



Mirror's Edge Guide

Do you have Faith, Hope or Charity? IGN runs you through the dizzying world of Mirror's Edge with our razor sharp pointers and all that.

Are you looking for the Runner's Bags? We have a complete list of the first few, with more on the way.

In our Mirror's Edge strategy guide, you will have access to:

- [LE TRACEUR BASIQUE](#) // All the moves Celeste and Mercury teach Faith in the in-game tutorial, plus a few more tips on when they prove useful.
- [ABBREVIATIONS](#) // Some commonly used abbreviations and acronyms for the various acrobatic moves.
- [RUNNERS' BAGS](#) // A complete list of all 30 runners' bags.
- [WALKTHROUGH](#) // Of Faith's story mode, complete with corrupt cops trying to shoot an unarmed woman in the back.
- [JESSICA CHOBOT](#) // Writing about donkey-punching on a whiteboard.



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Mirror's Edge Guide

Movement	Attacking	Terminology
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The Basics

This section will cover the basics of the game, just in case you rented Mirror's Edge from a friend or rental service company, and only have the game disc. If you have the manual, it is recommended you refer to it, as the in-game tutorial may occasionally gloss over other details.

Faith has some basic moves -- jumping, ducking, and running -- that should be familiar with anyone who's played a first-person action/shooting cack-his-face-off videogame in the past 10 years. Note though, that there are some motions that are not completely covered in the tutorial with Celeste.

Jump / Mantle / Vault / Speed vault

As the tutorial explains, Up Action will handle the upwards motion of Faith. On the PC, you may want to bind this to something that get's easy access (and can stand heavy and repeated usage -- preferably on the Microsoft Common Controller).

Faith cannot jump very high, but repeatedly spamming the key will not help unless you are interested in sloppy mantling. There is a method to her madness. By timing the Up Action presses with actual contact with objects and Faith's motion, you get a cleaner, more precise action rather than a mad scramble of her weak, bony, girl-like arms.

Mantle atop structures and platforms with a press of the Up Action. Note that Faith can turn during a sidle or while hanging on an overhang so as to allow her the luxury to jump from her current spot to a new spot, then mantle on top.

Vaulting is like mantling, but over low obstacles. Faith can vault over low obstacles easily. If you manage to time her vault, you can do a speed vault, whereby Faith actually gains speed (rather than losing any). Speed vaulting is pretty subjective (chiefly from the variety of obstacles and distances you encounter) but once you have the distance and height down, you should be able to speed vault elsewhere with little trouble.

Wall Run (WR, WRJ, WRCJ)

The wall run is done by angling Faith along a wall so she brushes by it. What she loses in speed, she gains in security when she holds Up Action to wall run against a vertical surface. Running alongside a wall may not cause her to wall run and instead, she will jump off her current floor and to her splat-death.

While wall running, Faith can release Up Action and then tap Up Action again to do a shallow wall run jump (needed for a part of chapter 5), or hit the Quick Turn function, release and hit Up Action for a wall run assisted cross jump (the only type of wall run jump allowed to Amir Aalam -- the Prince of Persia -- in the new 3D series).



The difference between the shallow wall run jump and WR cross jump can make or break Faith's pretty swan-like neck. There are occasionally gaps she cannot cross completely simply by sticking to a wall run routine. The minor -- but extra -- distance she gains by a shallow WRJ is enough to push her to safety on the next platform.

Lastly, there is a vertical wall run (VWR) which lets Faith grab higher than normal ledges, and when coupled with the Quick Turn and Up Action, lets her "bounce" or "triangle jump" (or whatever the hell you want to call it) up a short vertical space and onto higher ground.

Bar Swing

Often referred to as simply "swing", Faith can swing on horizontal bars. Of course, her body needs to be swinging to give her enough momentum to go from the bar to somewhere else.

If you choose to stop and do hand-over-hand on the bar to line up her jump, get her body in motion once more by rocking Faith's joy stick back and forth until she starts doing what you want. When you see her feet pointed forward, that marks the apex of her swing -- hit Up Action at that point to have her swing off her current bar.

Balance Act

Turn off the motion (Sixaxis) sensor for this move and rely on the joysticks / keyboard. Move Faith forward and tilt the sticks / buttons to keep her on the beam. This is one of the few exercises covered in the tutorial with Celeste, but is quickly forgotten until someone decides to pop a cap in Faith's ass while she's trying to remember how to do this in a real stage.

Safety Roll (Skill Roll)

Hitting Down Action will let Faith duck and slide, but tapping Down Action as Faith lands from a higher than normal drop will let her roll and spread her force of impact across her whole body.

The skill roll will not protect Faith from a fall that she is not designed to survive, and the forward motion of the roll can result in her rolling off into another pit or death trap. If you attempt to attack during a safety roll, Faith will do her cock-punch.

Coil Jump

Gordon Freeman's weird jump and duck move comes back with a definite purpose. The Coil Jump lets Faith avoid barbed wire and other hazards that a standard jump would put her in contact with. A coil jump can be followed by a safety roll if you time everything correctly.

If an obstacle is too high to clear, try the Coil Jump. You may be surprised at what kinds of menacing crap you can avoid by doing this one move.

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Faith has some basic attacks -- punching and disarming -- that should be familiar with anyone who's played a first-person action/shooting cack-his-face-off videogame in the past 10 years. Note though, that there are some nuances that are not completely covered in the tutorial with Celeste.

Punchy, Punchy

Punch can Faith enemies. Or was it Faith can punch enemies. Either way works. Faith has a three hit combo that rarely does anything before someone clocks her head and causes a nice gushing arterial spray because they were using a hard metallic object.



In general, Faith hardly musters enough strength to K.O. someone using just her tiny fists. Instead, she needs to use the force of her body to bring more *oomph* to her blows. Hitting enemies at full speed will do more damage than if she just stands and delivers.

Faith Kicks Like A Girl

Faith only kicks when facing off against breakable glass (up close) and when she slides or

jumps. When moving forward at a brisk pace, hold Down Action and then Attack to deliver a crotch-crunching slide kick.

This is generally enough to stun an enemy for Faith to follow up with two or three more hits with her punch combo. However, this slide kick also disables enemies long enough for Faith to turn a corner and flee (assuming you know where you're going next).

As forceful as a slide kick is the jumping kick. Instead of Down Action, you just have Faith do Up Action and Attack while running. A jumping kick imparts more knockback than a slide kick, so you can sometimes knock an enemy off a ledge.



However, the same can be said about Faith. If she jump kicks an enemy, she will also bounce off (backwards). If there is no safe ground for her to land her butt on, she falls off and dies.

While doing a wall run (WR), press Attack. This version of a kick will effectively turn an enemy around for a split second, and allow Faith to immediately do a disarm from behind. Note that if you press Up Action during a wall run and then attack, the result is a jump kick, not a wall run kick (WRK).

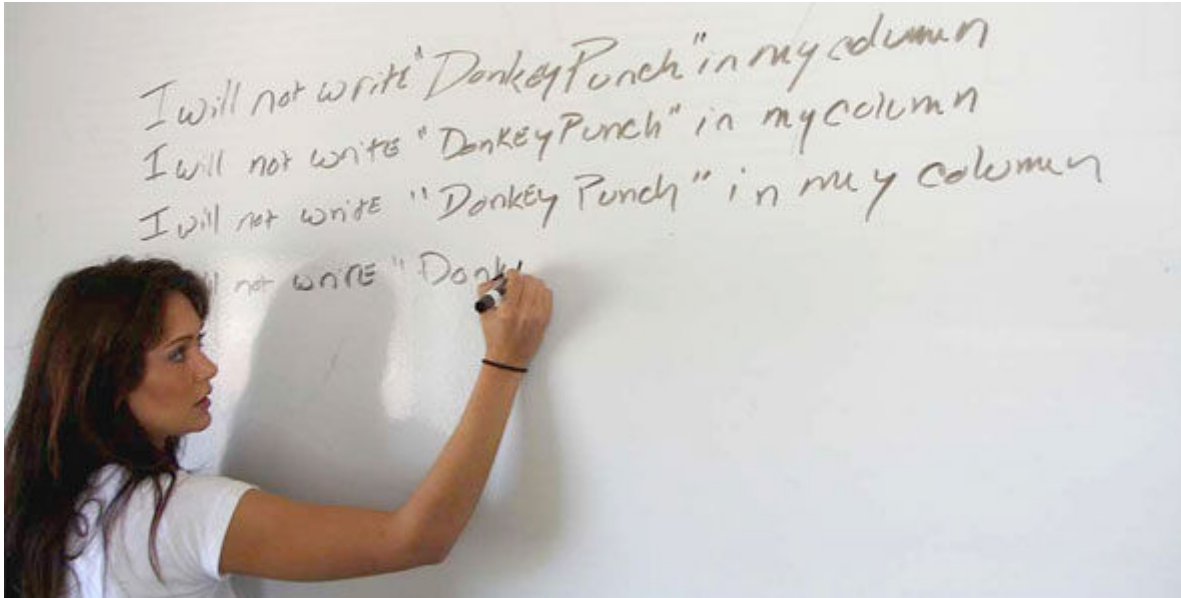
Faith's On Top (Drop Attack)

Faith can bring her whole weight down on an enemy by using jump and dropping down from a higher spot. As her body / feet touches the enemy, press Attack and she will quash the enemy instantly, knocking him/her out (does not apply to bosses).

Against lone enemies with heavy firepower, this all or nothing attack can quickly get rid of a powerful enemy before he shoots / kills Faith. However, you do need to find high ground for Faith to do her move. The drop attack is handy against the later enemies who have a tendency to use melee.

Faith is THE COCK PUNCHER

In the rare cases when Faith is ducking and coming out of a (walking speed) slide or roll, she can hit attack and crotch punch an enemy (as mentioned above). The result will be that the enemy is staggered enough for Faith to stand and attempt either a disarm, or to simply follow-up with a series of punches.



However, this occurs in the rarest of circumstances, and in general it is better for Faith to either flee, or use her Drop Attack (like in Chapter 6, the Icarus training facility) rather than relying on this obscure move.

Disarm

Faith can disarm enemies as their weapons blink red. This generally occurs only when weapons are used as bashing devices against Faith's cute squishy head. Disarming is always allowed when Faith is behind an opponent (the weapon may not blink red if this occurs).

When facing enemies, Faith needs to wait for the red cue on an incoming weapon before you have her hit the Disarm function. If Faith misses (and she will), she takes damage. Note that unless you point Faith at the general direction where the weapon comes from, she will fail to disarm and get whacked.

Perhaps the most aggravating part about Disarms is that it hardly works when you require it under duress; it is also the same button function as weapon pick-up, hence you may want to disarm another opponent (after throwing a weapon away), but wind up picking up a dropped weapon instead.

Firearms and Fistfuls of Boomstick

Firing weapons is the last thing Faith should consider, although there is considerable positives for doing so the first time around. While Faith is a *traceur* the hostile (and

unfamiliar) environment she finds herself in is disorienting.

Of course, it doesn't help that you have hostile people breathing down Faith's neck in hopes of breaking it. That said, it is probably very helpful for you to start off the game with a slightly easier difficulty so you can find Faith's way through a level before you ramp things up.

The difficulty can be changed in mid-play, instantly reducing the damage Faith takes at the moment (hence the brief re-loading of the map). Once you're done with the problem area, or find a better way to get through it, you can always bring the difficulty back up to its original level.

For those who scoff at having an "easy" difficulty to learn the game, maybe we should put you in falling helicopter and tell you to auto-rotate right now in order to avoid being splattered over the tarmac.

What?

You can't even do that to save your own life?

But it's so easy!

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The Basics

This section will cover some of the terminology and abbreviations that will be used throughout the walkthrough without apology. Mirror's Edge generally is more visual in terms of relaying information rather than textual, so you'll have to reconcile the words with your surroundings.

WR: Wall run. Applicable to both the horizontal wall run and vertical. Although used interchangeably, the version of WR used should be determined by the height of the platform you're trying to have Faith reach.

WRF (or WRFJ): Wall run flip / flip jump. Use a vertical wall run, flip (quick turn) and jump to reach a higher platform behind Faith.

WRCJ: Wall run cross jump (this is referred to as the L-jump in the manual). Do a horizontal wall run, then quick turn, and jump. This is the wall run jump made so famous by Amir Aalam (the Prince of Persia) in the new 3D series.

WRJ: Wall run jump. This is the shallow (horizontal) wall run jump that lets Faith reach a little more after a horizontal wall run/ride. No quick turn is used in this maneuver.

WRK (or WR kick): Wall run kick. Do a wall run, then press attack (the horizontal WR). This move will do damage to an enemy and turn them around for a quick disarm.

Transfer: Move from one architectural element to another. For example, to transfer from one building to another, you may need to have Faith do a WRCJ, bar swing, then running leap to the next roof. When the term transfer is used, the way down should be semi-obvious if you've been paying attention. This also covers all the small minor things needed to reach your destination (vault, jump, safety roll, kill enemies, etc.)

Bounce: Faith cannot do a series of mid-air leaps to "kick" her way up (or down) a vertical shaft to reach high spots (this would've been too disorienting in first person anyway). However, she can successively mantle upwards using a series of opposing climbing elements. The term "bounce" however, means for Faith to climb upwards using such a method of mantling.

Siddle: Not an actual word *per se* but it's been applied since the days of *Super Mario 64* to when a character negotiates the edge of a precipice while standing or hanging on a ledge. For Faith to siddle, she strafes on a narrow ledge while standing, or if she's clinging, on a like ledge she cannot stand on (but may still grip).

MJ (or Mantle Jump): Simply put when Faith is clinging, for her to jump up to a higher grippable edge, or to look 90 degrees or 180 degrees around and jump to a new ledge. Mantle jump will be used often in a few places in the game. The direction should not be inobvious because of runners' vision. Look for the red!

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This is simply an easy to print appendix (easier on your printer). For screenshots of each bag location, you probably want to visit the actual page using the navigation menu.

Prologue

Bag 1: This is the bag Faith tosses to Celeste in the prologue, and as such, she always picks it up automatically. Runners' bags do not appear during time trial, but will remain in Speed Runs. Collected bags do not re-appear on a subsequent playthrough.

Bag 2: After dropping down from the vent, Faith encounters her first set of enemies. Head up the red staircase to a small storage room before the roof. Celeste and Mercury will give out a lot of radio chatter at this time. Check the shelves in that storage room.

Bag 3: On the rooftops, Mercury will alert Faith to two enemies she can take down. This is the rooftop right before the ladder leading to the hand-off with Celeste. The bag is under the blue metal catwalk. Faith needs to crouch and explore underneath for this bag.

Chapter 1

Bag 1: Go past the electrified fence once Faith starts the mission. Once she shuts off the electricity to the fences, look around for a white structure with the runner's mark. Faith will need to use the boxes at the corner to reach the bag.

Bag 2: Once Faith escapes from Pope's building interior, she will be chased on the rooftops by a police helicopter. Near the end of this chase section, Faith will escape up a blue fire escape. There is another rooftop across the street from this fire escape, with the runners' mark indicating the general location of the bag.

Bag 3: Faith runs through a subway station, then back up into a plaza with three enemies. Instead of escaping the plaza by the stairs leading out, check the dark areas under (and past) the stairs for a runners' mark and the bag.

Chapter 2

Bag 1: In the middle of the starting canal, keep an eye out for the runners' mark on the left side of the channel. The bag is slightly past the mark, same side, and towards the direction of the canal exit.

Bag 2: In the large sewer room, get rid of the first three snipers and get to the top of the room. Instead of going for the exit, try to find the last two snipers. Those two will be guarding the catwalk with the runners' mark and bag.

Bag 3: Coming up from the storm drain, Faith should see the mark on a container while leaping from the girders to safe ground. The bag is next to the nearby forklift.

Chapter 3

Bag 1: After dropping through into the first building interior, there is a clearly indicated runner's mark on a barrel. The bag is behind some nearby boxes.

Bag 2: After escaping from Ropeburn's office, head to the next rooftop from Ropeburn's building. Before entering the interior, there should be a runners' mark and bag before Faith encounters the door.

Bag 3: This bag is on the second crane. Use the crash mat nearby to get the height Faith needs to reach the crane's ladder. Notice the layout of the crane is similar to the one in Half-Life 2? Coincidence or a hint of cross-over?

Chapter 4

Bag 1: After leaping from the starting building (with the electric fence) to the second building, there is an area of rooftop Faith doesn't need to go to (she shimmies down a pipe and heads inside to progress). The bag is near the optional area with the large billboard.

Bag 2: After disarming Ropeburn, Faith crashlands in an elevator. Stay inside the shaft and wait for an enemy to crack open the second elevator's doors. Defeat him and take the bag in the small monster closet.

Bag 3: In the subway, Faith escapes from (or beats off) some enemies on a subway station platform. After climbing the ladder in the train tunnel to escape, she will find herself above three uneven bars. If Faith jumps down, she will need to unlock the door in the janitor's office (that's too far). To get the bag, Faith needs to successfully swing across all three uneven bars to get to the vent with the bag.

Chapter 5

Bag 1: While being chased by a police helicopter, Faith will come to a somewhat large expanse where she needs to climb a pipe to get away from pursuing enemies. Atop the building Faith jumps to (after climbing the pipe), there is a mark on a building surrounded by fence. The bag is nestled amongst the ventilation units. If Faith drops to the other side and fights three more cops, she went too far (and she cannot go back to the higher roof with the bag).

Bag 2: After the police helicopter "bugs out" while Faith is near the zipline, she will likely encounter a runner's mark next to some obstacles she can slide under. The bag requires a shallow WRJ to reach and is on top of the large vent units.

Bag 3: In the mall's loading dock, there is a bag on top of the small cargo truck.

Chapter 6

Bag 1: At the stairs near Faith's starting position, go down one story and WR to the lower rooftop. The bag is there.

Bag 2: Once Faith is inside the PK Warehouse, she falls down on some hoisted cargo. The next room has five enemy soldiers and a runners' bag inside the small office she passes through.

Bag 3: Locate the room in the warehouse where Faith needs to activate the conveyor belt switch. There is a wall of containers she uses to gain the height needed to reach the locked office. Explore the area between the warehouse's walls and the container shelves. There is one dark spot Faith can WRFJ to that has this bag.

Chapter 7

Bag 1: After starting the chapter, Faith should head down onto the street and check the forklift in the alley. If she enters the truck to sneak aboard the ship, she needs to restart the chapter.

Bag 2: In the parking lot after the truck ride, go up into the ceiling and locate the runner's mark on the wall. Faith should turn 180° from the mark, and use the vent to go over the gaps in the ceiling to the bag.

Bag 3: After going through the vessel interior, Faith will encounter the assassin on the top deck. While on deck, look for a dark room to the right of Faith's deck checkpoint (dying will help you find that checkpoint easily). The bag is inside that darkened cabin room.

Chapter 8

Bag 1: The hallway of the first elevator has this bag.

Bag 2: The bottom of the aviary, before Faith climbs the whole thing to reach her sniper rifle. From the aviary's entrance (lowest level), turn left and look for the runner's mark on the cube of building material. The bag is on the scaffolding above it.

Bag 3: Inside the vent from the aviary to the sniper rifle, there is a bag at the optional dead end.

Chapter 9

Bag 1: Locate the hallway with the sparking door. Faith needs to create an explosive solution by turning on the gas. The bag is on the catwalk above this hallway, and she can get it before or after blowing open the door.

Bag 2: After meeting Miller, there is a large lobby with five enemies. The bag is on a ledge to Faith's right as she enters the lobby (the mark is visible on the first floor). Disarm or

defeat all the enemies here if you wish to explore. Keep in mind that calling the elevator will trigger more enemies.

Bag 3: In the orange colored vent after escaping the elevator shaft, but before Faith reaches the rooftops with the enemy snipers. Should Faith drop into the sniper guarded area of the Shard's rooftop, she went too far. Check out where all the vents lead to and there will be a runners' mark to designate where the bag will be.

