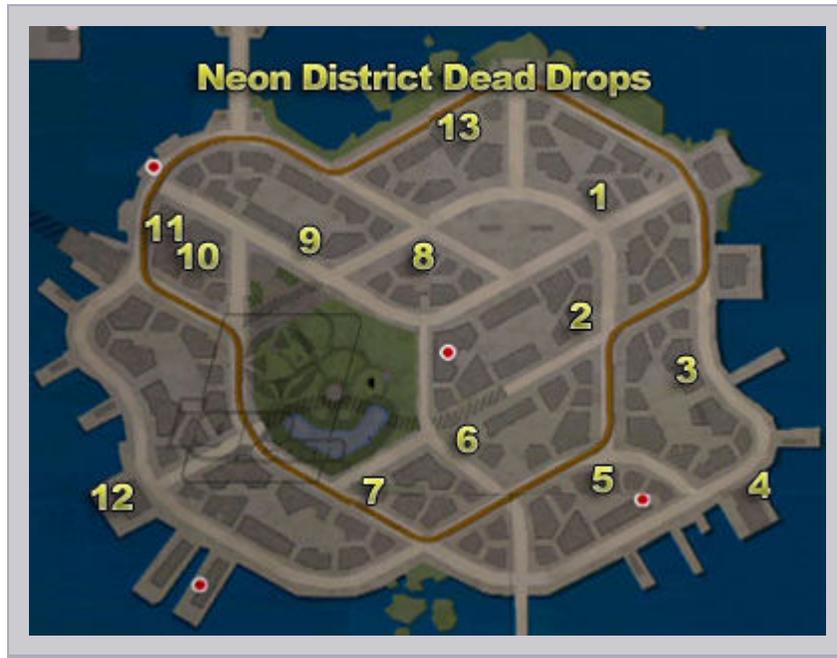
The low-lying building next to the interesting sculpture/fountain is the location of the sixth Dead



Drop in Neon. Head to the building's roof to find it tucked in between two industrial-sized air conditioning units.

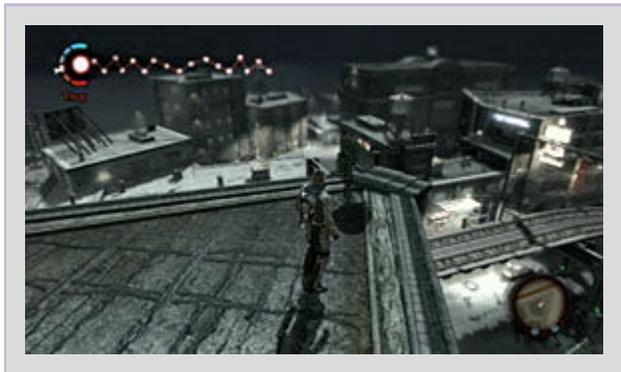


Neon Dead Drops | Dead Drops 7-9



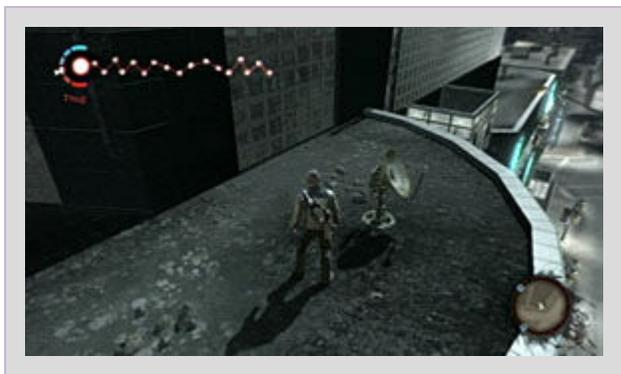
**7**

The seemingly-abandoned building at the location given on the map holds the next satellite-based Dead Drop. Climb to the tippy-top of the building, all the way to the roof. Then, go to the apex of the triangular-shaped building, and the satellite with the Dead Drop will be sitting right in front of you.



**8**

Climb the impressive aglow skyscraper where 8 is on the map provided. You're not headed all the way up to the rooftop, but you're going to be pretty close to it, on a smaller, minor rooftop located just below it. See the screenshot provided for a more accurate positional representation.



