



## Alan Wake Guide

by [Alan Fake](#)

All the collectibles for all difficulties. The walkthrough is skewed for players on nightmare difficulty.

### Inside this Alan Wake guide...

» [Walkthrough](#) - on Nightmare Difficulty.

» [How to Play](#) - In case you're a n00b.

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## Alan Wake Q & A

You've got questions, we've got answers. If you need help with something you didn't find in our guide, we can still help you. We publish the best and most common questions we get here—take a look to see if your question has already been answered. If your problem isn't addressed, feel free to shoot us an e-mail via the link at the bottom of this page.

### Common questions...

#### » Can I replay missions to collect stuff I missed?

Yes, but only on the difficulty you completed it on. Hence, for the manuscripts on Nightmare difficulty, you need to play through the game on Nightmare at least once to be able to replay the missions for that difficulty.

#### » Crap. I died. Do I need to collect that extra bullstuff again?

No. Once you collect a secret, it is saved to your profile's statistics (unless you start a new game). You can skip collecting an item if you died and restart from a checkpoint.

#### » Do weapons carry-over from one mission to another?

No. Only in episodes do weapons get carried over (and not all the time). Use what you have and be aware that enemies on Hard and Nightmare suck up 2x and 4x the amount of damage (respectively).

#### » What do I keep then?

The extra collectibles that do nothing to assist you when being shredded or pursued by enemies. Harry Mason, James Sunderland, and the Mercenary cast/crew from Resident Evil are laughing at Alan right now.

#### » When is the best time to evade an enemy's attack?

At the instant when an enemy pulls its arm back to strike, press the evade button.

#### » Is it possible to out-run enemies?

Not just no, but hell no. Wake must slow down enemies with a boosted beam, turn and sprint to maintain his lead. When Wake tires, turn and blind the enemy again before repeating the pattern. This is the only method of successful evasion.

#### » Is it possible to have a "dead game"?

Yes, although this seldom happens on the normal or hard difficulties. Most of the resource sucking comes from lingering and fighting enemies, hence if you ignore exploration and simply skip directly to your task (reach the next safezone, etc.) you will easily pass the game, even on Nightmare. If you are stuck at a spot without supplies, you can always try restarting the episode from the main menu and practice some conservation.

#### » I collect firearms from videogames. What are the ones used in Alan Wake?

Alan's revolver is a six shot revolver (about a 4" barrel), stainless steel finish. You will find several calibers in your local state or province.

His side-by-side shotgun can be one of several different models; the Wild West reproductions would be the best place to start. The finish seems to be matte black / blue-steel and it is break-open (unsure if it is hammerless).

The pump action shotgun holds eight shells, although you'd be wise to know that depending on the shell length, you can cram more or less in a tubular magazine. The stock appears synthetic, and the finish matte or blue-steel.

Likewise, there are several hunting rifles. The one used in Alan Wake is bolt-action. The caliber is unspecified, although one can't go wrong with 30-06 (for deer). Wood (or faux wood) stock and grip.

Please check with your local laws before purchasing firearms.

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## Alan Wake Achievements

Alan Wake Achievements...	
» <b>Alan Wake Up</b>	50
Complete the game on Nightmare difficulty.	
» <b>An Idyllic Small Town</b>	30
Complete 'Night Life in Bright Falls' in one playthrough without dying (like a boss) or restarting from a checkpoint. The achievement notice pops up once the chopper takes off.	
» <b>Back! Back I say!</b>	10
Save your own ass with a flare. You need to pop the flare when Alan's life is one-eighth or less.	
» <b>Boob Tube</b>	5
View one TV show.	
» <b>Bright Falls' Afficienado</b>	30
View all 25 signs in the game. This is why there is a "Collectibles" section in this guide.	
» <b>Bright Falls' Finest</b>	20
Complete the first Episode (story).	
» <b>Carny</b>	10
Knock over five stacks of cans.	
» <b>Child of the Elder God</b>	10
Have a Rock n' Roll moment without dropping to a low health state. During the mission in Episode to defend the stage, do not let Wake's lifebar dip below 50 percent.	
» <b>Collateral Damage</b>	20
Kill 20 enemies using indirect methods. Note you can push enemies back with gunfire even if it doesn't damage them. Enemies pushed can contact with live electricity or lethal drops off cliffs. Explosive cannisters also work.	
» <b>Collector's Edition</b>	50
Find all 106 manuscript pages. Note that on Nightmare difficulty, there are 15 additional pages to get atop of the 91 regular ones you see on Normal or Hard. Refer to the Collectibles section.	
» <b>Come one, come all</b>	10
Disperse four enemies with one flaregun shot.	
» <b>Couch Potato</b>	30