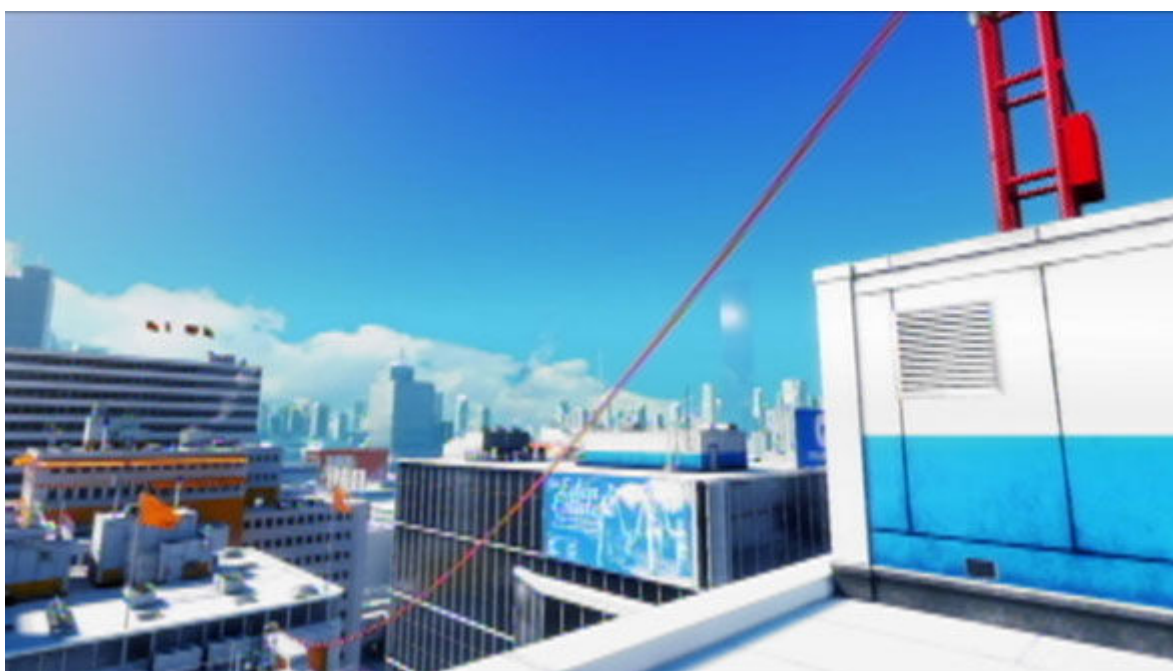
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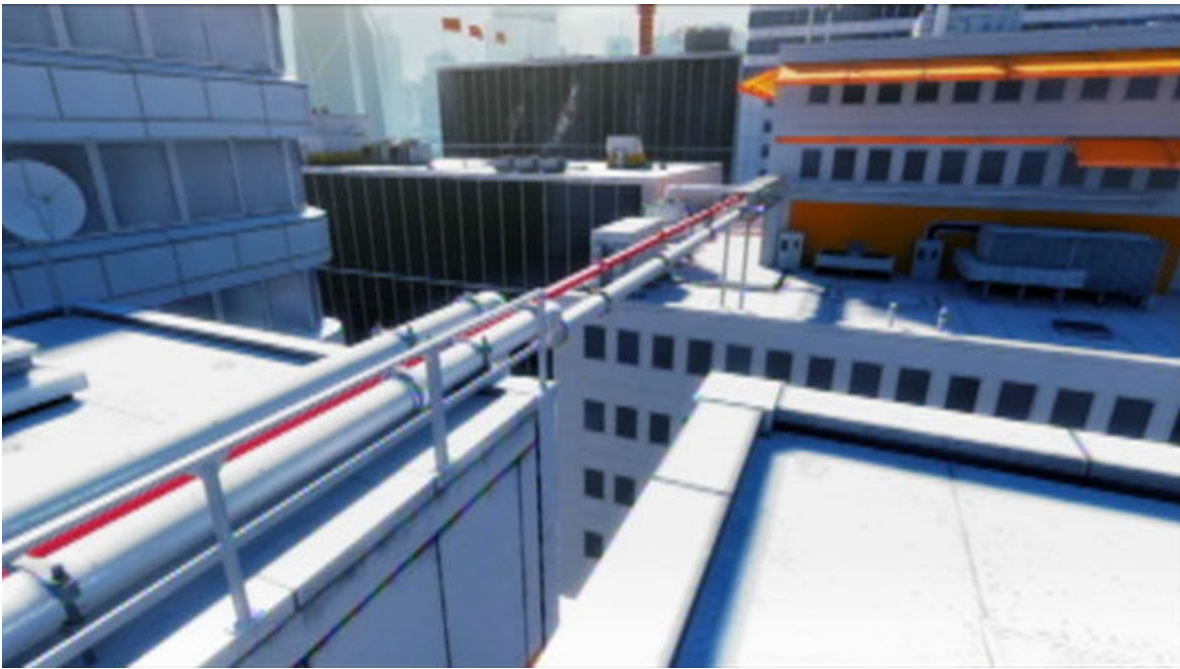
Prologue

Mission	Runner Bags
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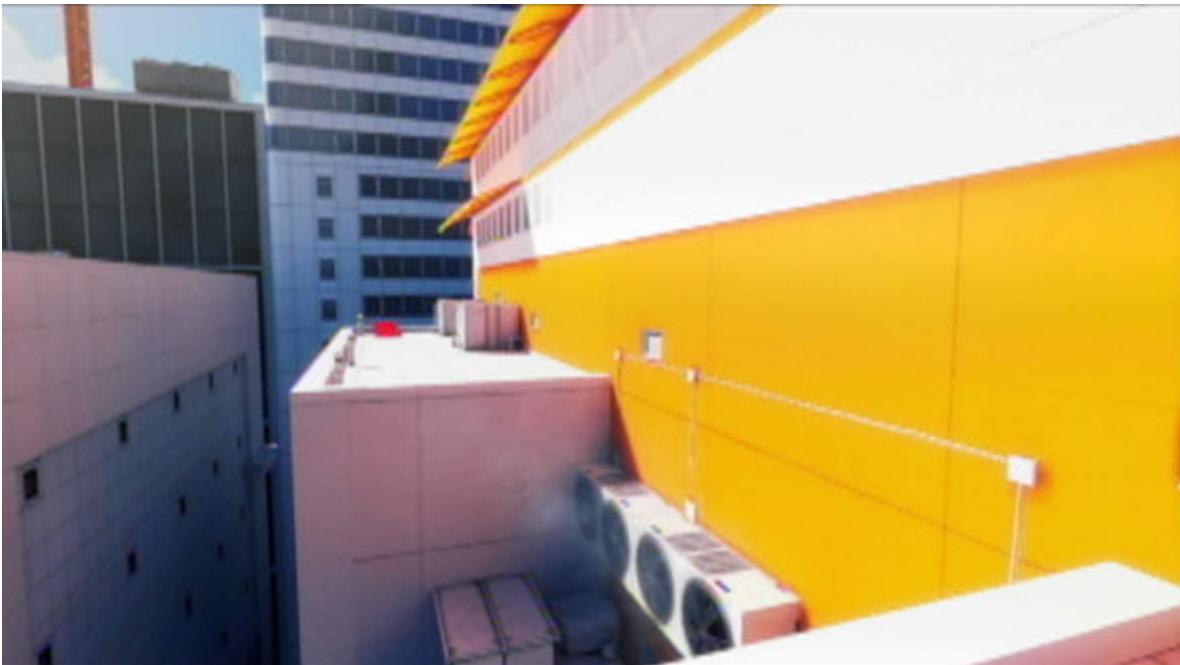
Initially, there are no enemies, but this will change once Faith hits the mandatory Runners' Bag in this starter act. Use the initial area to get used to her movement if you have not done so in the Training area.



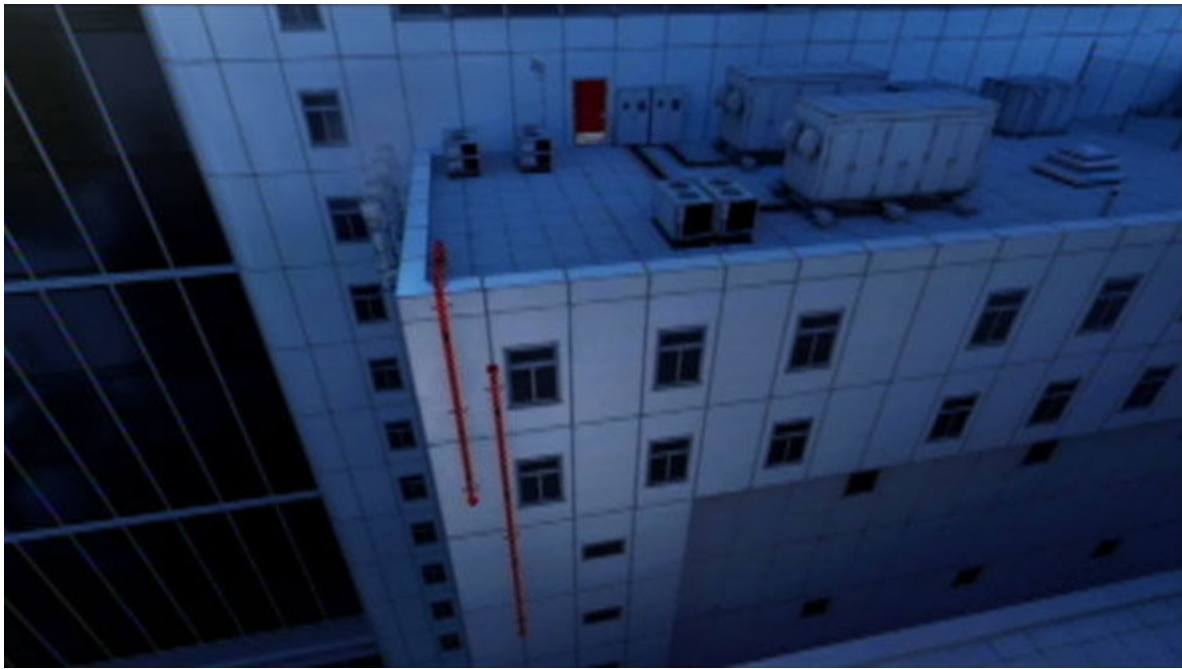
If there are gaps too large for Faith to cross using just her own athletic skill, there is always a contrivance she can use to transfer from one spot to another. In the first case, it is this giant red rope she can slide to the next section.



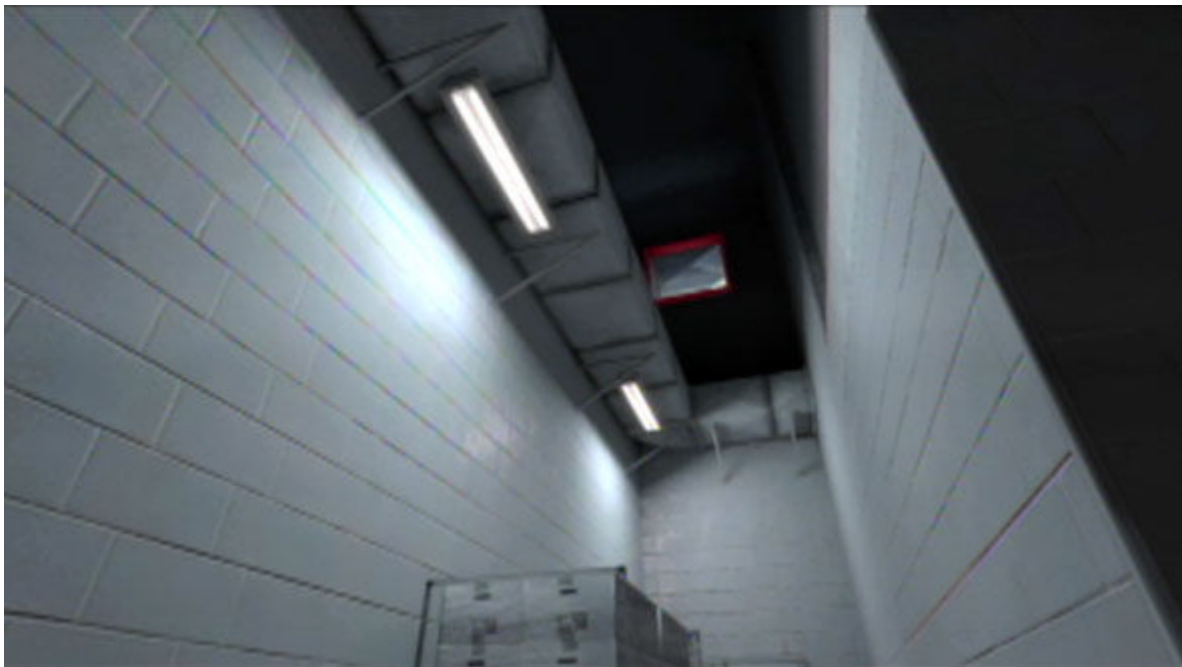
The first balance beam past the training area is this longer -- but no different -- beam. Fight the over-correction of Faith and put her CG (center of gravity) as straight as possible on the beam. Move her quickly to safe ground. The faster you can do this, the less you have to worry about someone's bullets knocking her into the pit (say, in later stages with the same set-up).



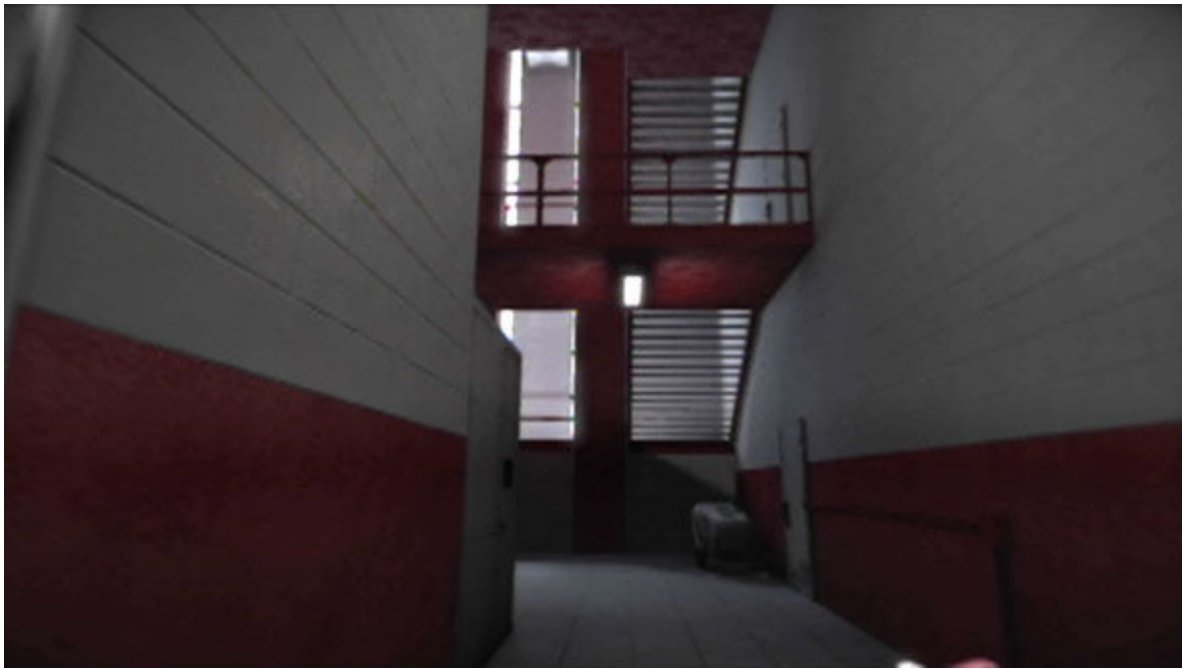
Most WRs after this will not be as safe, or as easy. This one Wr section lets Faith wall ride from one side to the other (if she has the speed), and a safe area for her to mantle up from should she fall. If you are not sure in your WR ability, this is a good spot (not training) to practice the shallow WRJ.



In some cases where the gaps are large, there is just enough length of pipe for Faith to hold and then do some good old fashioned pipe climbing herself. As you can see, runners' vision lets you see where Faith needs to go (in reason and in range). The red pipes are marked, as is the red door that serves as her exit to the next section of map.

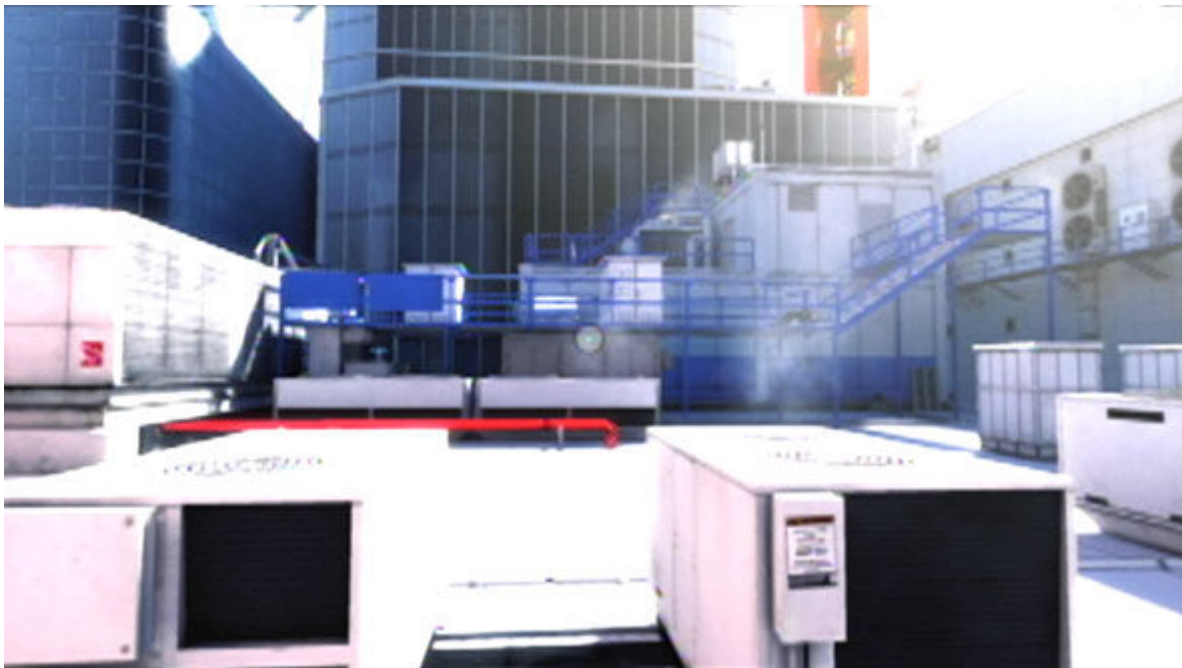


Here is the exit vent (and the first of 30 runners' bags). Mantle onto the boxes, MJ to the vent behind Faith, and MJ/transfer again to the top of the vent tunnel. It leads to the exit vent, clearly glowing in red for no apparent reason.



If you've timed the fall, you can avoid the damaging heavy fall (some achievement/trophy on the console systems), and gain a little ground from Faith's skill roll. Use a WRFJ on the red pillar (and hit Up Action again) to quickly get up the stairs. You can have Faith do a second WRFJ on the wall to the third level and be through the door before the enemies even hit the stairs.

From the time Faith bursts onto the rooftop, use your sense of direction (the face objective button) to flee to the exit. Anything Faith interacts with will glow red, so make for it and vault/mantle over.



When Faith does fight in the arena above, learn her disarms quickly, or punch the two cops

out. Shooting the cops now will be a bad idea, since there are more behind Faith. Instead, head to the blue catwalk and coil jump to the next building (this clears Faith's legs from the railing).



When forced, turn to the news chopper and jump for the skids. That effectively ends the stage and unlocks the time trial. You can try and cut that 47 second 3-star rank (the second rooftop) if you want to waste some time. There're a few more such playgrounds as you play through the game.

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Prologue

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The first bag is automatic and not necessary to cover. For all subsequent bags, the runner's mark (visible in the hallway below the vent with the bag on it) will indicate where a runner's bag is hidden nearby. Note that the mark may not always be near the bag, but always within a 100 - 200 feet sphere.



The second bag in this chapter is after Faith meets her first set of enemies. Head up the stairs and look for the mark in the storage room at the top. The bag is on top of the shelves.



The third bag in the Prologue is right before Faith jumps from the blue metal catwalk to the ladder to meet Celeste (if Faith makes the jump, you went too far). Look for the blue catwalk and duck under it. You may want Faith to cack the two loser cops in the zone before you have Faith go out exploring.