**9**

The small apartment building at the location given holds the satellite dish with the Dead Drop on its

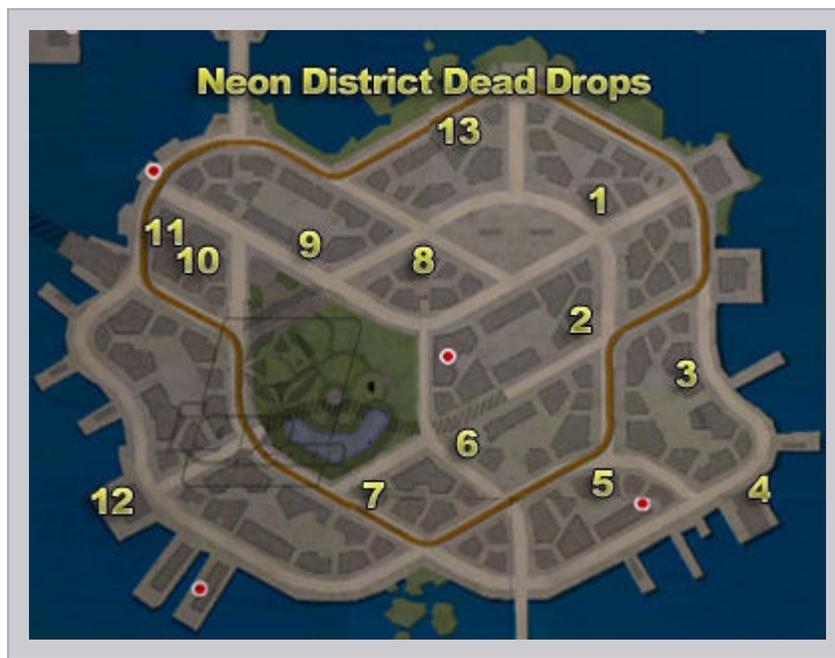




roof. The dish doesn't sit on the roof itself, but a broken air conditioning unit. However, it's still easy enough to spot.

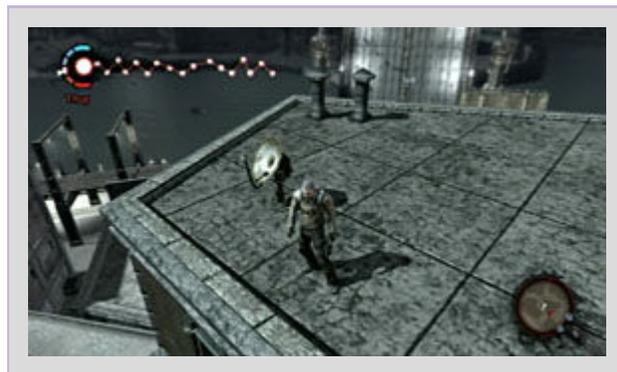


Neon Dead Drops | Dead Drops 10-13



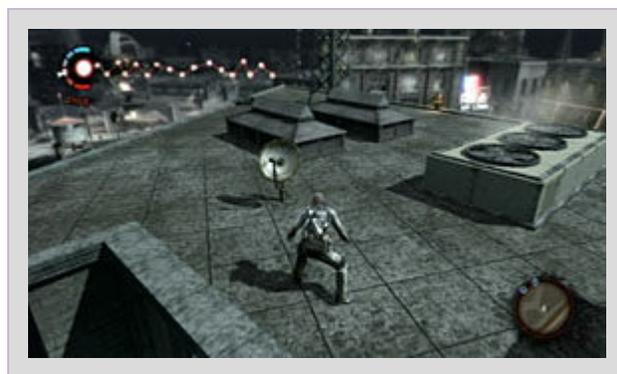
**10**

Atop this tall skyscraper, you'll find the tenth Dead Drop affixed, as usual, to an old satellite dish. Look next to the ventilation shaft to find it.



**11**

The building at this location is an impressively-tall structure that appears to have a bowling alley within it (if the sign on the side of the building is any indication, that is). Climb up to the roof, and grab the Dead Drop.



**12**

Head to the wide dock as shown on the map, where a building erected directly on top of the



dock can be found. Climb the roof of the short, squat building. You'll find the Dead Drop on a satellite dish towards the back end of the building, near the water.



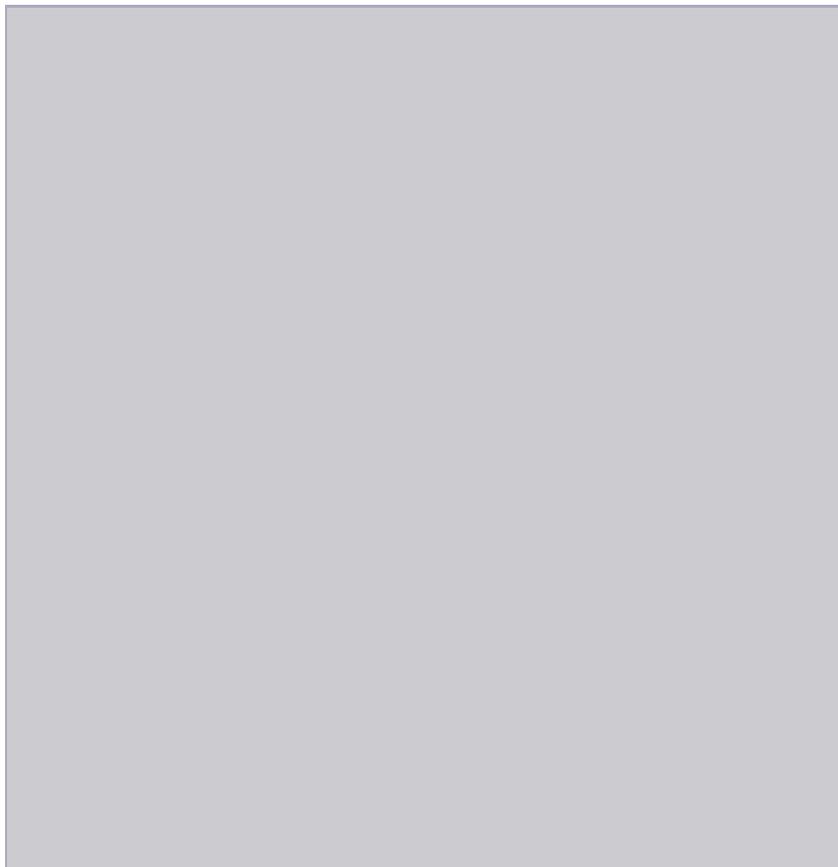
13

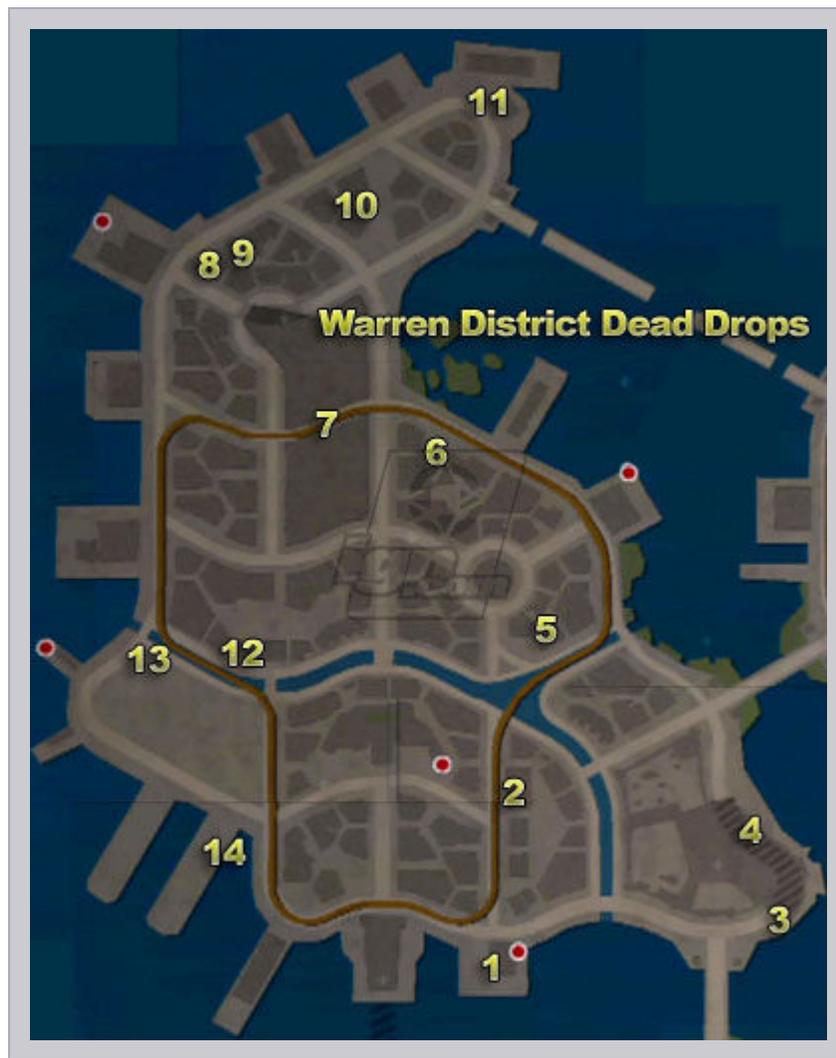
The rooftop at this location is parallel to a suspended train track, and lines the northern end of the borough. The rooftop this dish is atop isn't high at all, so this is a difficult one to miss.



|   |                                |                                |                                 |                                  |   |
|---|--------------------------------|--------------------------------|---------------------------------|----------------------------------|---|
| « | <a href="#">Dead Drops 1-3</a> | <a href="#">Dead Drops 4-6</a> | <a href="#">Dead Drops 7-10</a> | <a href="#">Dead Drops 11-14</a> | » |
|---|--------------------------------|--------------------------------|---------------------------------|----------------------------------|---|

Warren Dead Drops | Dead Drops 1-3





1

At the location given on the map, you'll be able to climb a small building built atop the dock there. If your back is facing the water, you should be able to easily locate this Dead Drop on the left side of the building.