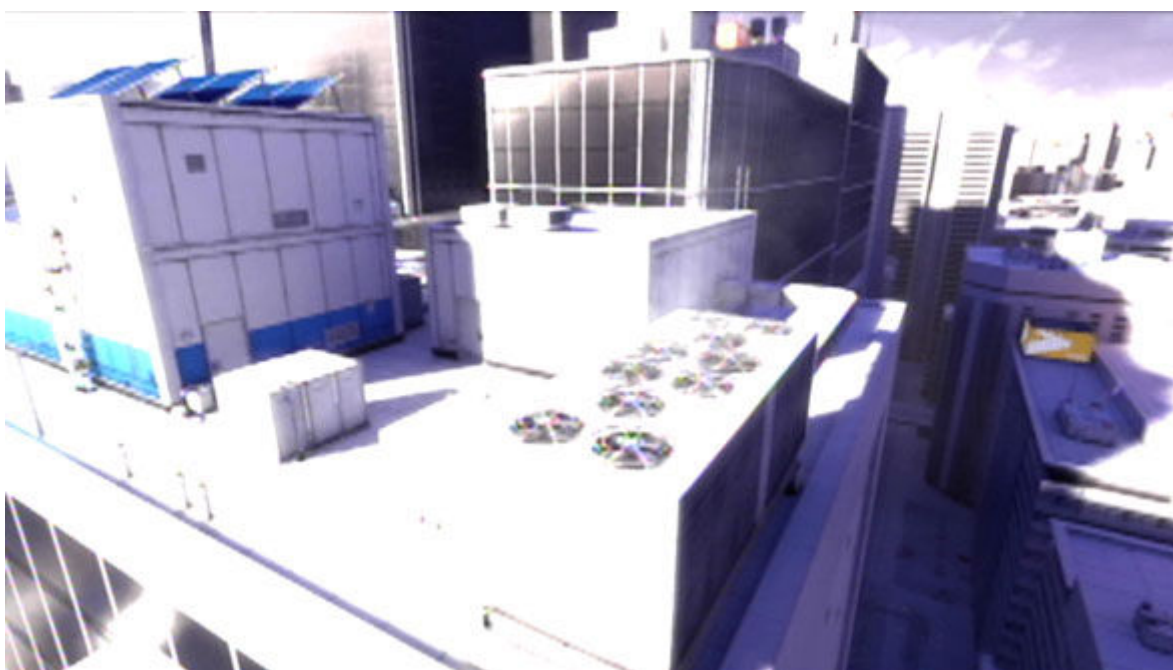
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Chapter 1

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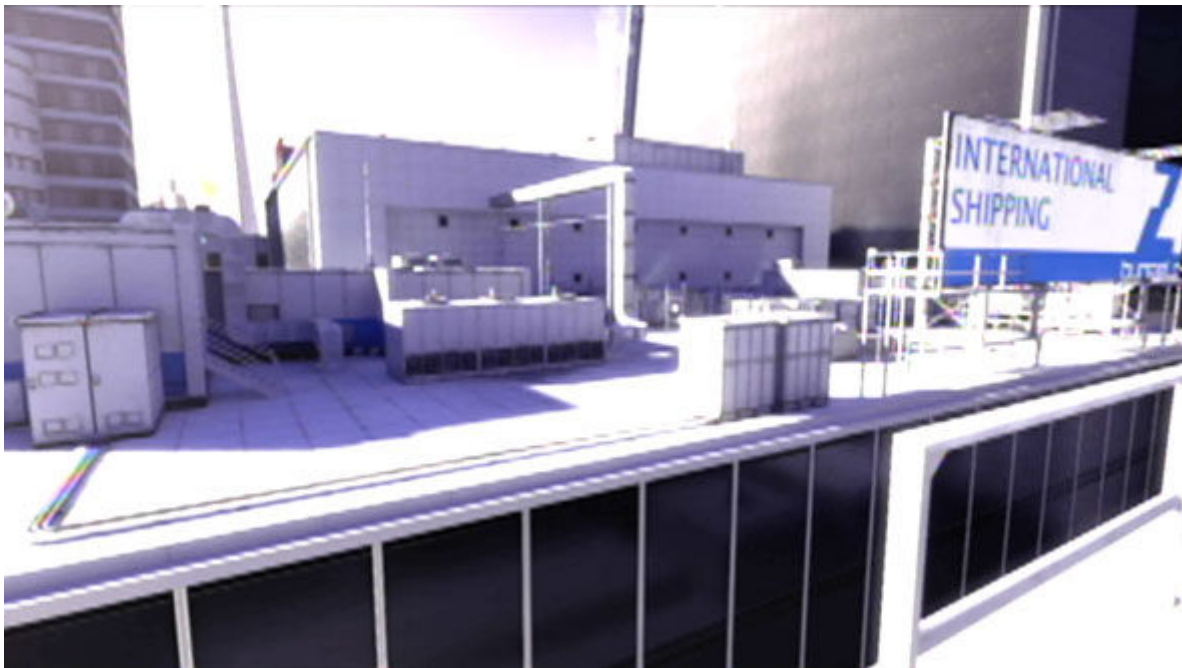
Occasionally, there will be instances where the turn to objective function will disorient you. Faith is known well for her tendency to fly off to her death (like Lara Croft) when you so quickly flip her to find your way around. When you can, stop moving before flipping Faith over. Her not dying will result in less loading times.



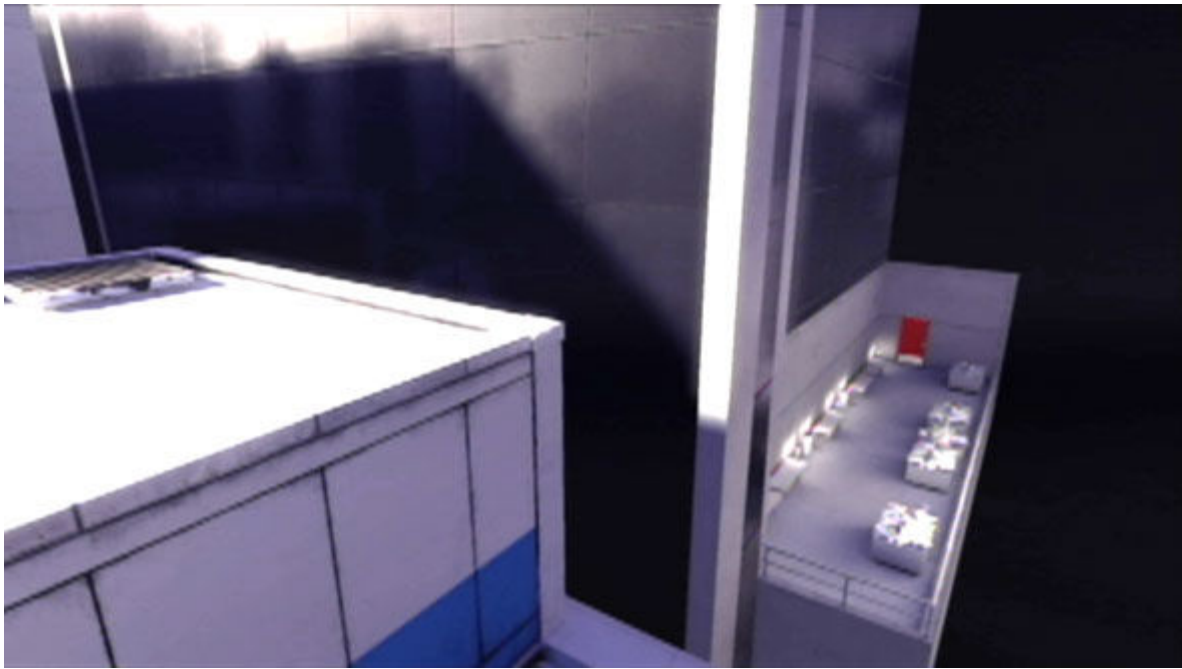
There are some jumps that require Faith to leap from a corner of a building and not the smooth side. The first jump in chapter 1 (complete with white-wash) is like that, as is the second jump (if you want speed during time trials).



There are occasionally long falls/jumps where it looks like Faith will take falling damage. This jump is deceptive, but Faith takes no damage from a jump/fall over the electrical fence. Not doing the safety roll here keeps Faith at her full speed.



After you clear the jump to the next building, Faith has to WR the International Shipping billboard. Unlike the previous WR, this fall tends to have some fatal consequences if she falls. Luckily the distance is short enough a full speed WR covers the gap.



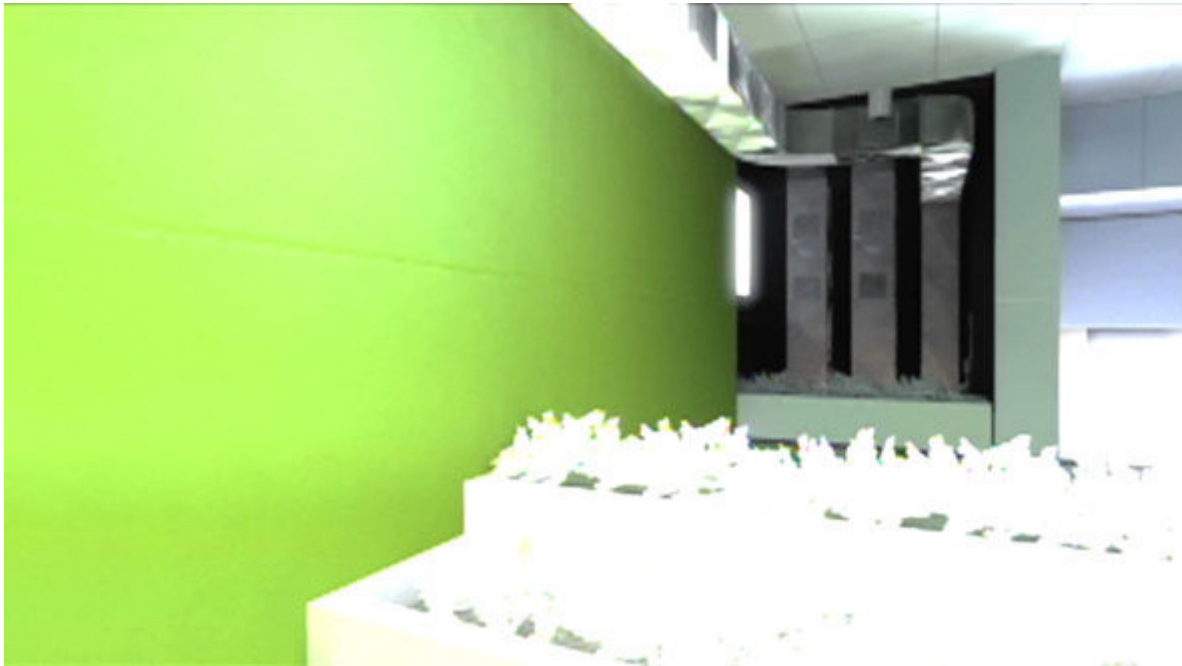
Whereas the previous fall/jump didn't do fall damage, this one will. Faith should roll to avoid the feeling of having her being kneed in the face when she drops hard on the floor with the exit door.



Most elevators are safe zones with no enemies, but not all. Chances are if there is a news monitor in the lift, it is safe to relax. On the other hand, you can push pause and head for the bathroom. All elevators require the context action button to call (open) outside, and then to move (select the floor) inside. Elevator doors are also good for stopping enemies and bullets.



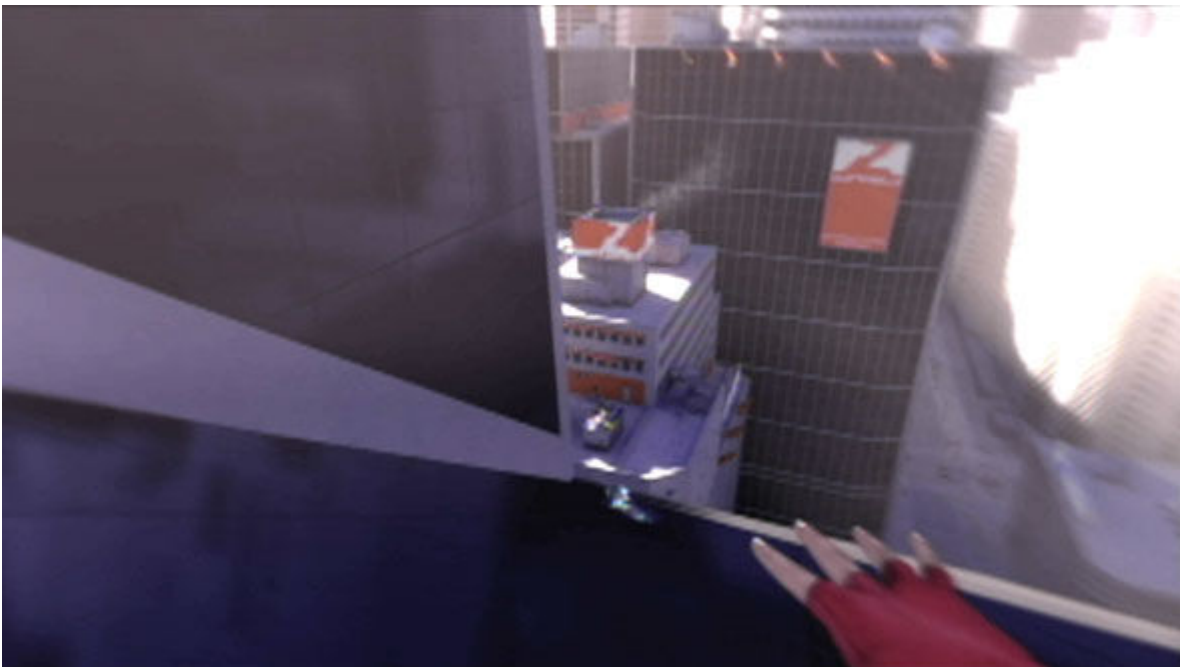
Once you find Pope's dead body next to Kate's not so dead body, vault to the lower floor and run through the offices. You should locate some black planters soon for Faith to take up to reach the upper level of the office.



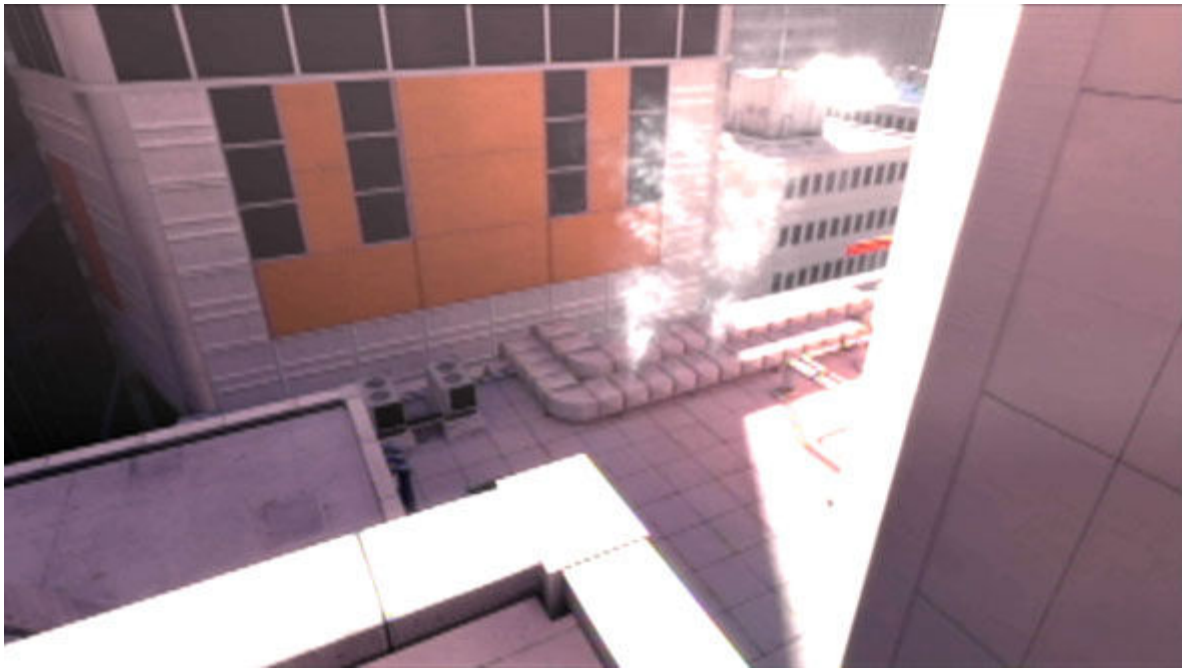
WR the gap from one planter box to the maintenance area. It's not over yet. Be sure to WRJ if you think Faith is slipping. There may not be enough room for Faith to build up the speed you need to easily clear the gap.



The exit is in a vent above the ground. You can have Faith WRFJ or simply WR climb (WRC) to the level you require. Faith isn't known for her sense of direction unless you're in control. Luckily, the turn objective button will flick her vision vertically as well to detect this vent (should you get lost).



Outside Pope's building there is a long slide to the next building. Be sure to have Faith hop the gap before she flies off and dies.



Continue fleeing using the vents and such to avoid being peppered by the police chopper. There are occasionally some jumps that require some re-routing if you are not prepared to skill roll to avoid damage. Note if Faith is injured from a hard fall, a bullet from the chopper can kill her instantly.



Look for a blue set of fire escape stairs to the news building. Some WRCJs will place Faith onto the vents and then onto the next rooftop.



Inside the building, avoid the cops by taking the fenced area to the lift. It will be the same lift the cops come from, so be quick in closing the door. Note that fighting the three cops will generally result in Faith's "accidental police shooting". Only red-ticked enemies will be vulnerable to Faith's attacks. The others are simply optional (and often used to get rid of Faith if she is too slow).



In the plaza, run for this subway station entrance. The bullets will eventually catch up with Faith and kill her (on any difficulty), so speed is critical here. If you are looking for secrets, you won't have any in this zone.



Go through the subway station, and then head back upstairs. The exit is a ladder at the top of the plaza's stairs. You can fight the enemies or leave. Note that there is a runner's bag in this zone. From here on out, the exit is past another long slide down a roof. Easy.

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Chapter 1

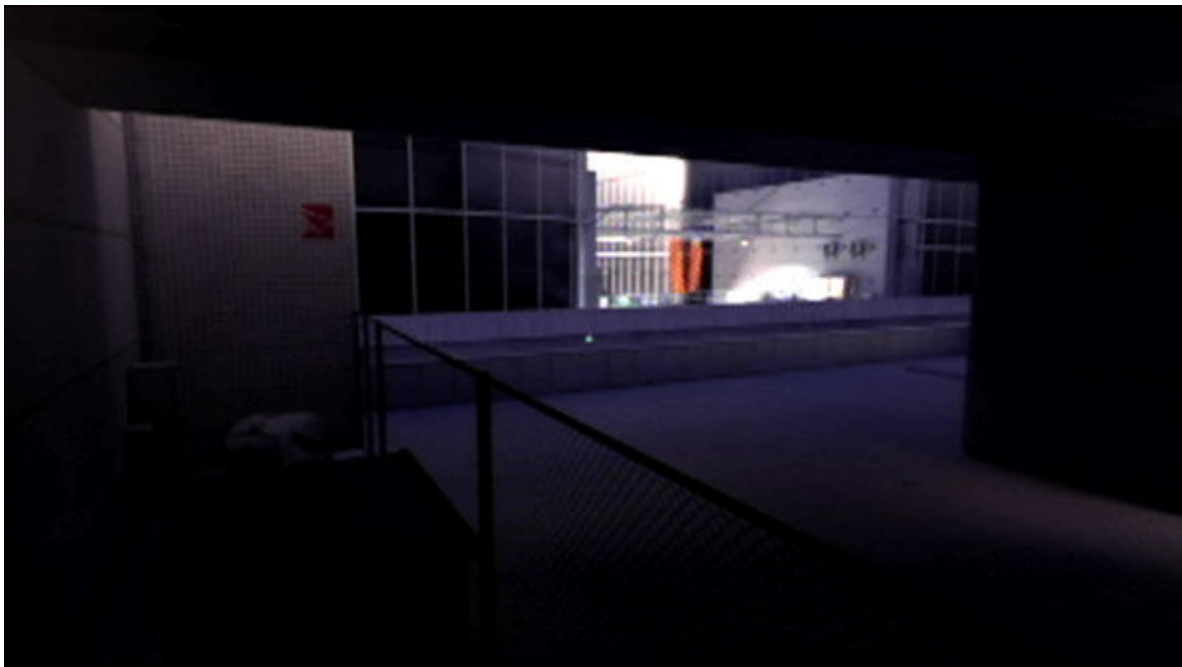
Mission	Runner Bags
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Shut off the electricity on the fence from the mission's start and look for the above building. Faith needs to use the boxes in the corner to get atop this structure for the first bag.



After escaping Pope's building, Faith will need to escape a pursuing helicopter. Near the end of the chase sequence, she will encounter this blue fire escape. Notice the low lying building across the street/gap? That red blur is the runners' mark, indicating where the bag is.



After escaping the subway station, Faith will enter a plaza inhabited by some enemies she can defeat. Instead of leaving the plaza post haste, check under the stairs leaving the plaza to locate the above runners' mark. A quick vault over the fence nets the big fat bag -- which unlike Faith, is pretty darn fat.

Fat.

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Chapter 2

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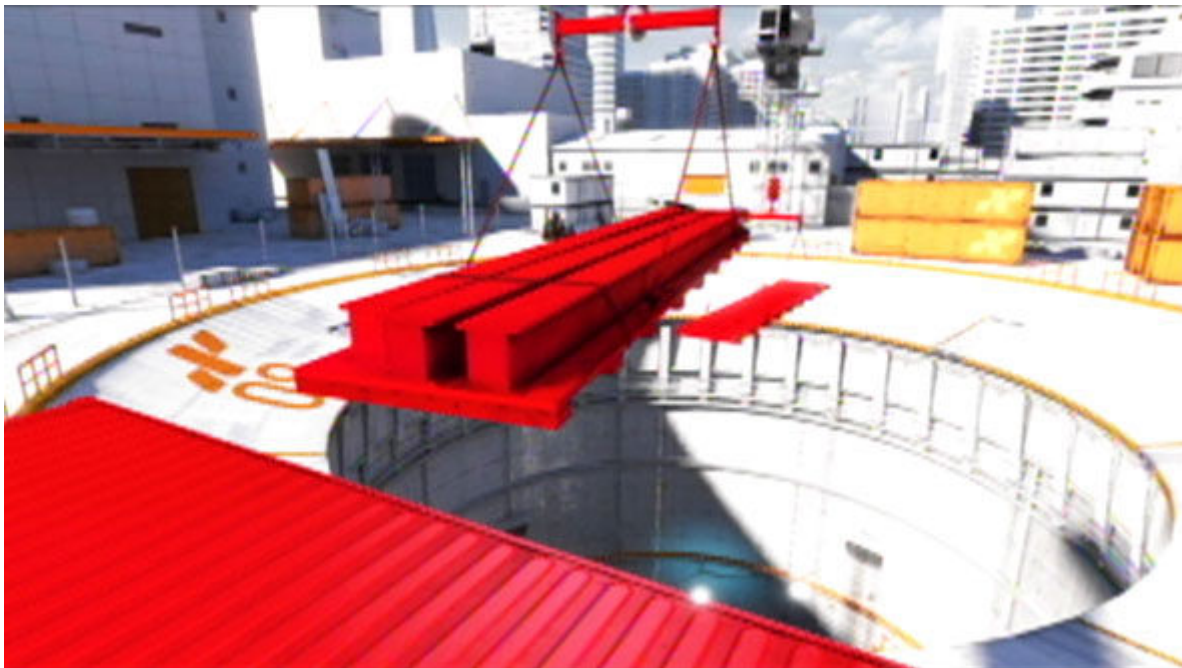
Many times, the game will start Faith off in a spot where her exit is not clearly visible when prompted. This chapter is no exception. Begin by escaping the barbed wire enclosure with a few choice pipe climbing and siddle-clinging on the ventilation machine.