2

This Dead Drop is easy enough to find. To locate the satellite dish holding it, simply climb to the top of the building shown on the map. The satellite is next to two other, slightly larger satellite dishes.



3

To find this Dead Drop, you're going to have to climb all the way up to the rooftop of the crumbling prison, which can be a major pain. So, you may want to grab this Dead Drop from the satellite dish at the location shown on the map while you're undertaking a main quest. It's along the very corner of the building, with a big drop in front of you.

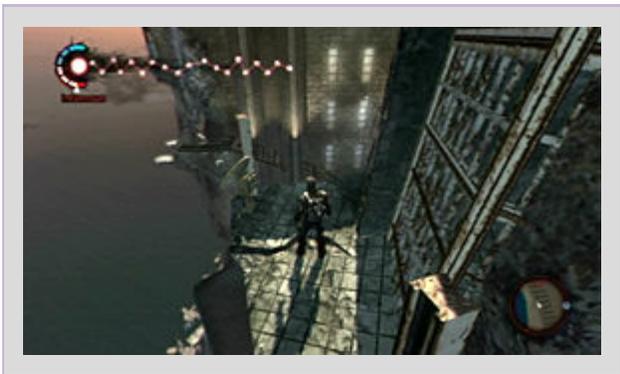


Warren Dead Drops | Dead Drops 4-6



**4**

After grabbing the third Dead Drop, resist the urge to do a massive Thunder Drop onto the ground below. Instead, turn around and head to the far end of the roof. You'll see a pathway leading to the rooftop of an adjoining building. Jump down to the pathway and walk to the front of said building. Sitting on some crumbling floors below is the Dead Drop -- so, simply drop down to it (excuse the pun).



**5**

This one is relatively easy to find. Simply climb the building at the location designated. Once at



the roof, go to the back end of the building overlooking a nearby alleyway, and you'll see this Dead Drop sitting alongside a television set.



6

This Dead Drop can be a bit difficult to find, simply because it sits somewhere where not many other Dead Drops do. Climb the low-lying building at the location shown on the map, and head to the back end of the building. The Dead Drop is nearby -- drop down to the wooden porch below to find it.

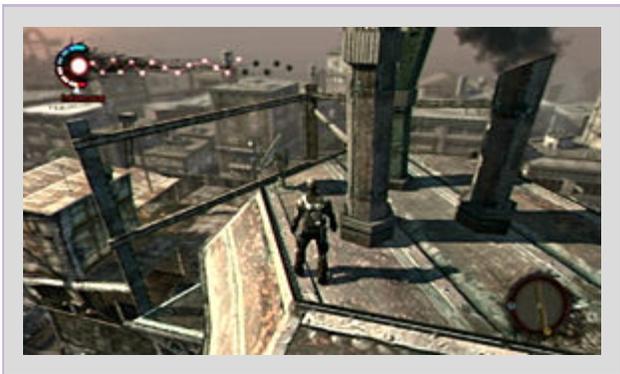


Warren Dead Drops | Dead Drops 7-10



**7**

You're going to have to exhibit a little bit of effort to grab the Dead Drop from this particular satellite dish. This one is located high above the shantytown in the northern area of the borough. Head into said shantytown and climb the building designated on the map to find this obscurely-placed dish.



**8**

As usual, the Dead Drop at the location designated on the map can be found atop the roof





of the building there. Simply climb on up and grab your prize.



9

Don't jump down to the ground from where you found the last Dead Drop! Instead, travel slightly to the north and east, where the next Dead Drop can be easily found. The satellite dish holding the drop can be found on a non-descript rooftop surrounded by several cylindrical containers that scale up to the roof.



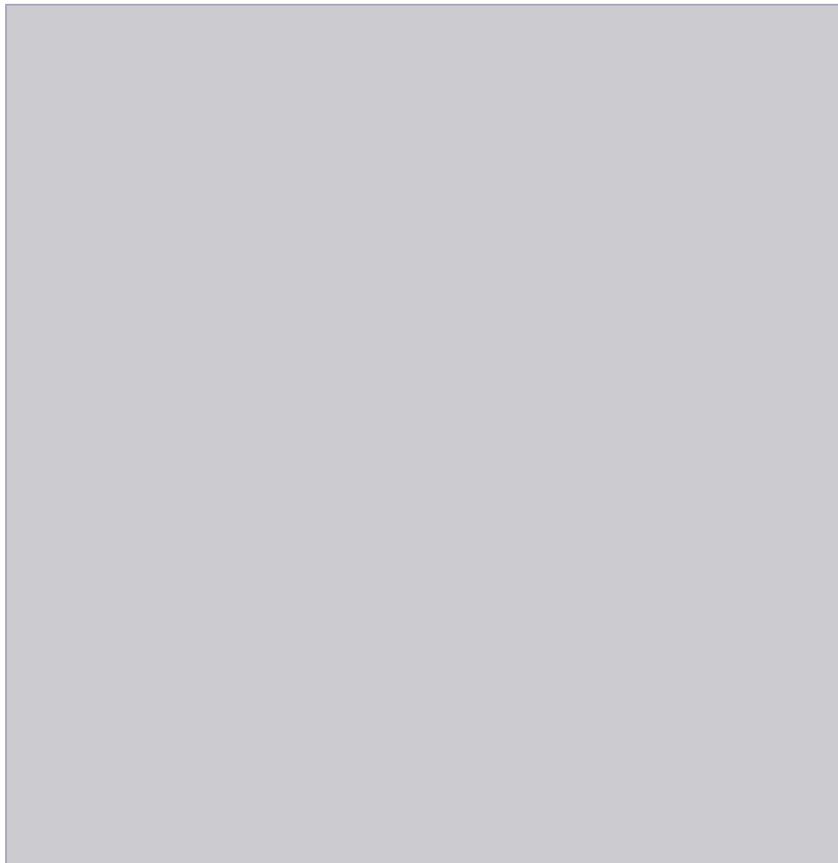
10

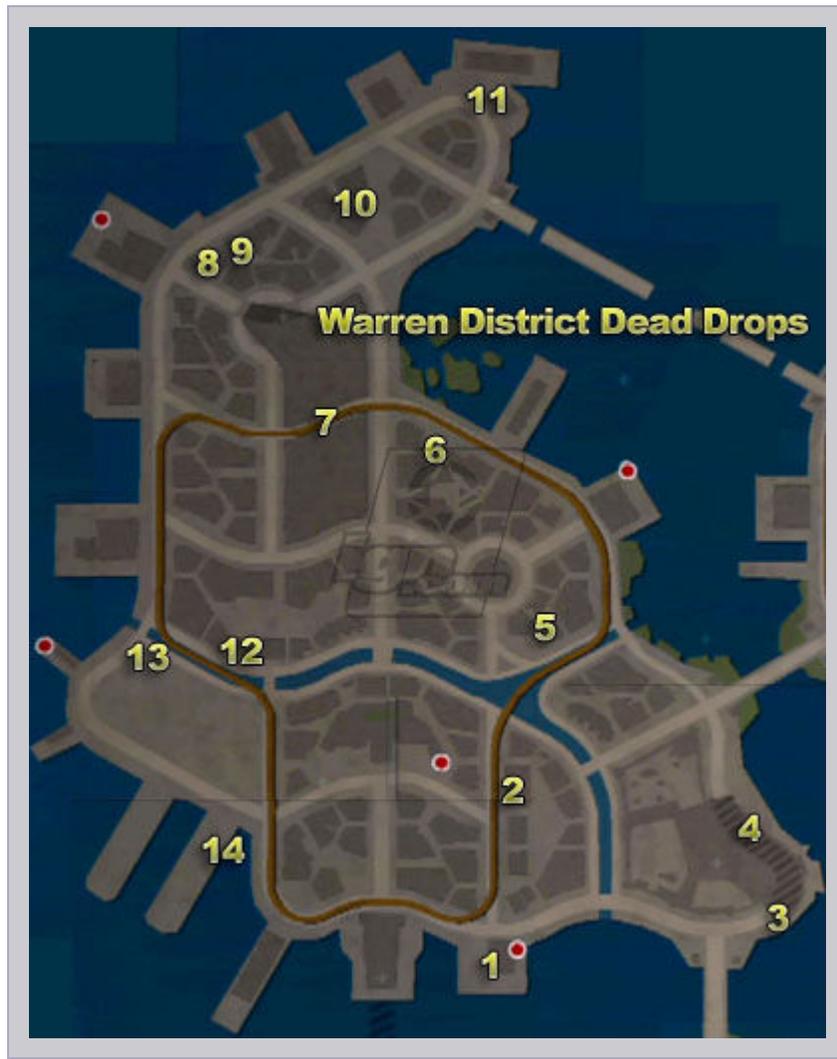
The multi-tiered roof at the location given on the map is essential in finding the next Dead Drop, for the satellite dish holding said drop is on the lower tier of the roof, waiting to be acquired.



|   |                                |                                |                                 |                                  |   |
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| « | <a href="#">Dead Drops 1-3</a> | <a href="#">Dead Drops 4-6</a> | <a href="#">Dead Drops 7-10</a> | <a href="#">Dead Drops 11-14</a> | » |
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Warren Dead Drops | Dead Drops 11-14