You should be able to have Faith swing on the flagpoles and get to the canal. The chopper will come back to hunt Faith in the canal. There are obstacles and cross-overs in the canal, easily vaulted or just used to move from one turn to the next to put the mass of the canal between the pursuing enemies and Faith.



Head into the sewer plant on the canal's right side. Operate (context action) the valve wheel to turn off the steam (note if you play with runner's vision off, the valve wheel will not glow red). Head up the vent and exit to the top of the storm drain.



At the top of the storm drain, mantle atop the containers and jump onto the hanging I-beams. The lower set will drop Faith to the correct height. Use WR on the perimeter platforms to migrate/transfer downwards.



At the bottom of the first storm drain, hit the switch for the automatic door and WR/mantle to the exit.



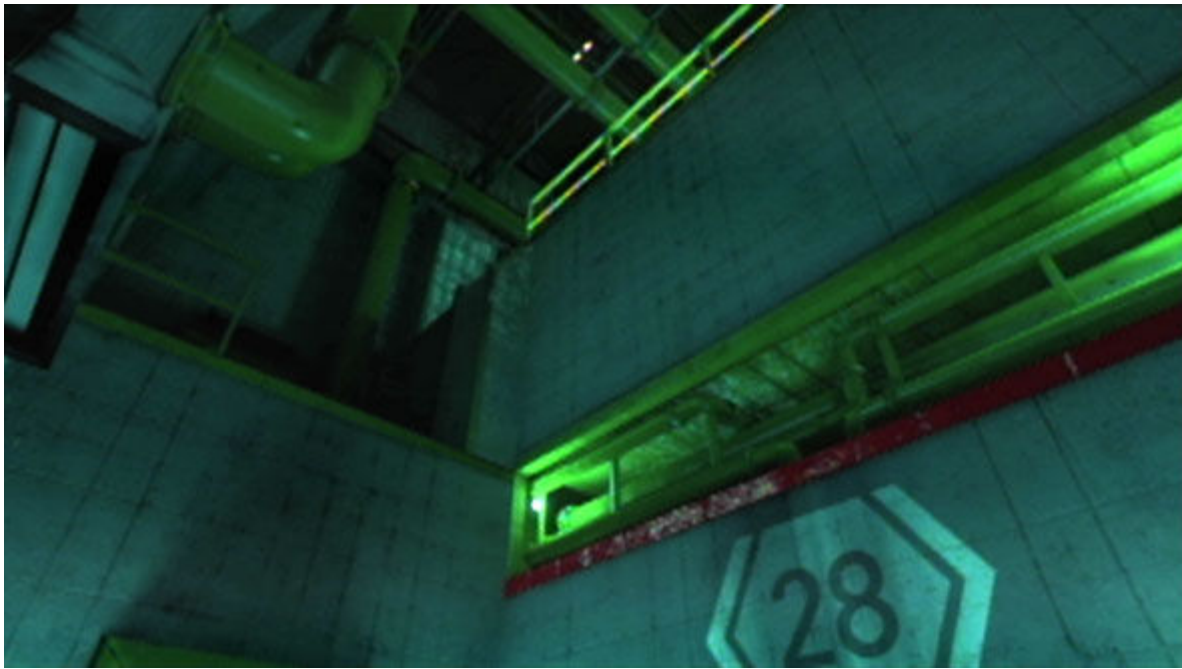
For the second door, WRFJ onto the ladder and hit the second switch. There occasionally is a bug with the second door (the game system is loading a new section of map, not necessarily a new map). If the door does not open, walk back to the first door and then back to the switch. This occasionally triggers the second door to open (good luck with your speed run).



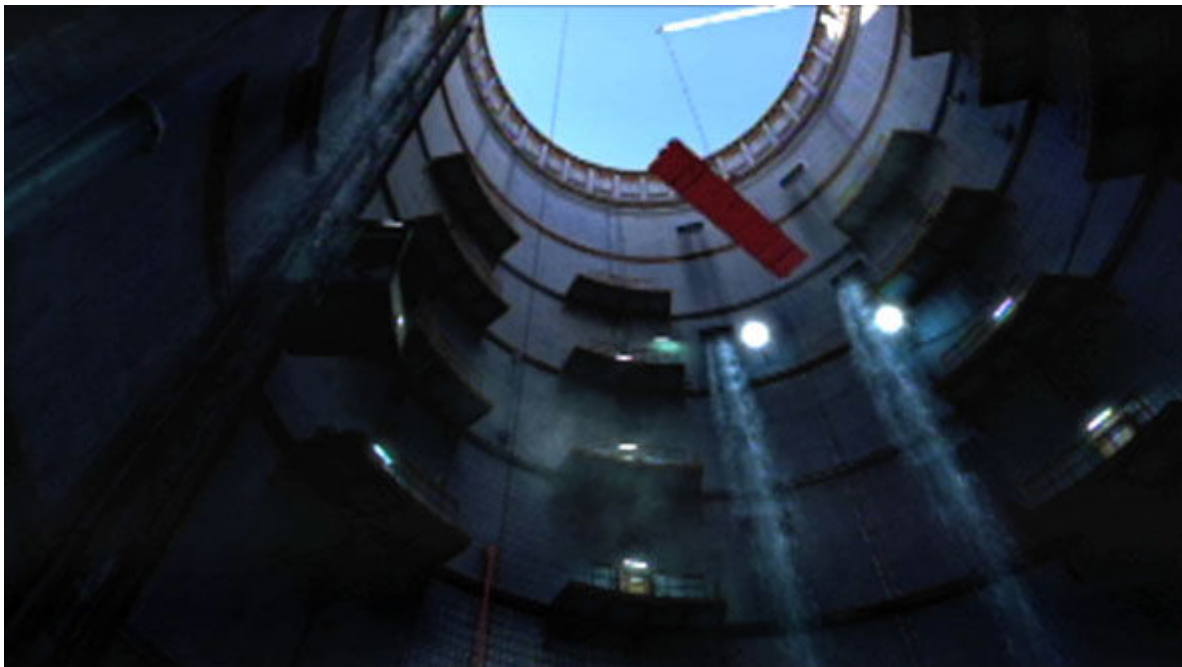
Head up the catwalks in the large sewer chamber. Disarm the first (of five) sniper, and you can use his rifle to defeat the other two snipers across the chasm. Note there are two more snipers (guarding a runner's bag) before you exit, but if you leave the zone, you don't need to fight them at all. Note also Faith cannot run while holding any weapon (except the handgun or micro-Uzi), so throw away all weapons before moving on.



At the top level of the main sewer chamber, there are a series of odd-shaped platforms to the exit. Take the rope and hit the electrical panel to open the door. You have just enough time to have Faith escape the incoming soldiers.



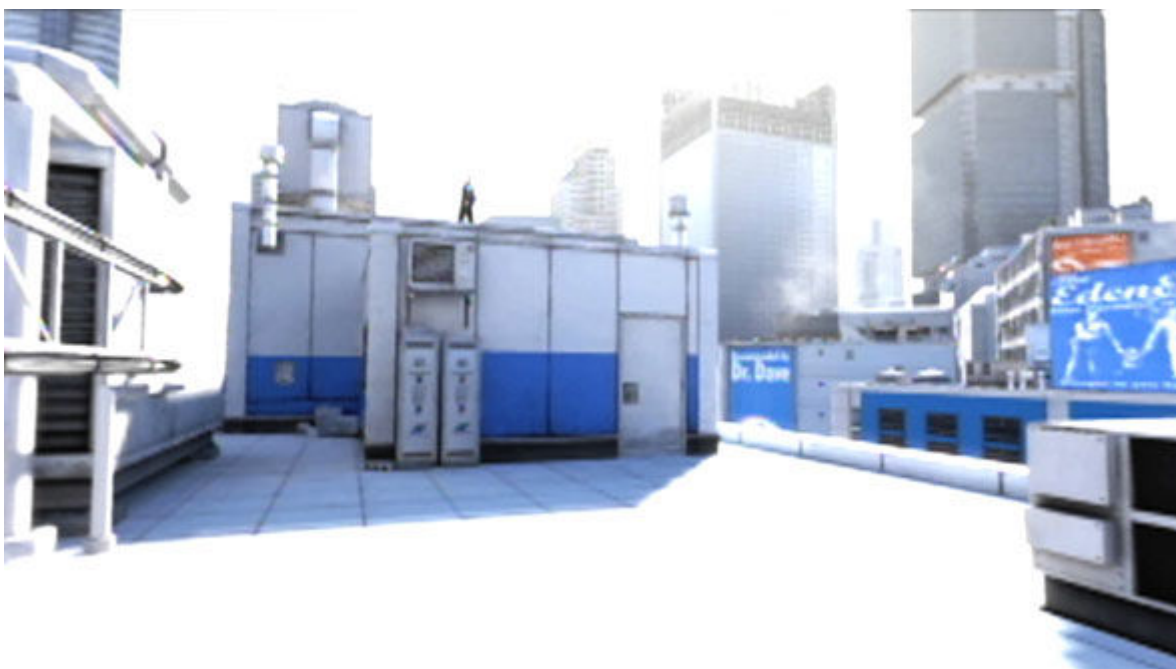
WR and mantle jump the ledges to the waterfall slope. Faith cannot soft land from this slide (she cannot change direction until she lands), so you will not be able to get a "No Hard Falls" trophy/achievement in this chapter. Let Faith take the damage and operate the door switch to get out.



Where you had Faith go down before, now she needs to go back up using pipes, ladders, and mantling. The only two stoppages here are a valve (turn it to shut off the water) and a lift switch to bring up some I-beams. Once Faith hits the switch, sit on the first set of I-beams (seen above) and wait for the second set to come hurrying up. Jump onto the second set of beams when you judge it safe and ride to the top.



At the top, disarm the five shotgun cops or brave gunfire and coil jump the barbed wire fence to the Callaghan office building (and the marked red door). The shotguns are powerful (once you have Faith equipped with one) and one shot is all she needs to down a cop. Just beware if Faith fails the disarm, she will likely be knocked back and killed.



Open the next door and chase Jack Knife. There are no secrets here and no reason to slow down. Keep Jack Knife in view and have sic Faith after him as best as you can make her. Once Jack Knife heads down the lift, the timed area is over. Use the remaining section to carefully place Faith onto the roof Jack Knife is on.

There are some flags from where Faith exits the elevator. Point her to the scaffolding and

move her through the neatly trimmed doorway in the gates to Jack Knife's resting spot. The chapter ends after this.

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Chapter 2

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The starting canal has this bag on its left side (if Faith orients herself towards the canal exit).



The second bag is in the large sewer room. Faith needs to reach the top of the room, then head towards the pair of snipers furthest away from the room's exit. The bag is across the swing bars from the marker.



Faith escapes the storm drain and heads up to the surface. At the top of her ride, there should be a marker in plain sight. The bag is bear the forklift by the mark.

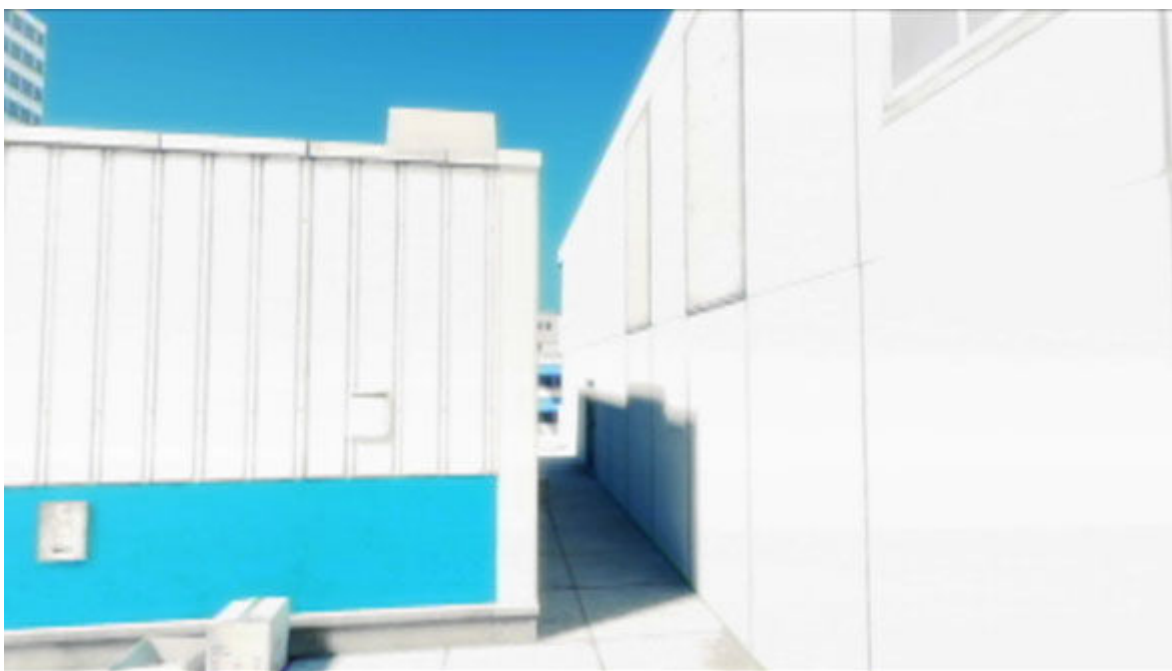
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Chapter 3

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Hop across the building to the pipes (runner vision will point you straight). Head up and notice the obvious gap. On a speed run, Faith should be able to WR and then coil jump over the fence for a quick get away.

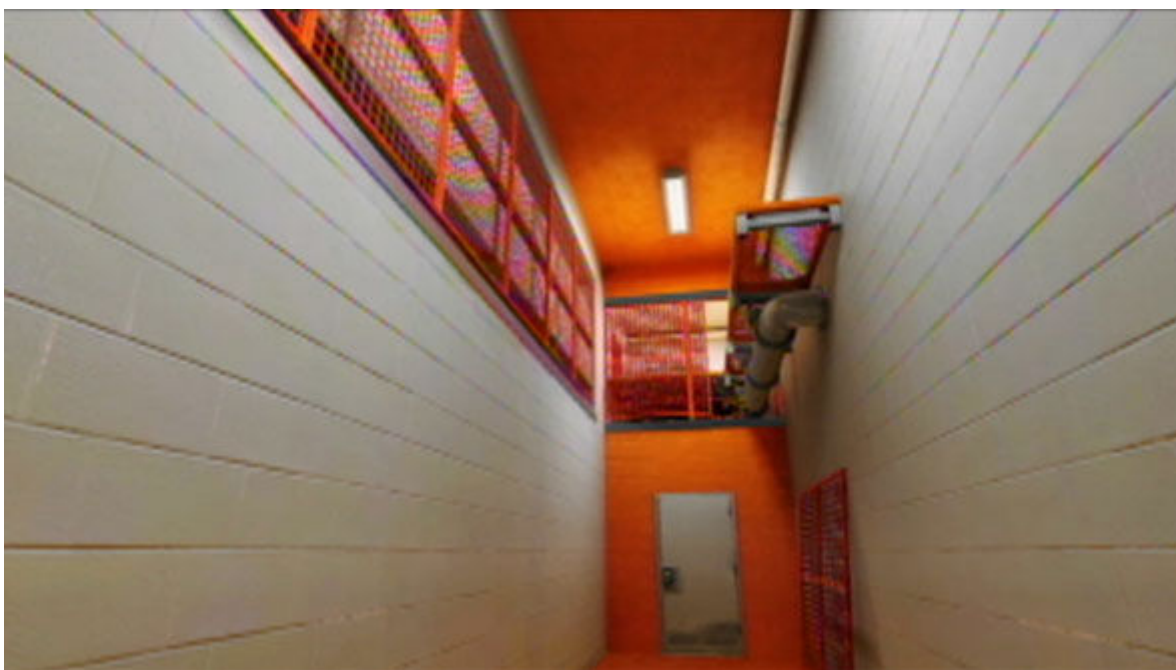


Continue on the vents to get around the barbed wire fence. If you're earnestly lost, the objective button may spin you around the wrong direction (some buildings where Faith needs to go to are in the opposite or perpendicular direction of her exit).



Use the vents to get to this dim area. Coil jump the barbed wire and get a quick lesson in Faith's mid-air physics. If you have her WRFJ on the wall to reach the bar (to swing to the higher roof), you will find that Faith is destined to miss the bar and fall.

Instead, you need to pull Faith's movement stick back once you execute her WRFJ so she doesn't fly off like Super Girl. Note that in mid-air, you can adjust Faith's direction of fall using the movement stick. It will cut her jumps short or turn her to one side. Make a note now, since you will need to use this technique many times in later stages, and more so on speed runs and time trials.



Head up the gap, drop down and squeeze Faith's body through the narrow opening in the

building.

Look for a new vent to get into, stuff Faith in there and move to the end. A cut-scene with biog, fat Ropeburn will occur. Once Faith drops down, the escape can begin.



There is a handgun on Ropeburn's desk. If you are after a speed run, you may want to grab it only for destroying windows. Otherwise, you're probably going to do the same thing you'll do in the Time Trial for "Office" (and its 27 second 3-star run).

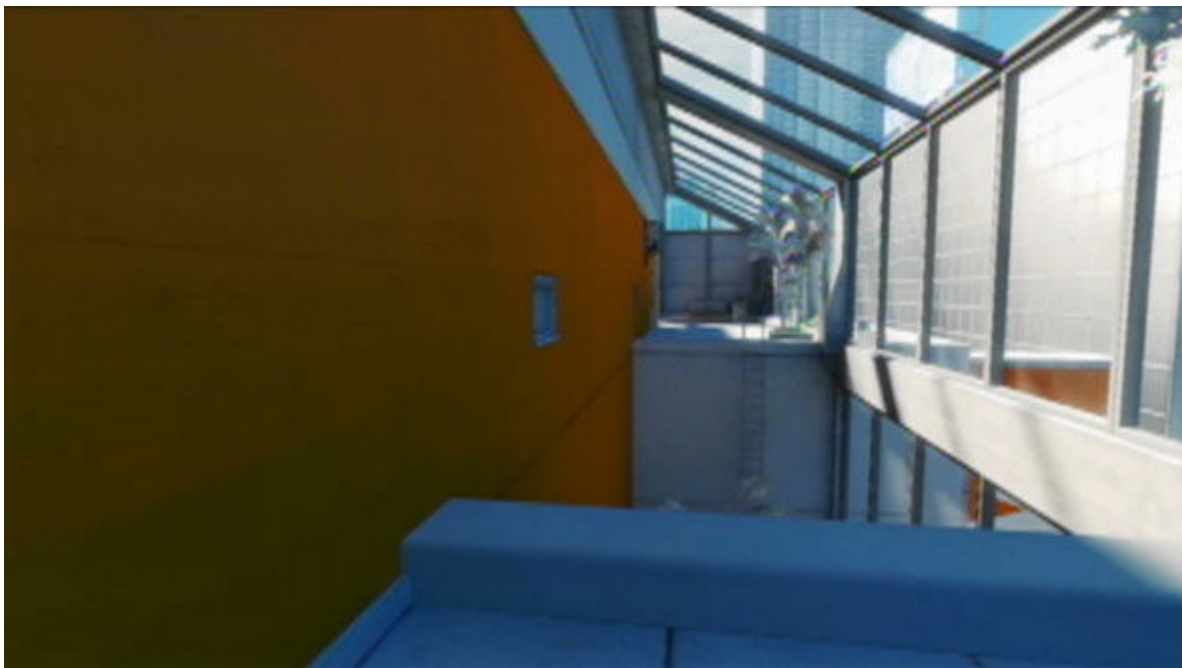


Get atop this center structure and jump onto the bar to swing up. You can also go the slower route if you prefer. Just note if you have Faith take too long, guards show up and start

putting a cap in her ass while she's jumping around.



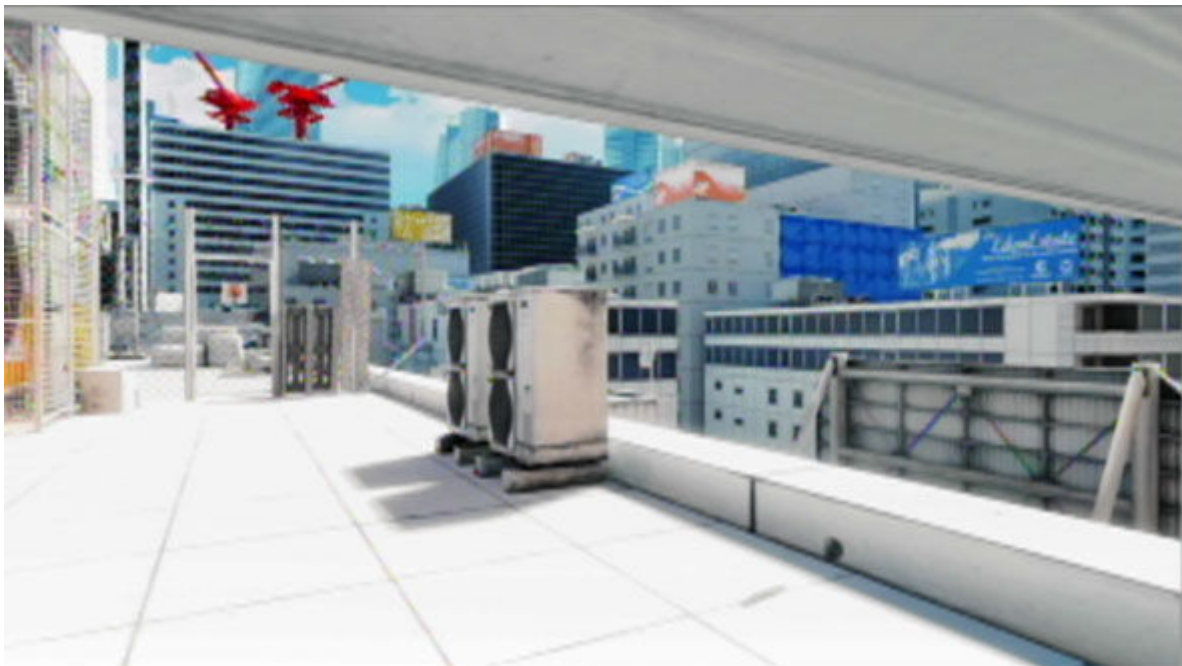
Head up through the hole on the third level of the offices. You can then have Faith WRJ and WRFJ to the blue roof above the offices to get to the vent, or simply go through the central atrium on the swing bars to the exit vent. Either way works (the roof path is the time trial version).



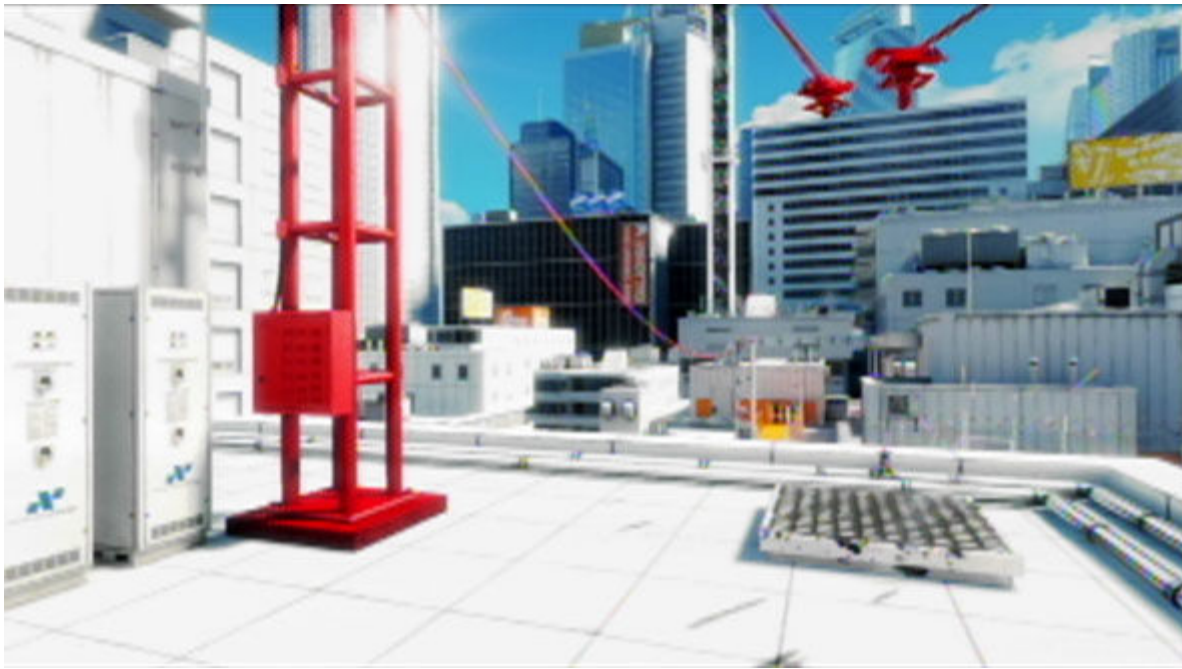
Once Faith escapes from the zone, she needs to WRJ this yellow wall (try not to miss) and escape the three sets of cops bursting through the doors. They are all pre-set events. Run past them and make for the shortest route off the rooftop. Go into the interior, hit the elevator, and then slide down the pipes.



While this next photo looks similar to the one at the start, the technique isn't much different, just the goal (have Faith reach the cranes). You can see the cranes in the distance in this shot.



Sometimes the way on isn't clear. Barred by wire and pursued by chopper, Faith may want to look around. Instead, there are sometimes lower areas of the stage she can go to. Here, drop right and move to the cranes.



Take the rope and upon arrival, have Faith mantle up onto the building to keep her moving. While you can have her kick and -- perhaps -- push off an enemy off the rooftop, chances are they'll just open fire and Faith gets a shower of lead.



In the next section, fight or avoid the enemies, then put Faith onto climbing those pipes. Enemies will come through the door (now timed, not pre-determined), and the faster she escapes the better. Head into the next building and get off the roof.



From the elevator, WRJ the billboard to the building with the scaffolding. Note there are some jumps on the construction boards here where Faith needs to vary her WRJ (the shallow version) and mantle jump (MJ) to get to the higher platform. Make sure to know when to use what, or Faith flies off like she always does.



The chopper will continue to fire on Faith through her worming through the scaffolding, so know that she needs to cross from one side to the other using the balance beam. Once Faith is over there, mantle atop the building.



From the top of the first crane, Faith just needs to walk the arm, hop onto the I-beams and head to the second crane via the tarpulin below. Enter the building and end this chapter.

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Chapter 3

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The first bag is found once Faith drops into the interior. The mark is visible but the bag is behind the produce boxes to the right.



The second bag is right before Faith hits the next interior once Faith escapes Ropeburn's building. The mark is visible if you force faith to explore the place with you.



The third bag is on the second crane. Use the crash pad to give Faith the height she needs to get to the ladder.

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Chapter 4

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The game hasn't really turned up the heat on Faith yet (not even on Normal). Notice it's generally a problem when you are rushing her to do something and faith does not respond because of enemies firing, or whatever. Starting with this stage, certain aspects will be harder than most, but it will still be tame compared to what's later.



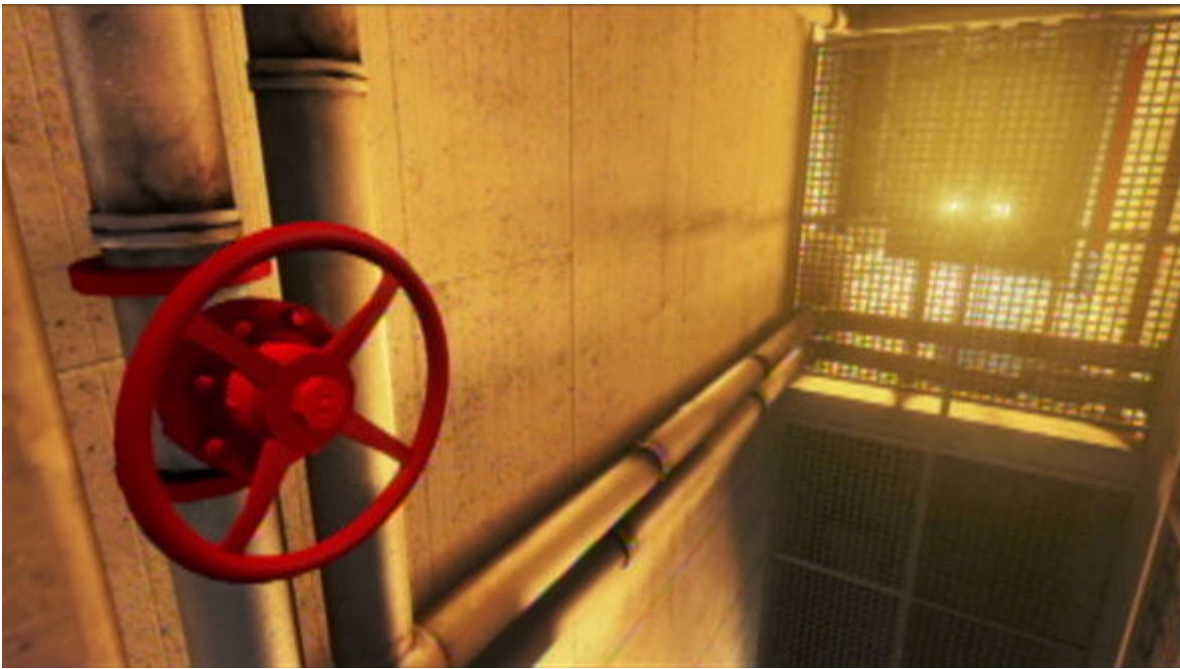
Begin by jumping from the starting building to the one across the street. Faith doubles back around the electrified fence by climbing the pipes on the side and deactivating the electric switch. Once the fence is cool to the touch, Faith can vault it and move on.



Head into the building and look for some ceiling breaks for Faith to mantle up onto. Head into the vent and drop down into the next construction area.



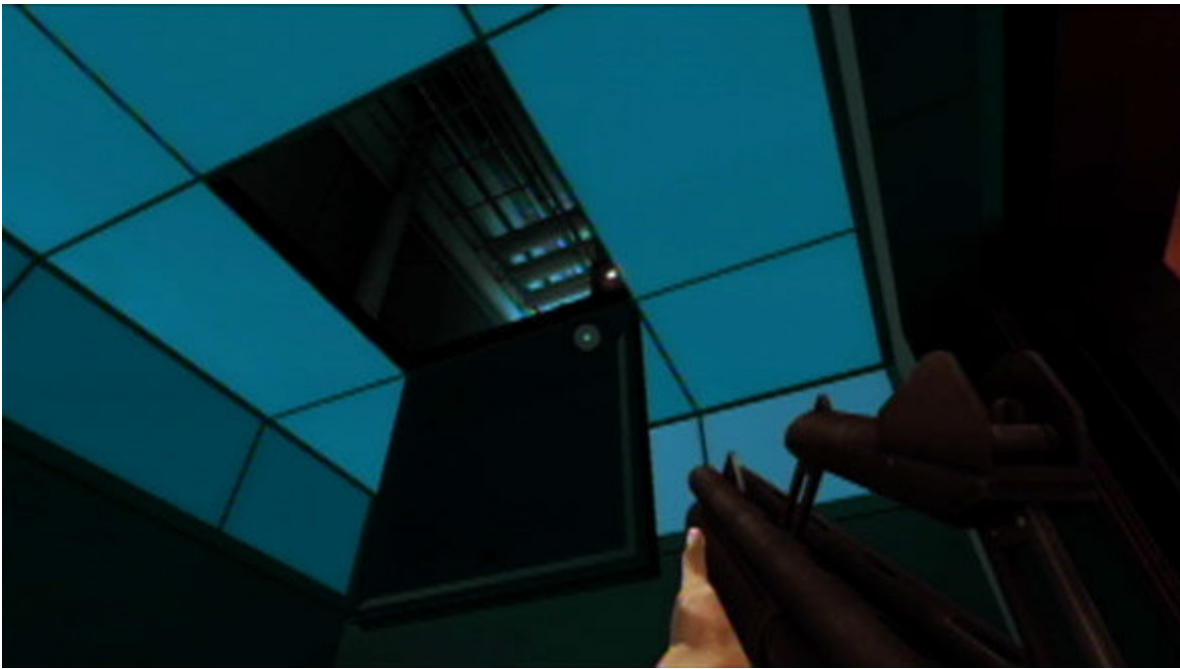
In the next under-construction area, Faith should do a WRFJ on the column to get herself up and onto the vent as quickly as possible. The ramp over the pit is a misleading clue for a speed run through the stage. Drop into the air ventilation control room.



Slide Faith past the narrow space and have her do a WRFJ on the rating to get her up to the valve wheel. Unlike Chris, Jill, Barry, Faith doesn't need to take along a hex-shaped crank to turn off the steam. Once the steam is off, boot Faith off the perch and move her through to the next zone.



Get up to Miller's and Ropeburn's meeting area and watch some cinema. Once Faith is thrown to the ground, get ready to hit her **Disarm** button. When Ropeburn charges through the wall at Faith, press the **Slow Time** key if you need to, but generally, hit the Disarm key once Ropeburn's pipe blinks red (it will be very fast). Faith kicks Ropeburn outta the way and needs to get out in a hurry.



Go back into the room where Faith first saw Miller and Roepburn through the skylight, avoid the three guards and MJ up to the elevator's escape hatch. Hit the button and get ready to take the fall (Faith survives easily on Normal and Easy, but needs to jump off and land on the other elevator before hers crashes on Hard).



Escape from the lift shaft. Note there is a secret in the other elevator.



Head into the next zone, WRFJ to the catwalk, then WRCJ to the bar and exit vent.



At the station under construction, head up the stairs, WR to the scaffolding, MJ to the top, then leap across to the other scaffold. WRJ over the barbed wire and have Faith head deeper into the station.



Slide under the gates -- if Faith is caught, have her open them using the switch (on a speed run, it is barely possible -- using shortcuts and sprinting at full speed -- to slide under the second gate). Go downstairs and avoid or fight all the cops. Avoiding the cops is an easy thing (if Faith is moving fast enough by the enemies, she avoids most of the gunfire).

Have Faith jump up on the chairs near the central buildings. From the rooftops, there are bars for Faith to swing across on and avoid most of the enemies on the ground. Her exit is the right subway tunnel (make sure it is cleared of any trains first).

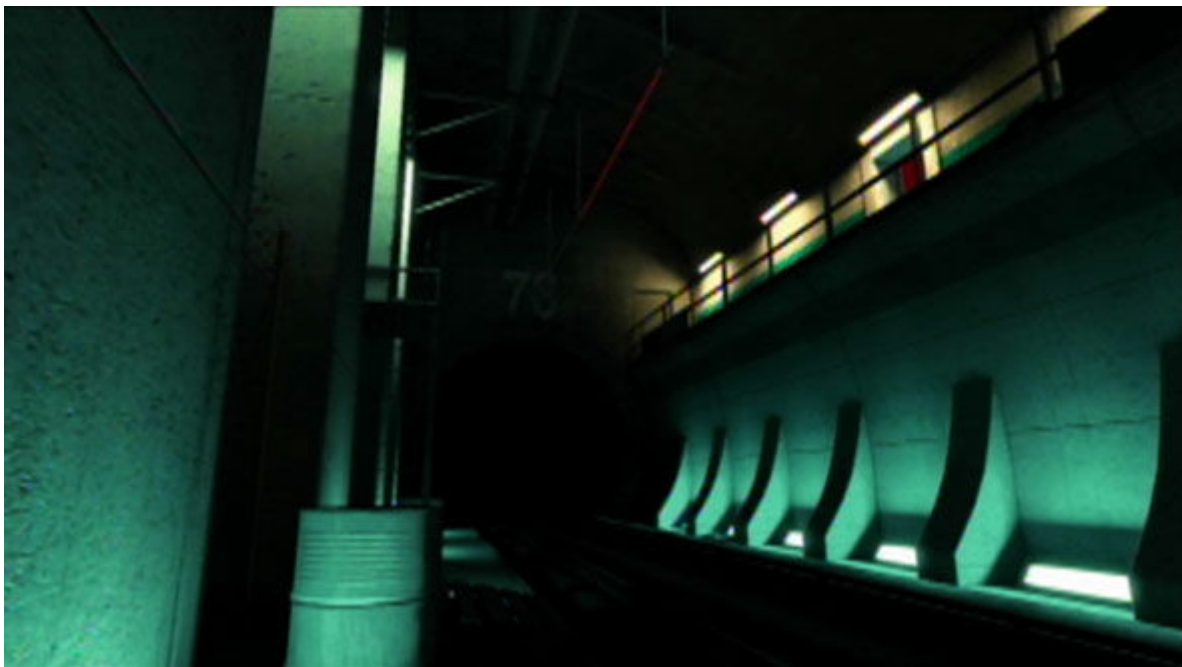


Head up the ladder and into the vent. In the next area, do not drop down. Try to swing across the three bars to access the upper vent area (seen above). Faith can cut down on her

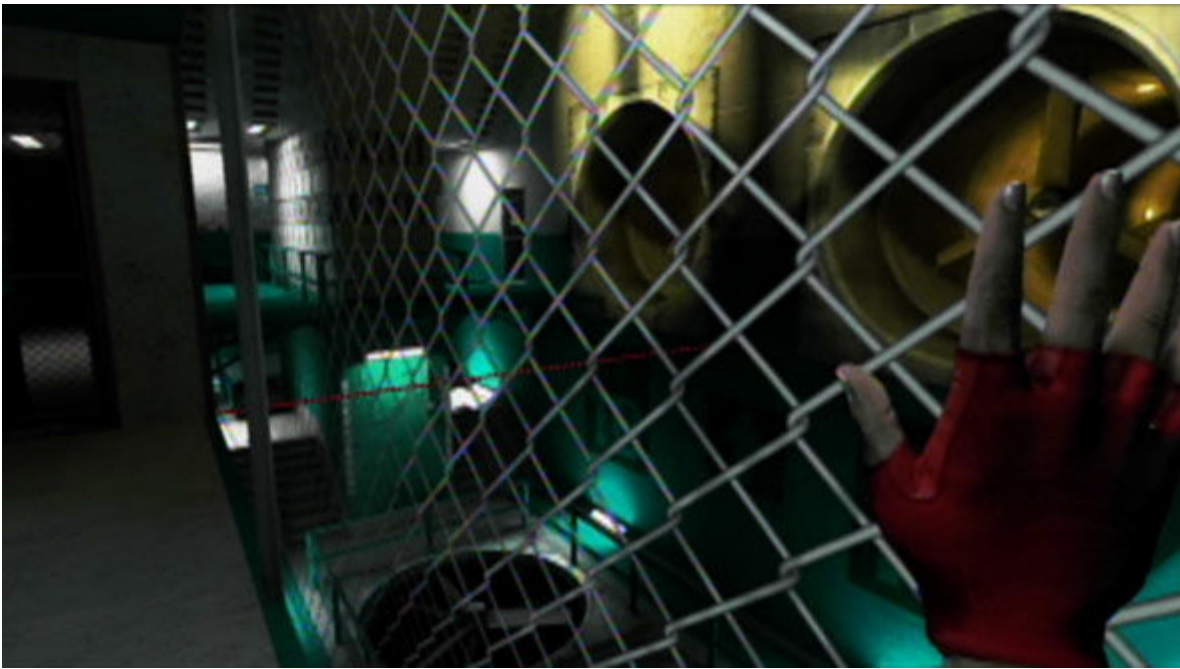
travel time and nab one of the more elusive runner bags.



In the Janitor's locked area, WRFJ to the bar or catwalk and use the switch in the office. Drop Faith back down and G.T.F.O. of the immediate zone.



Avoid the trains and the two shotgun cops in the tunnel. The exit is a door requiring a swing over the train tracks. Have Faith swing across when no train is passing through and she'll be in the venting fan room.



In the fan room, WRFJ from the bottom floor to the second level (past the chain link fence) and WRJ to the switch. Once Faith hits the switch, she has 15 seconds to WRJ to the stopped fan and get by. Once she has, she needs to vault over the fence and onto a passing train before the enemies cut open the door and machinegun her to death.



Have Faith avoid, duck, and jump the obstacles on the train while moving to the back of the car (the trains are all three cars long). When the second train appears, jump across when Faith has some clearance.

Again, on the second train, look forward and start moving backwards to the end of the third car while avoiding obstacles. The reason for this is that the train will stop and slam Faith

into a brick wall (generally kills her) unless she's at the back half of the last train car.

Once the train stops, Faith needs to quickly escape the tunnel via the emergency door down the tunnel and to her left. Run through before Faith has a collision with the Max Factor Train and the chapter should be over.

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Chapter 4

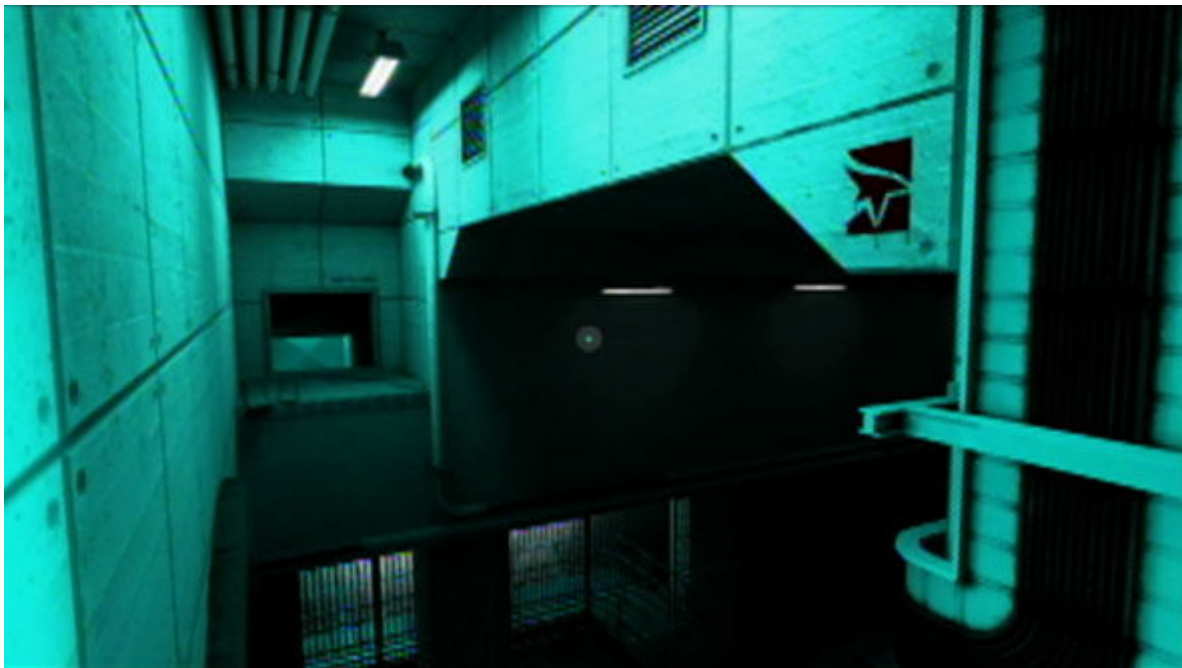
Mission	Runner Bags
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Once the stage starts, move Faith towards the exit door (and interior). Before sliding down the pipe, explore the roof area above near the billboard.