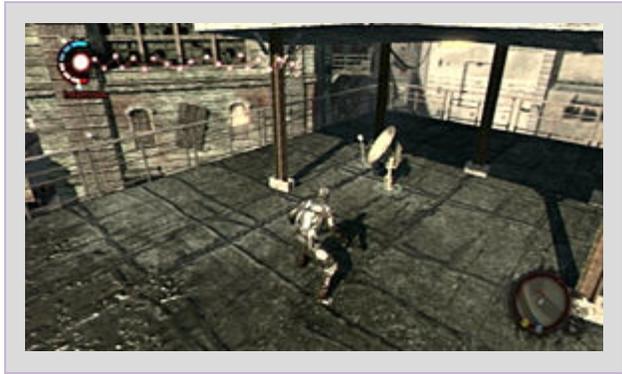
11

Don't be confused by the next Dead Drop. Located at a rundown apartment building, the appropriate satellite dish you're looking for can elude you. While there are two on the roof, neither are the one you're looking for. Instead, on the top floor facing the street, the satellite dish you seek sits on the corner of a porch.



12

As if it comes as any surprise, this Dead Drop can be found atop another building's rooftop. Simply head to the location shown on the map to find it, keeping in mind that the satellite dish containing the Dead Drop is located underneath a makeshift shelter.



13

Yet another difficult and annoying Dead Drop to obtain, the satellite dish holding the drop is located way, way above the storage crate-filled location on the southwestern end of the borough. You'll need to navigate your way up to the tippy-top of the crates at the corner noted on the map, where you can find the Dead Drop.



14

The final of the fourteen Dead Drops strewn around the borough of Warren is found high above the location given on the map. You have to climb the dockside loader closest to the street. Way above, if you keep using L3 to hone your position, you should find this Dead Drop rather easily.



## Infamous Stunts

**Air Sticky Bomb:** This one's easy to execute. Use Shockwave to push an enemy into the air, and then stick it with a Shock Grenade while the enemy is still airborne. The enemy must die from that grenade's explosion for this stunt to count, but the death can occur on the ground (as long as the grenade was affixed midair).

**Air Strike:** Spam standard attacks on an enemy while midair. If one of the attacks strikes and kills any given enemy when you're still airborne, you'll unlock this stunt.

**Blast and Bolt:** This one is simple as can be, especially if you have Precision, though it's not at all necessary if you're skilled enough. The idea here is to get an enemy into the air with Shockwave, and then shoot and kill him while the enemy is still airborne. Easy without Precision, yes, but almost impossible not to get while using it.

**Crowd Control:** To execute this stunt, you must kill five or more enemies with a single blow. This is easier than it seems. In Warren, the Conduits let those little yellow electrical spiders go, three at a time. Let them keep spewing out the spiders until there are nine or twelve of them, and then throw a Shock Grenade in the mix, which will easily net you this stunt.

**Crush:** You have to, quite literally, crush an enemy and kill him to earn this stunt. This is another easy one to earn; go to Neon, where the enemies are weakest, and begin pushing cars into them with Shockwave. Inevitably, one will find themselves pinned under a car and killed.

**Enviro Take Down:** You'll no doubt get this stunt myriad times throughout the main game. Whenever you kill an enemy with an explosive container, exploding car or whatever else, it's considered an Enviro Take Down. This one's virtually impossible to miss.

**Flying Head Shock:** First, you're going to need to get your target into the air. For this, you should use Shockwave. Then, when the enemy is midair, you need to shoot him in the head, and that must be the killing blow. This can be done normally, but if you have Precision, it's as easy as anything to push an enemy into the air, go into Precision mode, and score a quick headshot.

**Flying Melee:** This one's a little ambiguous. To score a Flying Melee kill, the killing blow dealt to an enemy must be done when the enemy is midair. Believe it or not, the best way to score a hit like this is to simply melee an enemy over and over again. After a few consecutive melee attacks, the enemy will become airborne. If the next strike on him is the killing blow (while still using melee), this stunt will become unlocked. There are other ways to go about this one, but the technique given is the most reliable.

**Have A Nice Fall:** You have to push three enemies off of a rooftop at once by way of Shockwave, and the fall must kill all three enemies as well. This one is tough, especially if you're waiting until the end of the game to score it. Dark Water side quests and many main quests have enemies on high rooftops in groups. Stay cognizant of this as you go through the game, and you'll find your opportunity to score this stunt on more than one occasion.

**High Fall:** This one is virtually impossible to miss. An enemy must fall off of a roof and die -- simple. The roof must be somewhat high, however. Since one of the trophies is to get one-hundred of these, you're virtually guaranteed to get at least one.

**Insult to Injury:** This is an accurately-named stunt which requires you to first stick an enemy with a Shock Grenade, so that it's affixed to him, and then execute him with other attacks *before* the grenade detonates. Not at all difficult, especially if you whittle away an enemy's health, then stick him with a grenade, and then lay the killing blow with a well-placed headshot.

**Melee Finisher:** Kill an enemy with a melee attack. Simple as that.

**Premature Detonation:** You know those crazy suicide bomber enemies you encounter a lot in the first half of the game? Well, if you can manage to shoot and kill one of those enemies before it reaches you, thereby detonating its bombs, and that explosion takes out a fellow enemy, you've scored a Premature Detonation stunt kill. This is extremely easy, as long as you stay cool, calm and collected.

**Ride the Lightning:** While using Induction Grind on any wire or rail, use Precision to zoom in on an enemy and kill it while you're still grinding. Extremely simple, especially on train tracks.

**Right Back At Ya:** Talk about tough kills; this stunt can really annoy you. To score this stunt, you must send back an explosive at the enemy that fired it, and that enemy must die from the ensuing explosion. To clear things up, the explosive in question *must* be a grenade. Believe it or not, rockets from RPGs don't count. Use Shockwave to send a grenade back at an enemy and hope for the best. This is easiest when your Shockwave is weakest, since you can catapult grenades clear across the screen if you aren't careful. Aim carefully, use your shield to block enemy attacks, and coerce them to chuck some grenades at you. Remember -- *every single solitary standard infantry enemy in the game throws grenades.*



**Splash and Crash:** This is perhaps the most difficult and obnoxious stunt in the entire game. The idea here is to shock an enemy midair, and then Thunder Drop on top of that same enemy, killing him. The easiest way to do this is in Neon, since the Reapers there are the weakest foes in the game. Climb atop a tall building with an enemy (or groups of enemies) below. Jump off of the roof and begin spamming the enemy (or enemies) below. Once you've struck an enemy once, convert the jump into a Thunder Drop and hope for the best. This one's hard, there's no doubt about it. So stay with it.

**Sticky Bomb:** If you're into Shock Grenades like we were through our multiple playthroughs, you're going to score this one over and over and over again. Quite simply, Sticky Bomb is a stunt that requires you to chuck Shock Grenades in hopes that one sticks to an enemy. Once it does, that grenade must explode and kill the enemy it's stuck to. If that happens, this stunt will be unlocked.

**Suspended Sentence:** This one is fun, though it can be a bit frustrating to perform as well, especially if your Shockwave skill is developed. First, get an enemy into the air with Shockwave. Then, execute the enemy before it hits the ground with Lightning Storm. Lightning Storm can be steered with the Sixaxis, but keep in mind that it's slow moving, so you'll want to try and knock the enemy into the air without sending him off too far.

**Unquenchable Thirst:** This is the only stunt in the game that doesn't require any enemy or any death. To score this stunt, you must grind on four different rails or wires without touching the ground. This can be easily done on many wire systems throughout the city, though the most obvious and easiest technique is to use the four rails on any boroughs' train tracks, jumping from one side to the other and grinding on all four rails.

**Up Close and Personal:** If you're into melee attacking enemies, then you're going to get this one inherently. The idea here is quite simple -- score melee-based kills on three enemies in a row. As usual, this is best done on Reapers in the Neon, though you can even score this stunt by kicking and killing three spiders in Warren as well.

**Whack-A-Mole:** Chances are you're going to have to intentionally go after this one. To score this final stunt, you must Thunder Drop onto a Conduit and kill it. Conduits can be wily and annoying in the Historic District and Warren, so go to Neon and seek out their weak Conduits. Weaken them sufficiently, then climb onto a roof and lay the killing blow with a Thunder Drop, and you'll be right as rain.

## Infamous Powers

|   |             |             |                |   |
|---|-------------|-------------|----------------|---|
| « | Good Powers | Evil Powers | Neutral Powers | » |
|---|-------------|-------------|----------------|---|

### Overload Burst

- **Guardian Rank:** To use, hold L1 and then hold R2 until the reticules are aligned. Release R2 to fire. Use requires 5 completed Good side missions and a rank of Guardian or higher.
- **Champion Rank:** Doubles the damage inflicted by Overload Burst. Use requires 10 completed Good side missions and a rank of Champion or higher.
- **Hero Only:** Increases damage and reduces charging time. Use requires 15 completed Good side missions and a rank of Hero.

### Pulse Heal

- To heal someone, walk over to them and hold R1. Once locked on, hold down [Triangle].

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| « | Good Powers | Evil Powers | Neutral Powers | » |
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### Arc Lightning

- **Thug Rank:** To use Arc Lightning, hold L1 and then hold R2. Requires energy. Use requires 5 completed Evil side missions and a rank of Thug or higher.
- **Outlaw Rank:** Unlimited branching and increases damage. Use requires 10 completed Evil side missions and a rank of Outlaw or higher.
- **Infamous Rank:** Weakened enemies trigger an electric explosion at their position before dying. Use requires 15 completed Evil side missions and a rank of Infamous.