After disarming Ropeburn, Faith crashlands an elevator. Wait for the enemy cop to open the doors of the second elevator. Defeat him and take the second bag.



This bag is hard to get since Faith only has one chance each time she passes through this zone (or starts from Checkpoint D in chapter select). Go past the subway station (ignore or fight the guards), go up the ladder and through the vent. Without dropping down, have Faith swing across on all three uneven bars. Mantle up next to the marker for the bag.

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Chapter 5

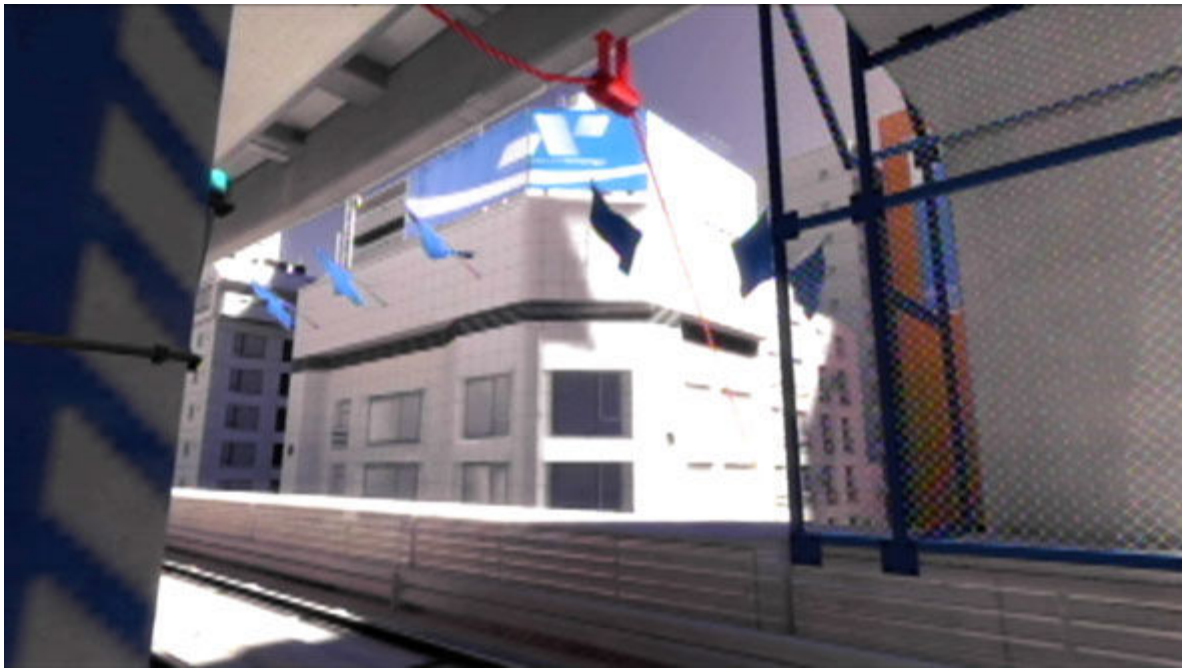
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Head down to street level using the two pipes. On a speed run, a drop, WR and safety roll should allow Faith to fall somewhat safely onto the street after the initial drop and not kill her.



From there on out, vault over the fence and get up onto the track as fast as possible. The exit is the zipline to the next zone, and it can only be reached from the track on the topside.

Have faith vault over the first hole (under the train bridge) and then follow the blue catwalk up when the walk curves towards the stairs. Dropping off means Faith dies in a gun battle.



Stay in the middle between the two tracks. And when the right train (going in the direction Faith is when she is heading for the exit) passes by, shoot for the zipline and exit the zone by the door.



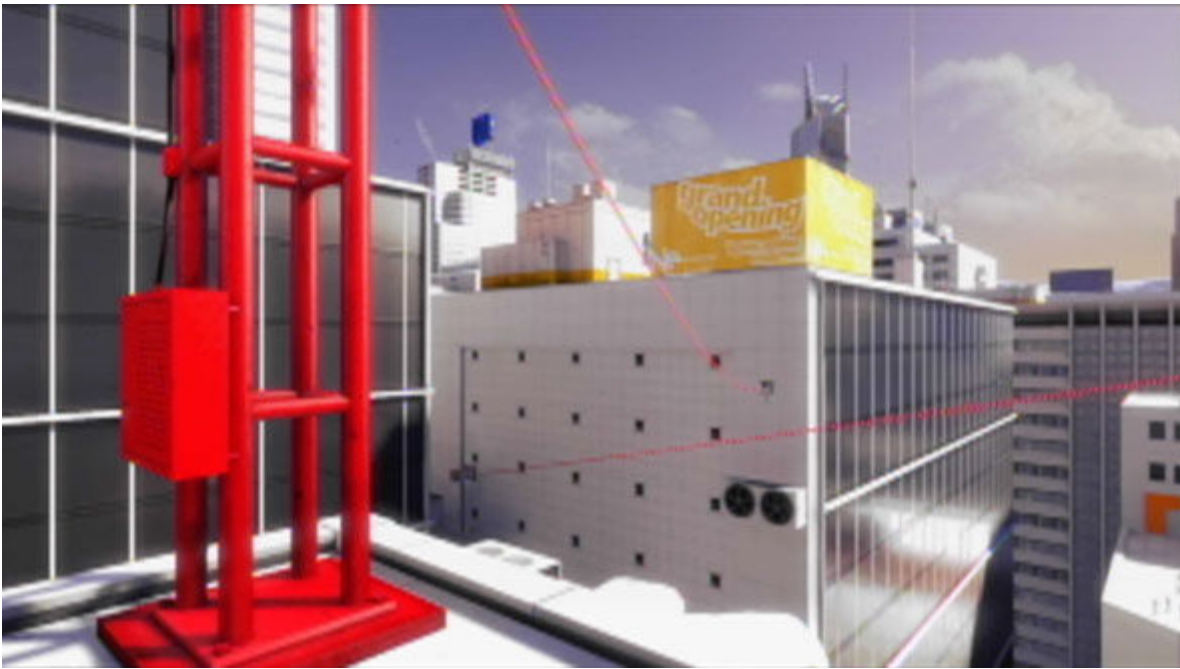
Ride the lift to the next roof zone and head for the large expanse of area. The only way up is the pipe, so have Faith climb it. At the top, note there is a runner's mark, so be sure to grab your bag before moving on.



Have Faith beat off some more enemies past the chopper dust off and point her up and towards the rooftop interior. Ride down the pipes and move her onwards to the next rooftop.



Some of the more interesting jumps occur now. Faith can WRCJ (L-jump) across from one side of vents to the other, then WR to the pipes and head up. There's some earnestly cool things she can do to cut her time down. Possibly the only thing you will have problems with in speed runs are the enemies who keep pegging Faith as she maneuvers.



These two ziplines are deceptive -- if Faith misses the second line to the exit, she will be more or less stuck and cannot escape. Make sure she drops from the first zipline and she will auto-latch on the second line.



At the mall, have Faith do an MJ from the ledge to the bar, and enter the vent. Inside the mall, Faith will have a tough time with enemies unless she starts moving quickly.



Inside the mall, follow the running cop, but once Faith steps into the mall lobby (and sees some elevators), break to the left elevator. Get in, hit the button and ride the lift until the glass breaks. Hop over and start escaping the cops by hopping down to the next floor (using the objective finder to move Faith in the right direction).



Use the boxes and planters to reach the upper level once more (locking out enemies). After mantling onto the planter, WRJ / Mantle to the next level.



To escape the immediate danger of being on the ground, point Faith to the vent leading off the mall floor. This will let her breathe a little easier (and avoid being shot -- enemies do not flush out Faith with grenades in this game).



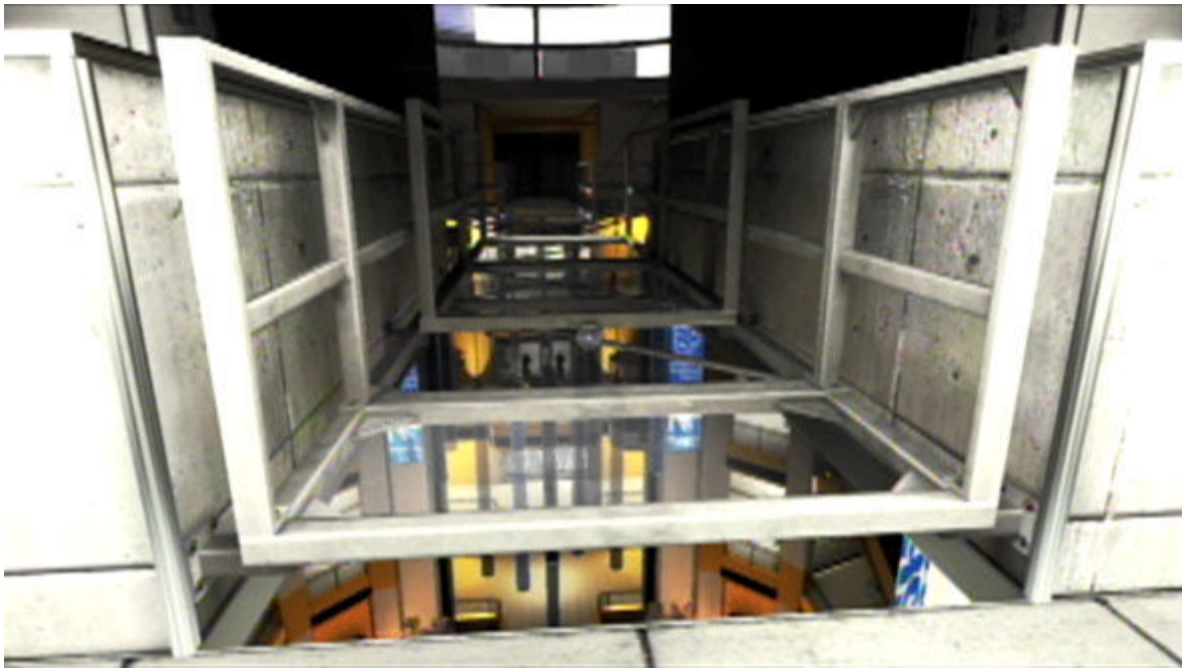
WRFJ onto the catwalk here (when Merc asks Faith if Jack Knife set-up her up with the bomb -- all her runner's bags belong to us). The vent leads to a switch and a moving fan. Be sure to wait for the fan to stop moving before having Faith fall through. If not, the blade kills her instantly.



This next section will test your ability to manipulate Faith in mid-jump using the sticks, and not doing everything by the book. Disarm the first loser cop and take the handgun.



Use the handgun to shoot out the window in the ceiling area; blow out the right and center windows, as Faith needs all the speed she can get. Essentially, Faith needs to do a WRJ, but do a WRJ early, before she has spent the time to shoot past the swing bar. Faith needs to curve herself from a shallow WRJ and catch the bar, swing and land on



.... this big ass glass transom/structure to escape. Note that the glass is not bulletproof, so if Faith misses a fast transfer from bar to transom (preferably by a coil jump), she will likely be shot to death before she can even mantle up and run.

Thankfully, that one jump (one of the harder ones in the game) is the last thing to undergo before the exit. Faith reaches the mall exit and can scam from this chapter.

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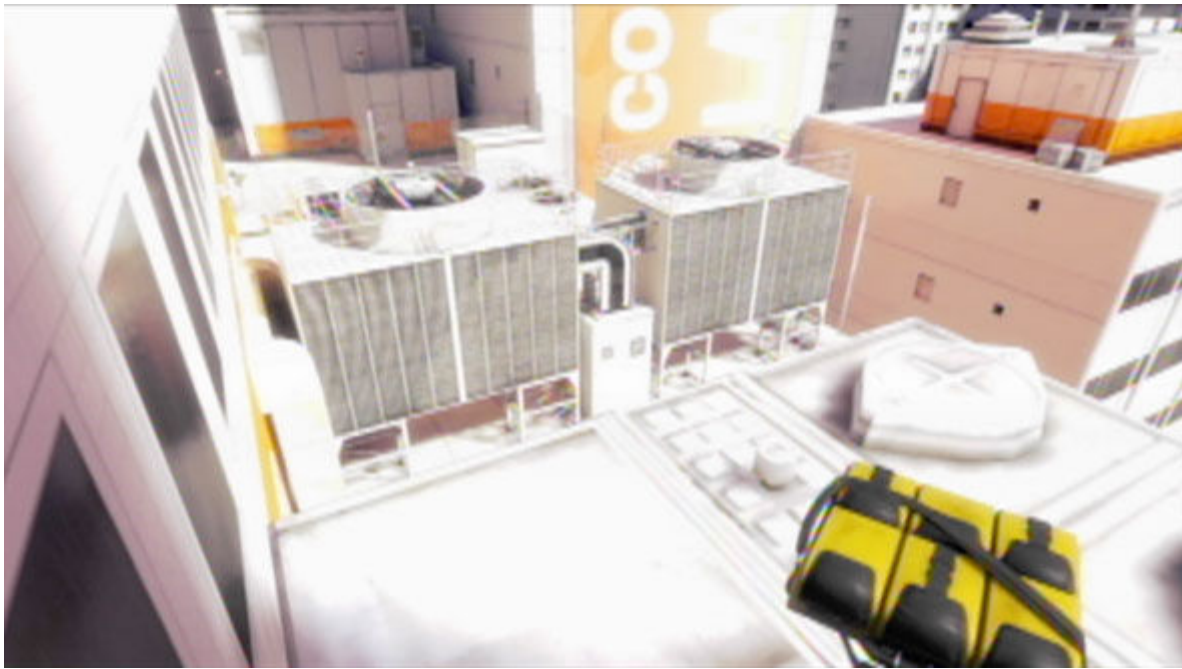
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Chapter 5

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While being chased by the helicopter, Faith will get atop a large building by climbing a pipe. Mercury will then radio Faith and tell her to ready-up against some blues (cops). If Faith drops to the next area to fight the three cops, she went too far. The bag is on the high roof before Faith drops down for that quasi-mandatory fight.



After the helicopter leaves Faith alone, there will be a runners' mark near some obstacles she can slide under. Do a WRJ to the top of the structure and take the bag.



The mall's loading dock has a small cargo truck with the bag on top of it.

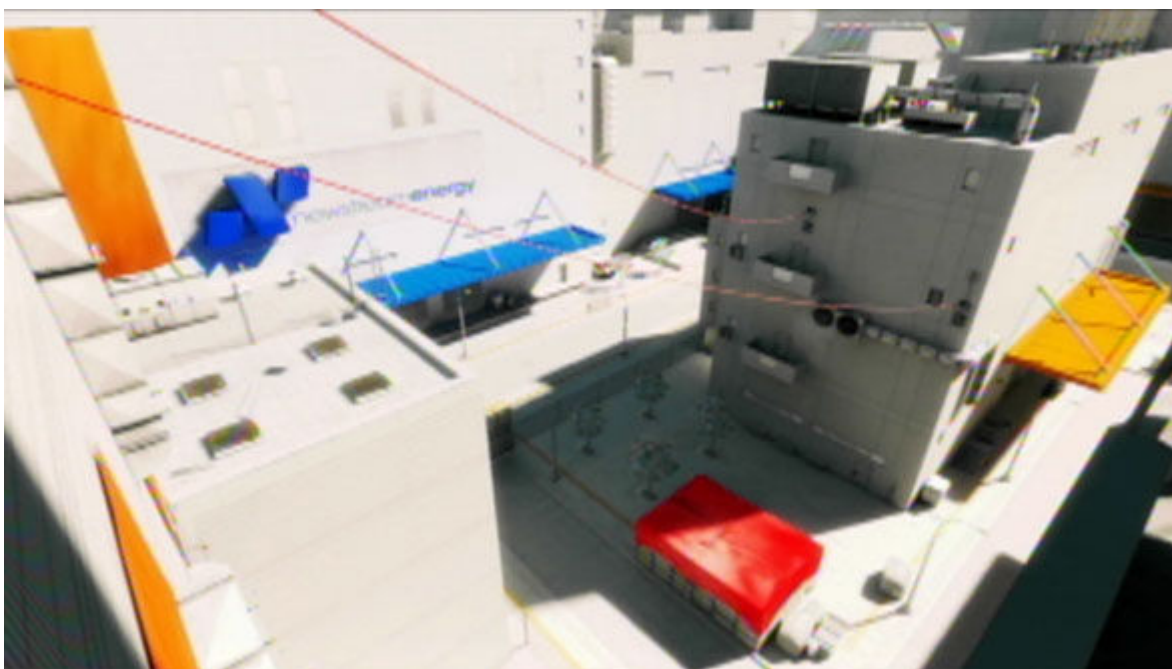
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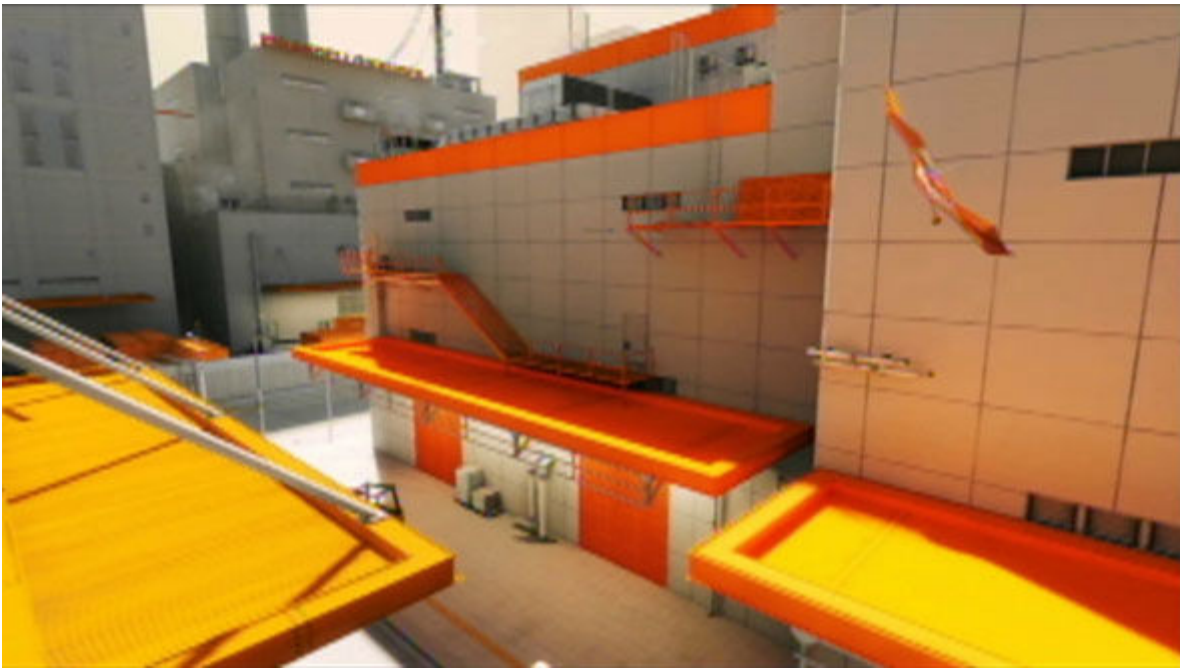
Chapter 6

Mission	Runner Bags
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Get out of the first room using a WRFJ or a simply jump and mantle (from the top of the heap). There is a secret at the beginning of the stage. Once Faith heads down to the street, she cannot come back up.



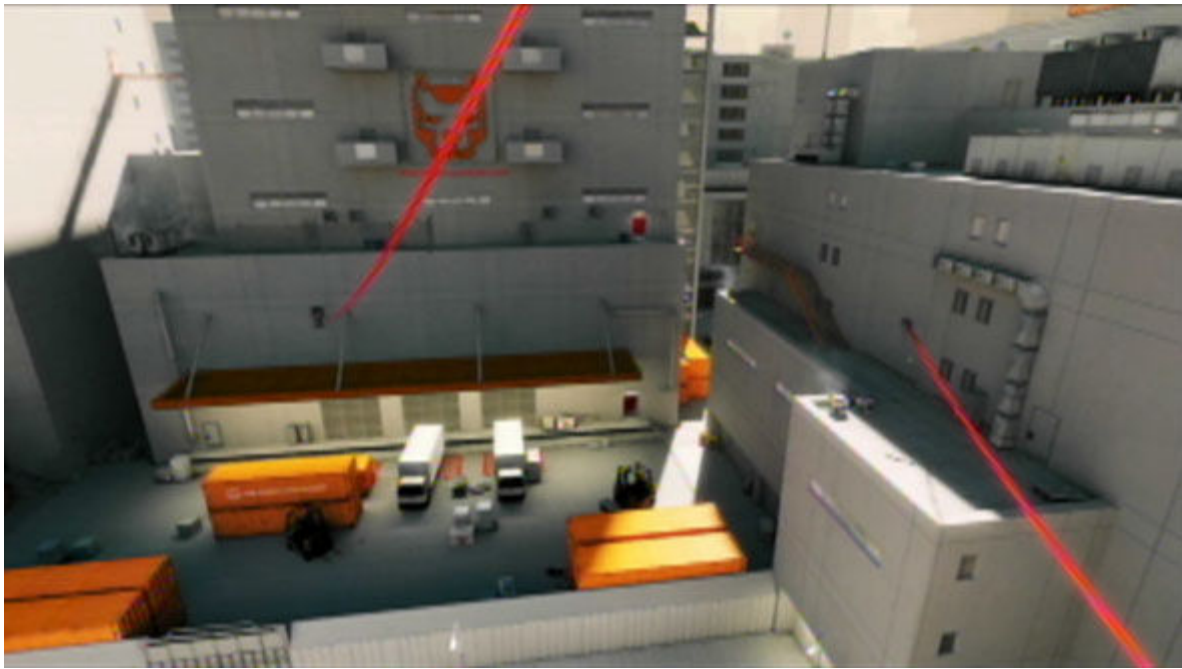
Zipline down and fall on the crash pad or ignore it and go atop the vents and shades (speed run). Faith can get to where she needs to regardless of which route she takes.



The building Faith needs to get to -- notice the orange catwalk with the ladder leading to the roof. She can get a grip on some pipes in the corner and MJ to the ledges and stairs from there on out.



On top of the building, get around and either take out the sniper, or ride the right zipline down to the sniper's perch, disarm the badguy and WRCJ to the upper exit door. Note that if Faith chooses to go down into the factory's shipping yard, she needs to hurry to the exit or she'll be shot to death.



Although it doesn't look like it, Faith can jump and grab the right zipline for the fast time to the next checkpoint. She needs to WRCJ on the wall to get to her exit. Otherwise, it's a slower round-about way. She can also snipe all the enemies here, but that should not be necessary.



Once inside, Faith needs to go to the top of the stairs, hop onto the hoisted cargo and crash land through the bottom (otherwise, she drops too far and dies). In the next room, there will be five enemies with guns, and is fairly tough if you don't know where Faith needs to go.



Head onto the catwalk via the boxes on the ground (jump) and then head to the break in the walkway. Faith can WRJ and hop into the office. From there, she goes into the next warehouse.



Swing and hop the steam to avoid being scalded to death. Faith needs a roll to prevent a hard landing at the end. Simply falling through the steam may actually kill her thanks to the steam's damage.



In the next room locate the two large tanks and have Faith vault over the fence. She will find a large container wall. All she needs to do is get up on top of the container wall and swing from the bars into the office's roof.



Hit the switch inside the office and exit through the conveyors. In the next section, wall run at the top of the stairs to get to the catwalk and ladder.



Wall run a second time to the bar and go down the second ladder. A third Wr requires a WRJ (and slight stick pull-back) to reach the bar. Swing to the pipes and have Faith drop into the room.



Raise the cargo lift and have her head downstairs into the PK base. Inside the base, go through the door near the yellow-striped floor. It leads to a hallway to the Icarus facility.



Avoid the enemies, or use the exiting structure to do Faith's drop attack to down each of the enemies one by one (all she does is run up a ledge, then hop down and on a free enemy while attacking -- see the basic section for this attack).

Otherwise, have Faith run the circuit up to the bridge shown. She should be able to barge through the door and take the elevator to the next floor.



At the top of the ride, head through the window (an enemy will shoot it out for Faith). If you need the time, jump back through the gap after the enemy Runners break through, disarm the gun guard and use his weapon to kill the taser firing enemies (it is very gratifying, and one reason why DICE removed Faith's integral handgun from the final

build!).



Continue heading over the roofs and such, ignore the next gun enemy (a cop armed with an automatic Glock 18). Locate the vent set-up seen here and move to the end. Faith can just grab the zipline from the rooftop corner, but she can also time her jump onto the passing train from the other side.



Take your pick, but note that once Faith restarts from the checkpoint(s) outside the PK base, she will not be able to find any more firearms. Any of the enemy runners she opts to fight will now have to be fought hand-to-hand.

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After Faith starts the mission, go down one story at the stairs and WRJ to the lower rooftop. Take the bag and drop down to the street to continue.



once Faith falls on the hoisted cargo in the PK warehouse, she enters an enemy filled room. Ignore or take out all the enemies and enter the small office via WRJ. The bag is on one of the shelves inside.



In the room with the conveyor belt puzzle, locate the container wall and the one container with the runners' mark. Check the area between the shelf sides and the warehouse's wall. There should be a dark area Faith can MJ to (and naturally, the bag will be immediately visible).

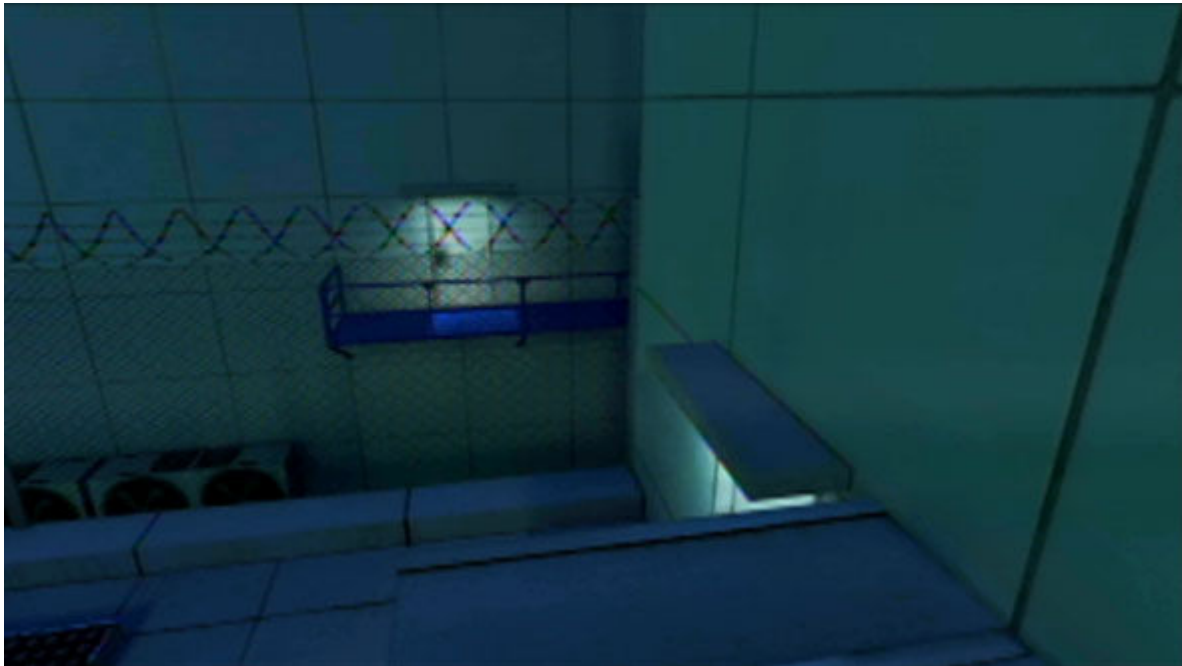
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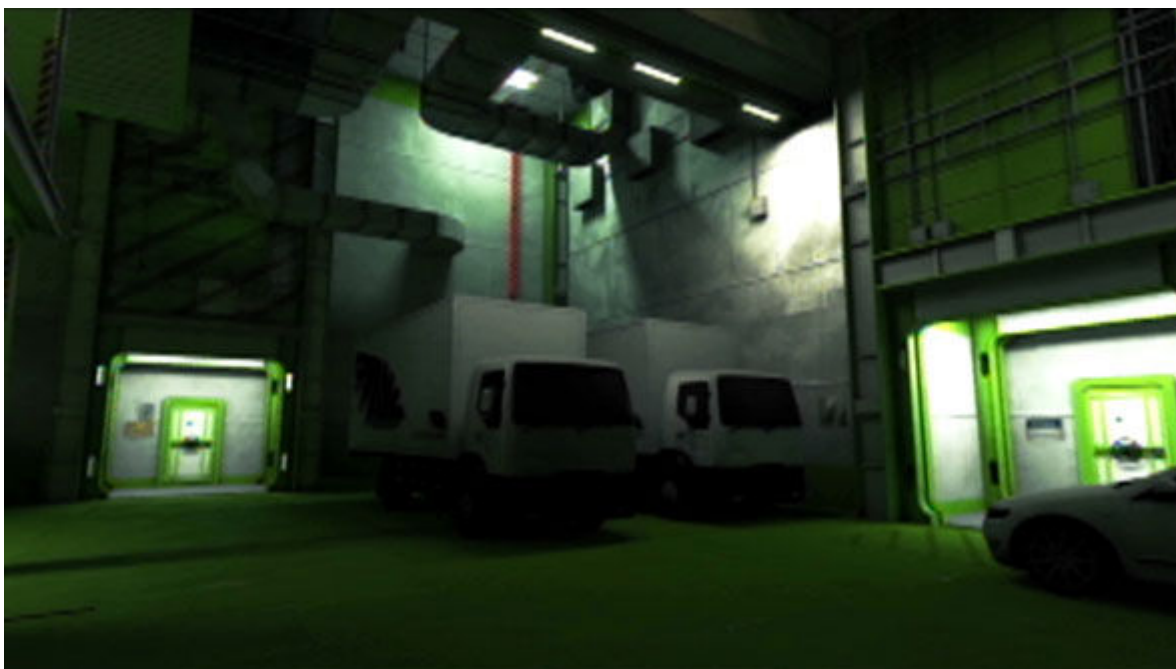
Although it is tempting to make a break for the truck, there is no decent way for Faith to WR descend and make the landing safely from where she starts.



Instead, head for the catwalk and quickly start dropping from the walk to the vent, then the shed overhang. The secret is in the alley, before Faith enters the truck to the parking lot of death.



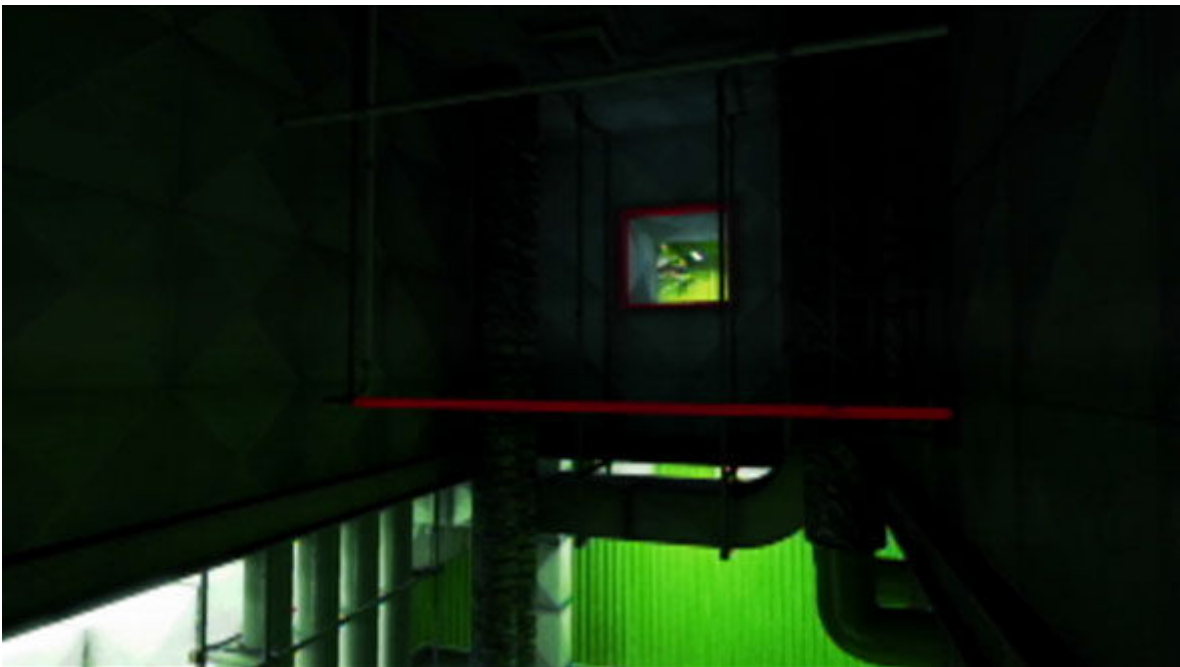
The parking lot is brutally open, and should Faith opt to stick to the green area, the machinegun will probably kill her. There is a side path (where the back-up squad appears). Have her stay close to the sides and make for the pipe near the vans.



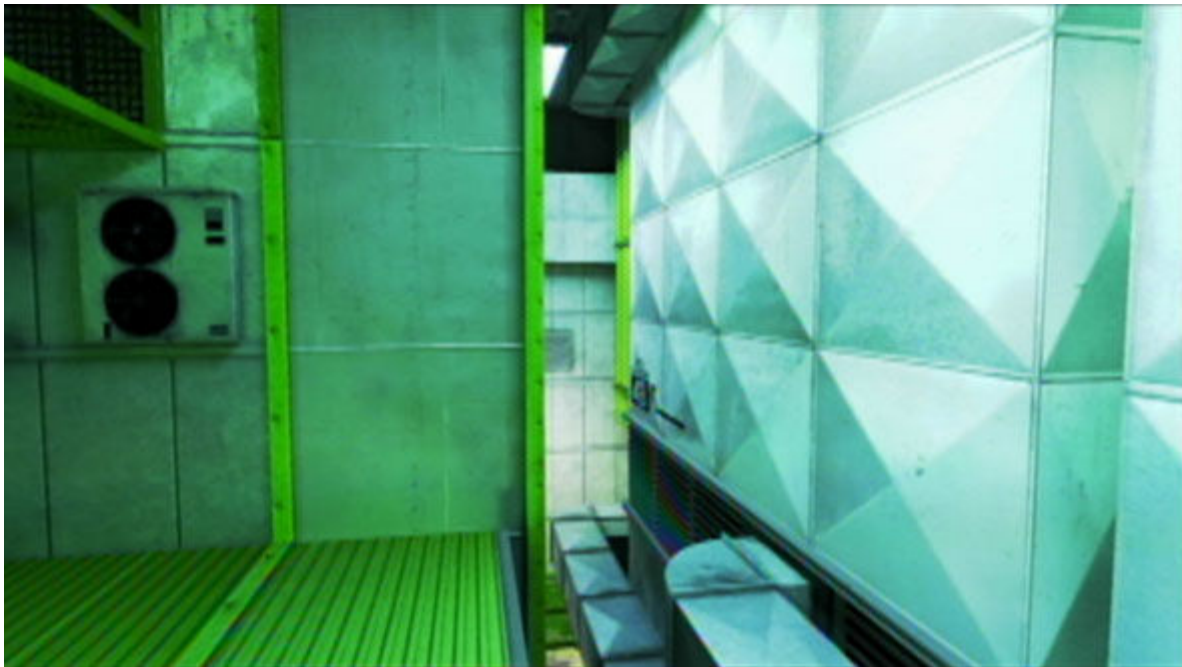
Faith should be able to disarm the machinegun SWAT cop before going nuts over the pipe (or at least mantling atop the ceiling). Unless you're very fast, Faith will not likely survive. Once atop the ceiling, there is another secret, but for the speed run, get to the next parking lot.



The next parking lot may require the disarmament of all the enemies, since the exit is a door locked by a valve wheel. If you are not looking to kill any enemies, use the disarm judiciously. For speed runs, disarm and destroy enemies quickly so Faith can go about her business quickly.



Head past the door and squeeze Faith's nubile body through the narrow spot. She'll be in a maintenance room with a climbable pipe. Move her upstairs and saddle on the edge to the bar and vent/ducting. MJ from the ledge to the exit.



After Faith falls down the sloped ducts, she needs to execute a WRCJ to the ledge. Use the above still-shot to determine the wall she needs to WRCJ off of (the L-jump). The exit vent will be visible easily once she mantles up.



Get up on Deck 6 and watch for the sniper. Faith should make an attempt to move while behind cover or she gets shot to death.

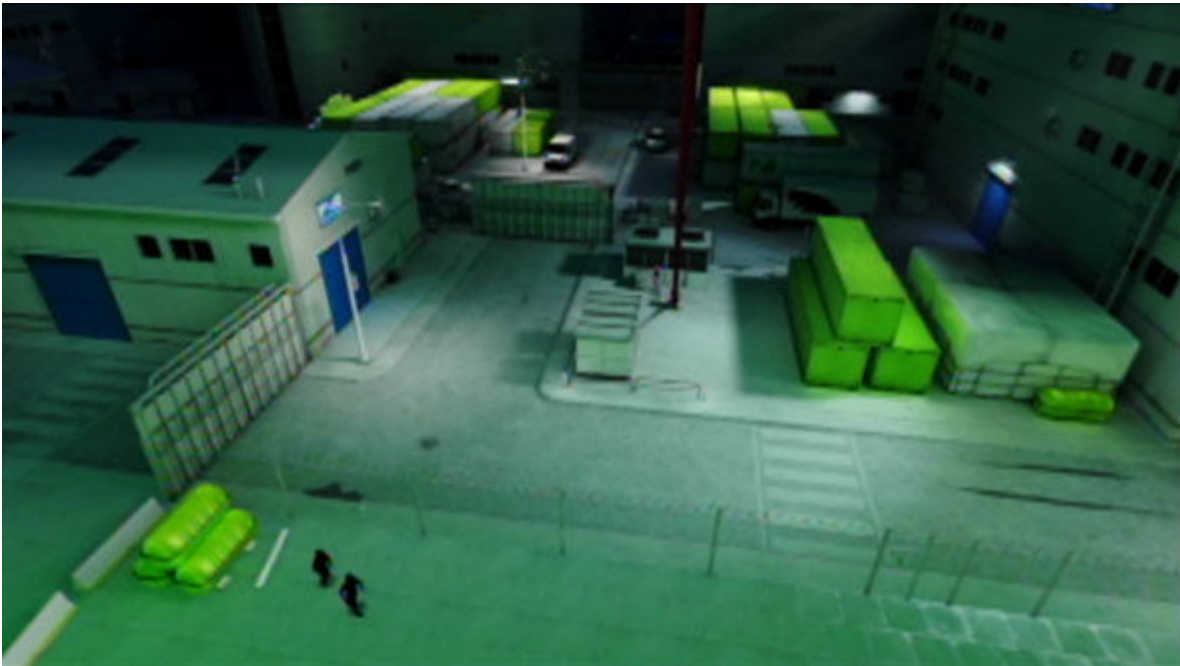


Unfortunately, the part of the deck leading to the assassin is cleverly blocked off, so Faith needs to weave herself across the deck and get to the assassin. The upper structure on the side of the ship gives Faith some height to get over the obstacles. Keep in mind that the assassin must be fought once Faith reaches the killer. If you are on a speed run, it is better to wait a little (and recover life) instead of dying and retrying from a checkpoint.



The assassin is similar to the brain-washed runners Faith encountered in chapter 6. To beat the assassin, try to WRK to turn him around. Once turned around, have Faith attempt a disarm to progress to the next section. Note if Faith tries the old fashioned "wear 'em down" approach, the assassin will keep attacking without let up. Weaken the enemy, then disarm him; there is no other way to "beat" this boss.

Once the assassin has enough on the deck, he runs off. Faith needs to chase the assassin much like she chased Jack Knife earlier (losing sight of him too long and Faith 'fission mails' herself). Do all the tricks (WRFJ, WRJ, swing, MJ, etc.) and transfer Faith as quickly as possible from one element to the next.



Faith will trap the assassin outside the docks, atop a container arena. Go through the similar motions of fighting once more, although there is no wall now. This means Faith should try a slide kick, then punch combo. Once the assassin is weakened enough, the handgun will glow/blink red and Faith can disarm her.

Note, Faith can fight the assassin in the above fashion as well if the enemy boss is being very picky about its counter-kicks (booting Faith away before she can mount an attack). Once the assassin is disarmed, the chapter ends.

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From the chapter's start, drop down to the alleyway and look for the forklift. If Faith infiltrates using the truck, she needs to restart the chapter.



In the parking lot, Faith heads into the ceiling to escape. From the mark, turn 180° and follow the vent down and left to the lit corner with the bag.



Once Faith is beset by the assassin on the ship's top deck, look for the mark to the checkpoint's right. The dark cabin next to the mark has the bag.

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This mission is all about getting to the aviary, because once there, the enemies and other stuff get cut down a lot. Only the final part after the aviary is enemy-held and Faith should be able to descend and speed through the mess without taking too much damage.



Begin by getting on top of the building and moving from the starting rooftop to the next (the red ramp is the indicator).



Get on top of the next building using the vents and such (this shot is a far shot of Faith's objective). To actually get to the vents, have her WRJ on the billboard so she can get around the barbed wire. The way on is by crashpad (one way for sure) and through the door.



Negotiate the next few rooftops carefully, and avoid enemies or push them off. The zombie runners are especially aggressive and they will shoot/taser Faith (reducing her speed) if she backs off. Where possible, disarm a gun-toting cop and use the old fashioned answer to anyone pestering a woman with a carry-conceal --- gun them down.