### Bio Leech

- To leech someone else's energy, hold R1 when near them and quickly tap [Square].

|   |             |             |                |   |
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| « | Good Powers | Evil Powers | Neutral Powers | » |
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### Arc Restraint

- When a person is stunned, hold R1 to lock on, then press [Circle] to restrain them.

### Electric Drain

- **Enhanced:** Increases speed of electricity drain.
- **Induction Yield:** Automatically recharge energy by grinding on electrified wires.
- **Karmic Overload:** Once your Karma meter fills to full Good or full Evil, press [Left on D-Pad] to activate Karmic Overload. For a short period of time, you'll have unlimited energy.

### Lightning Bolt (Good / Evil)

- **Righteous Blow:** Restores a moderate amount of energy each time you successfully hit an enemy.
- **Righteous Shot:** Head shots chain electricity to nearby enemies. Champion rank or higher required for use.
- **Righteous Strike:** Restores a significant amount of energy each time you hit an enemy. Head shots also restore health. Hero rank required for use.
- **Sadistic Blow:** Defeated enemies have a chance of triggering an electric explosion before dying. Thug rank or higher required for use.
- **Sadistic Shot:** Increases the radius of the electric explosion. Outlaw rank or higher required for use.
- **Sadistic Strike:** Head shots automatically trigger an electric explosion. Infamous rank required for use.

### Lightning Storm

- To generate a Lightning Storm, hold [Down on D-Pad] and then tilt the controller left and right to steer it. Requires energy.

### Megawatt Hammer (Good / Evil)

- **Guardian Rank:** Rocket Redirect: Redirect an airborne rocket by firing an R1 Bolt at the target you wish to hit. Guardian rank or higher required for use.
- **Champion Rank:** Reverse Magnetism: Enemies caught in the blast temporarily float in the air. Champion rank or higher required for use.
- **Hero Rank:** Increases blast radius of rocket. Hero rank required for use.
- **Thug Rank:** Mini-Rockets: Adds a pair of smaller rockets that attach to their targets before exploding. Thug rank or higher required for use.
- **Outlaw Rank:** Mini-Rockets: Adds four smaller rockets that attach to their targets before exploding. Outlaw rank or higher required for use.
- **Infamous Rank:** Mini-Rockets: Adds six smaller rockets that attach to their targets before exploding. Infamous rank required for use.

### Melee

- **Increased Damage:** Increases melee damage.
- **Increased Damage:** Further increases melee damage.
- **Increased Damage:** Maximum increase to melee damage.

### Polarity Wall

- **Recharge:** Converts blocked damage into energy.
- **Increased Size:** Increases the size of the wall.

### Precision

- To enter Precision Mode, hold [Up on D-Pad] and tap R1 to fire. Requires energy.

### Reduce Damage

- **10%:** Reduce the amount of damage enemies inflict on Cole [by 10%].
- **20%:** Further reduces damage inflicted on Cole [by 20%].
- **30%:** Maximum reduction of damage inflicted on Cole [by 30%].

### Shockwave (Good / Evil)

- **Guardian Rank:** Reverse Magnetism: People caught in the core of the blast temporarily float in the air. Guardian rank or higher required for use.
- **Champion Rank:** Increases blast force. Champion rank or higher required for use.
- **Hero Rank:** Increases blast range. Hero rank required for use.
  
- **Thug Rank:** People and objects caught in the core of the blast get electrified. Thug rank or higher required for use.
- **Outlaw Rank:** Increases blast force and range. Outlaw rank or higher required for use.
- **Infamous Rank:** Cars hit by blast are electrified, causing them to explode. Infamous rank required for use.

### Shock Grenade (Good / Evil)

- **Guardian Rank:** Increases knockdown time. Guardian rank or higher required for use.
- **Champion Rank:** Increases blast radius and damage. Champion rank or higher required for use.
- **Hero Rank:** Increases damage and weakened enemies are automatically restrained. Hero rank required for use.
  
- **Thug Rank:** Grenadelets: Cluster of three Shock Grenades that separate on impact. Causes splash damage. Thug rank or higher required for use.
- **Outlaw Rank:** Grenadelets: Cluster of five Shock Grenades that separate on impact. Causes splash damage. Outlaw rank or higher required for use.
- **Infamous Rank:** Grenadelets: Cluster of seven Shock Grenades that separate on impact. Causes splash damage. Infamous rank required for use.

### Thunder Drop

- **Increased Blast Range:** Increases blast range.
- **Electrified:** People and objects caught in the epicenter of the blast get electrified.
- **Increased Blast Force:** Increases blast force.