The next big problem jump may be this one. Have Faith WRJ to the pipes, then again to the top of the broken crane elevator.



For the next jump, Faith needs to WRCJ (L-jump) to the canted cargo being hoisted by the crane. Faith has just enough distance to get the speed and height she needs. Afterwards, a safety roll to the exit door is all Faith needs to escape unscathed.



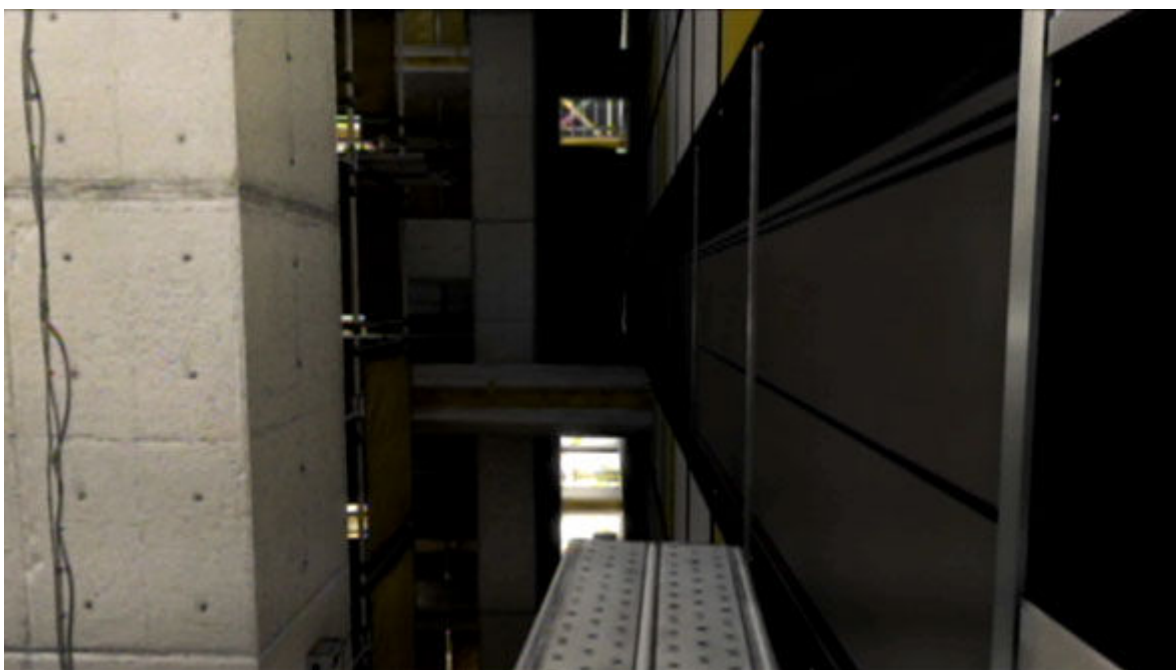
At the aviary, Faith needs to do a variety of WRJs, WRCJs, and simple jumps to reach the top. Start by getting aboard some of the scaffolding in the dimmed area.



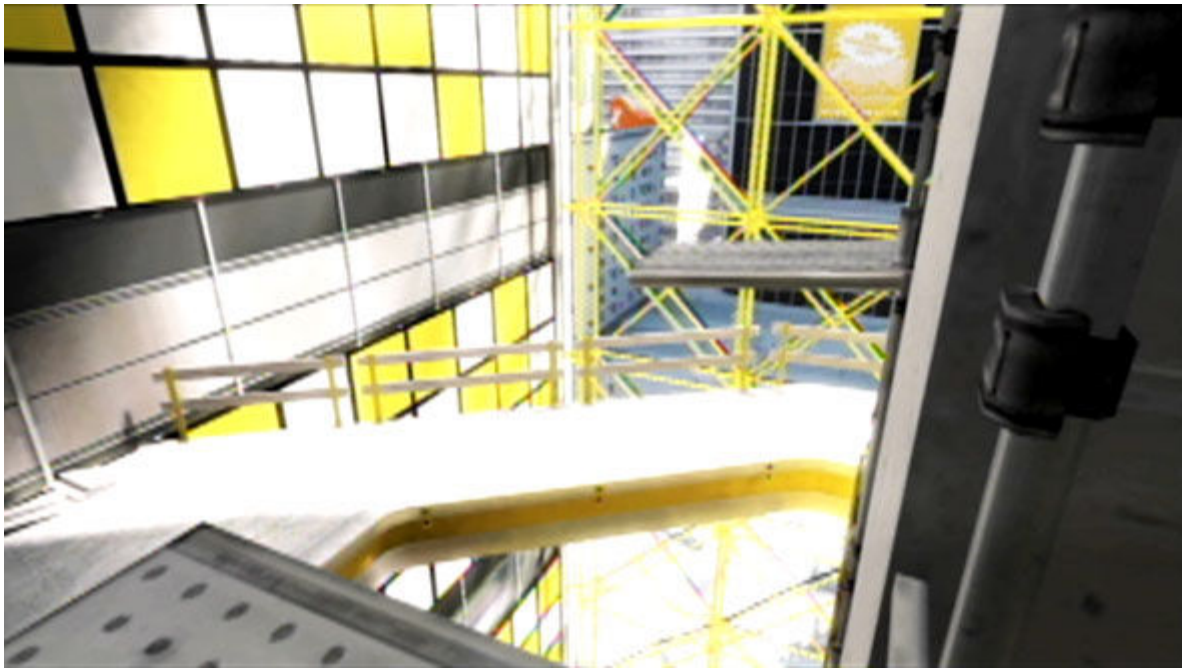
Apart from the obvious jumps and wall runs/rides, there are two essential moves for Faith to climb the scaffolding. WRJ (shallow) as above for a ledge in front of her. If there is a ledge to the side of the scaffolding floor, have Faith do a WRCJ.



For the scaffolding near the balance beam, hold back slightly after the WRCJ, or Faith flies off the ledge. It's better to make her mantle up than for her to fly off (even for a speed run).



Keep looking for a way up to the very top. All the ascents are done by the scaffolding and never anything that looks remotely concrete or permanent.



In the rare case where faith does not wall run, she just needs to make a short jump from one side of scaffolding to the other (above still). The rest of the exercise is predictable once you get into the swing of things.



The exit from the aviary. Note the last secret in the mission is in the vent ahead.



Take up the sniper rifle and use the broken window next to the stash to fire on Kate's prison van. Faith cannot fire from any other window, so make do with the spot pre-selected for this set-up. The target is the engine block of the police van. One shot from the sniper rifle is all that's needed to free Kate, so aim and pull the trigger. Missing the shot means you re-try from this room until Faith gets it right.



Once the van is out, take the sniper rifle along (hopefully, it will have a few more shots left). Ditch it if you do not plan on killing any cops. For the running version of Faith, head down the stairs and use the structures in the middle to go down quickly and avoid enemies. Exit through the revolving doors to end the mission (even if there are cops behind Faith, they are presumed KIA in the cut-scene).

On the other hand, if you prefer Faith to dish out a little vengeance, have her wait at the top of the stairs and snipe the three dumb-ass cops running up the stairs to hose gunfire. Take their weapons and you should barely manage a headshot on the machinegun using cop at the lobby's bottom. The exit is still unchanged, but Faith can take her time to end the chapter.

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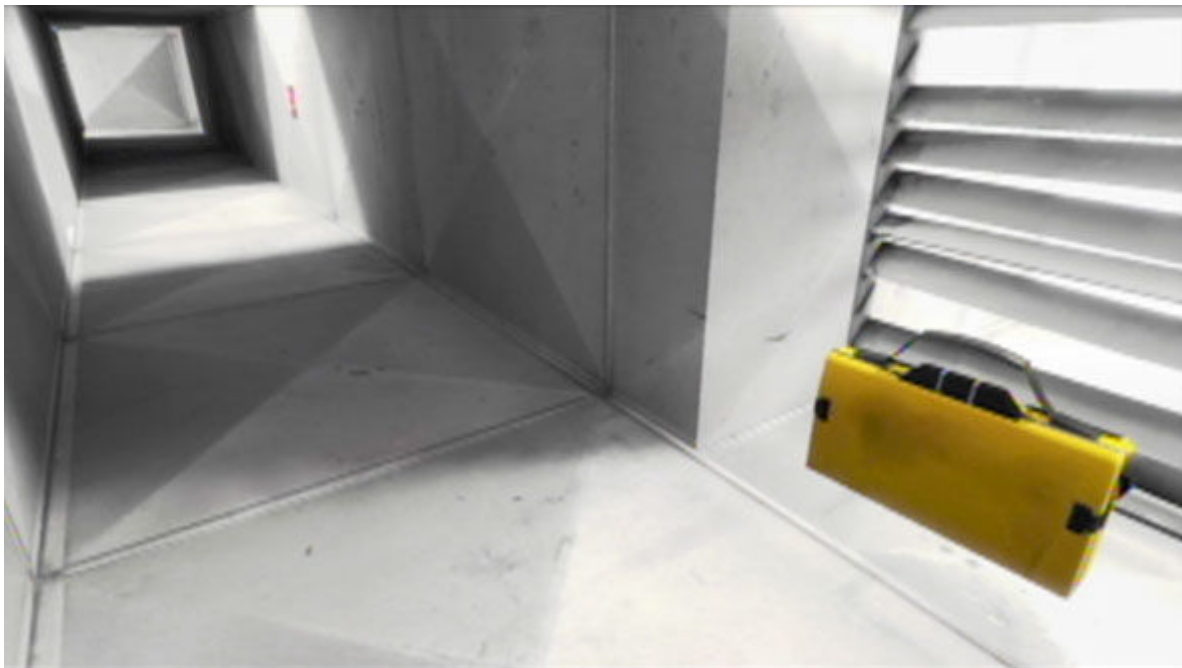
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The hallway of the first elevator has this bag.



At the bottom level of the aviary, look for the runners' mark on a wrapped cube of building materials. Mantle onto the scaffolding for the bag.



The top of the aviary exits into a vent. Check the vent's detours for the mark and this third bag.

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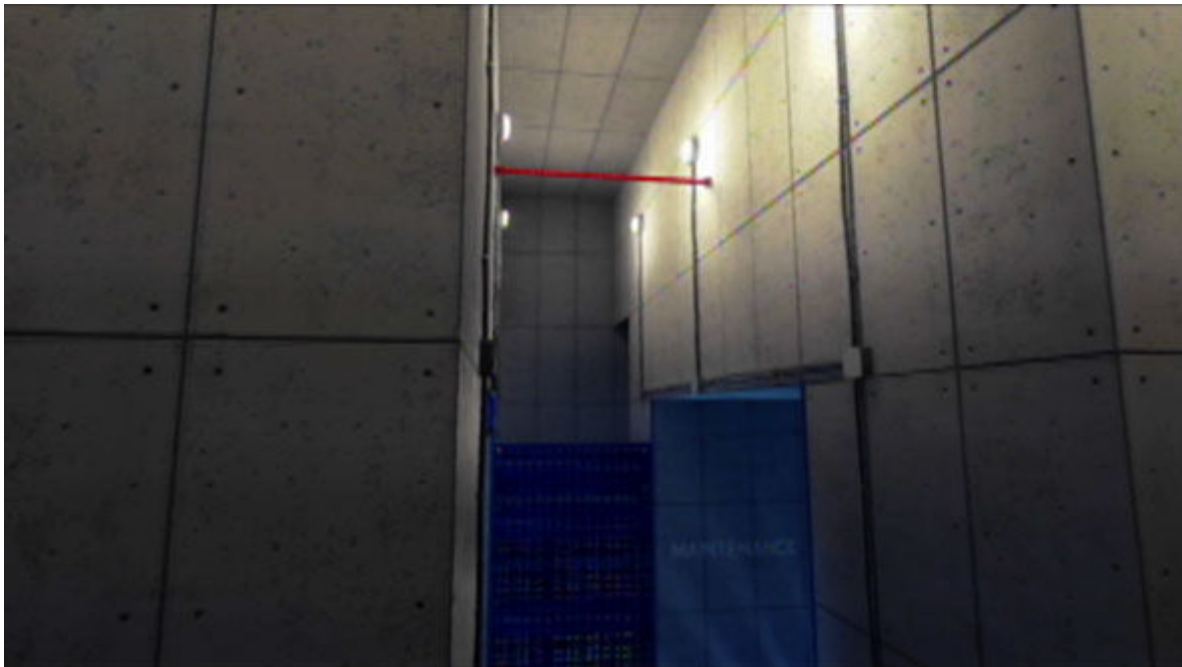
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The Shard is kind of like The Citadel, but not inhabited by aliens from another dimension. The rest of the game is heavy into fighting (or in the case of pacifists, dodging and hiding). The jumps and stuff otherwise do not get more complicated.



The exit is visible, but out of reach. Have Faith WRCJ from the wall at the top of the stairs.



From the cove, jup and continue the WR to the bar. Swing across and follow the duct to the opening. Now have Faith WR to the exit. Easy.



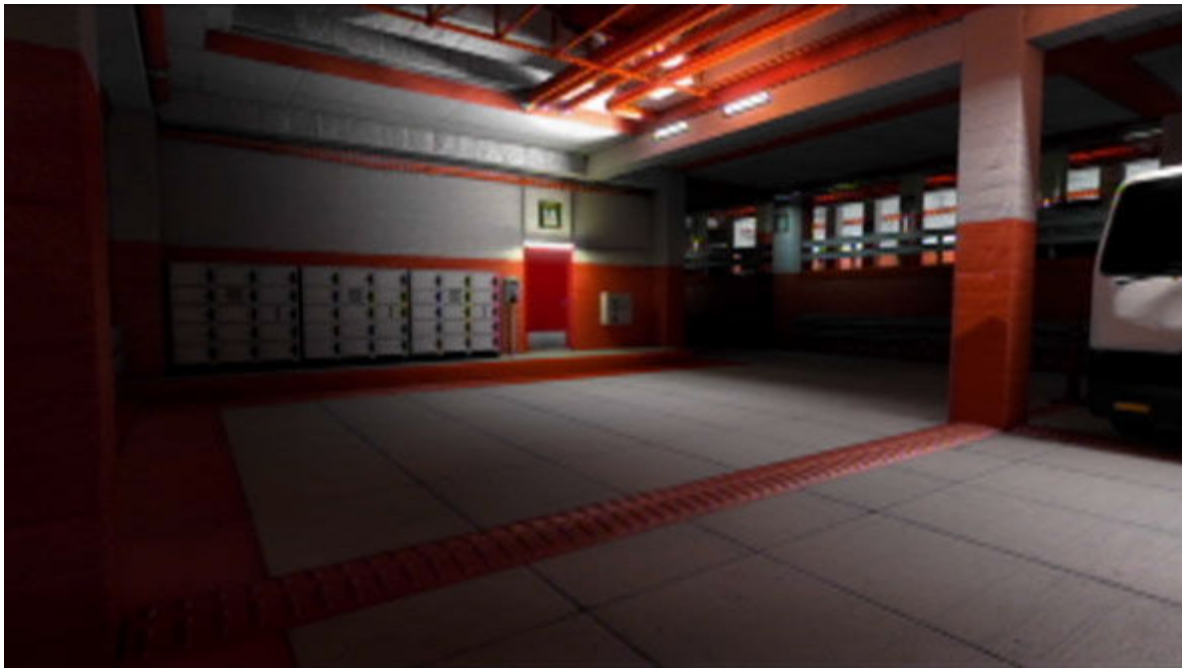
The sparking door before. Zap. Zap. Zap. Zap. Zap. Zap. Zap. Zap. Zap. Zap.



The sparking door after. Turn the valve and escape the blast by ducking into the hole at the end of the hallway.



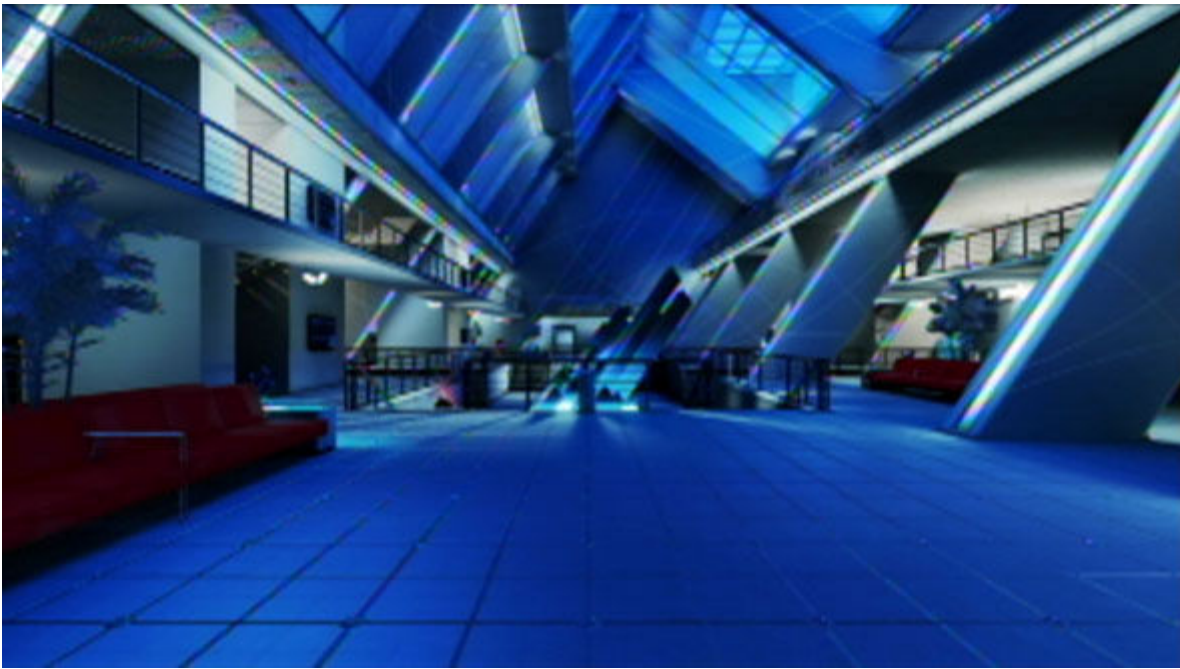
The explosion will trigger an alarm with the enemies in the parking lot. Head through this door and disarm both the handgun toting cops.



Go through this door to avoid most of the cops and to drop in on the disarms. Faith should (barely) make it to the elevator, hit the button and duck in without suffering too much damage.



Some more enemies appear from the door at the end of the lift door hall -- disarm them and hide / escape to the lift before Faith gets chewed up into a blood-soaked dog toy.



Head deeper into the Shard, get the Miller cut-scene and Faith gets booted out into the lobby against five gun packing enemies. She can disarm the first two (handguns) but the other three have assault rifles.



The exit from the lobby only comes down when the call button is pushed (and even then, Faith needs about 20 seconds of wait time). Push the button, stick her behind something, and wait for the lift to open. Once inside, close the door.



Ditch any guns and wait for the emergency button to open. Faith needs to push it and get out of the lift. Faith can leap from the top of her disabled lift to the lit area. Make sure no elevator cars are passing by, or she dies (like being hit by a train).



Move faith down the ladder and have her jump (at an angle) to the swing bar and again from the bar to the sides. Jumping at an angle places Faith in the path of the speeding cars, but it is needed so she gets the speed to reach the bar.



Slide down the pipe and point Faith towards the exit vent. It will dump her into an area of orange vents where she needs to pull off some acrobatics.



The orange section of vents is quite easily traversed with the correct WRJs, swinging and all that jazz. Consider it a blind test of Faith by moving her safely from one side to the other. The last secret in the game is in the vent after this part.



Drop Faith into the rooftop and avoid the snipers by moving close to their perches and disarm them. Faith should be able to jump onto the first perch and disarm him without the second and third sniper killing Faith.



Once the first sniper is dropped, Faith will either need to go and defeat the second and third snipers quickly to avoid killing anyone, or she can take the first sniper's rifle and get revenge (IGN opts for revenge, even if it sounds petty). Kill the three soldiers attacking Faith from behind, and hopefully, there is enough ammo for one more shot at the second sniper -- otherwise, use the assault weapons and hose the sniper dead.



Get Faith to the server room and avoid the three (or four) enemies who are attacking her. You can have Faith fake out the enemy A.I. and have them shoot out the four servers to unlock the door to the roof. This is the last enemy encounter (the final encounter doesn't really count).

Note Faith only needs to destroy one of the machines in each of the "quadrants" to destroy that set of servers. If she runs out of weapons, she can even kick in one of the servers, and that will be enough to destroy them.



Head to the roof and vault the fence. After the movie with Jack Knife ends, the obvious railing on the chopper is where Faith needs to go. Use the Up Action button and get Faith to

clear the story.

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Faith needs to create an explosion near the sparking door to open it. Above that door is the bag. Mantle up through the opening and get the bag, before or after Faith redecorates the hallway with fire -- and lots of it.



After the cut-scene with Miller, Faith will be in a large lobby facing off against five enemies. The bag is on a small ledge to the lobby entrance's right. Jump from the chair to get to the bag.



After Faith escapes the stopped elevator (and the elevator shaft it came in), she will find herself in a small area of orange vents (not the area where she needs to parour her traceur butt across the chasm, but the zone immediately after). There is a detour in that vent maze with the runners' mark. WR-mantle to get to the bag. If Faith drops onto the rooftop guarded by the snipers, she went too far.