Locate all 14 TV shows	
<b>» Damn good cup of joe</b>	20
Collect 25 thermoses.	
<b>» Departure</b>	40
Clear the game once.	
<b>» Drink 'em up both</b>	10
Play the jukebox in Bright's Diner twice. Once in Episode 1 and again in Episode 5.	
<b>» Energized</b>	10
Use 100 batteries.	
<b>» Every nook and cranny</b>	30
Open all 30 supply chests.	
<b>» Finders Keepers</b>	20
Open five supply chests	
<b>» Float like a butterfly</b>	15
Perform one cinematic dodge. Remember, you hit the dodge button as soon as you see the enemy's arm start its attack (not as the weapon comes towards Wake). In some circles, this is called "twitch-start" or "instant of intention".	
<b>» Follow the light</b>	10
Take a night course in light education (story).	
<b>» Gatekeeper</b>	10
Cut power to the transformer yard (story).	
<b>» Gunless Wonder</b>	30
In the episode 'On the Way to Cauldron Lake' get to Cauldron Lake without firing a gunshot or flaregun. You can use dropped flares or flashbangs, but not anything that fires projectiles. The achievement will appear before you need to fire the flaregun for a story related ... problem.	
<b>» Hardboiled Writer</b>	40
Clear the game on Hard difficulty. Clearing the game on Nightmare difficulty will award you with this achievement as well.	
<b>» Heavy Metal</b>	10

Survive the first bulldozer attack (story). It's best if you defeat the machine instead of avoiding it (unless you are playing on Nightmare).	
<b>» Hypercaffeinated</b>	30
Collect all 100 thermoses. Remember that unlike manuscripts and other collectibles (except the can pyramids), thermoses do not reappear if you collected them.	
<b>» If it flies, it burns.</b>	20
Fry 1000 birds. The flaregun or flare will work, as well as tricking them into diving into safezones.	
<b>» Iron Horse</b>	10
Destroy the locomotive engine (story).	
<b>» It's not just a typewriter brand</b>	20
Kill 50 enemies with either shotgun (double or pump).	
<b>» KBF-FM</b>	30
Locate and activate all 11 radios.	
<b>» Lady of the Light</b>	20
Finish the fifth episode (story).	
<b>» Let there be light</b>	10
Successfully kickstart a generator. Note that as soon as Wake uses the machine, hit the A (GREEN) button to start the first cycle of the generator mini-game	
<b>» Medical Opinions</b>	10
Listen to all three of Hartman's recordings in his office (Episode 4). This is optional, and easily missed.	
<b>» Meet the Deadline</b>	30
In 'Mirror Peak' go from the coal mine museum to Cauldron Lake in 30 minutes. Use normal difficulty (easier to destroy items with the flashlight) and simply skip out on exploring or making detours. You have plenty of time if you simply sprinting from point A to B.	
<b>» Missed by a mile</b>	25
Perform 20 cinematic dodges.	
<b>» Nordic Walking</b>	10
Kill Carl Stucky in the logging area.	
<b>» Paging Mr. Wake</b>	20

Collect 25 manuscript pages.	
» <b>Park Ranger</b>	15
Enjoy the sights and sounds of Elderwood National Park (story).	
» <b>Perchance to Dream</b>	20
Take a moment to reflect on past events (story)	
» <b>Picking up after yourself</b>	30
Find all 91 manuscript pages available in Normal and Hard difficulties. Refer to the Collectibles section.	
» <b>Right of Way</b>	10
Use a vehicle to kill 10 enemies.	
» <b>Six Gun Scribe</b>	20
Kill 100 enemies with the revolver.	
» <b>Sound and Fury</b>	10
Kill four enemies with one flashbang. Easily done in the last episode when Alan is positively swarmed by enemies.	
» <b>Taken Season</b>	20
Kill 50 enemies with the hunting rifle.	
» <b>They're Heeere</b>	20
Destroy 20 possessed objects.	
» <b>Thunder and Lightning</b>	20
Kill 50 enemies with flashbang grenades	
» <b>Tornado Wrangler</b>	20
Destroy the tornado (story)	
» <b>Two for the price of one</b>	10
Defeat two enemies with one shotgun shell. This one can be difficult if enemies are not approaching you in a narrow corridor (and one of them still has the dark-shield active).	
» <b>Under a thin layer of skin</b>	10
Defeat the park ranger (story)	
» <b>What light yonder through window</b>	20

Kill 50 enemies with the flaregun

» **Wheels within wheels**

20

Meet Alice's kidnapper (Story)

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Pyramid 1 - Near the revolver tutorial and first ammunition box.



Pyramid 2 - In the lumber collection yard (cutting grove), reach the upper level, then check the top of the broken stairs.

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Radio 1 - Cabin's back porch leading to the lakefront.



Radio 2 - In the lumber collection yard (cutting grove), reach the upper level, then check inside the shack near the lightpole for the radio.

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TV 1 - Upper logging area of the lumber yard; the security gate shack with the (second) shotgun.



TV 2 - In the gas station, heading into the interior for the phone. This item is automatically retrieved.

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Sign 1 - In the gas station past the upper lumber yard. Flyer about the Deerfest on the liquor store's endcap.

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Chest 1 - After exiting the bungalow at lumber yard, locate the logging truck in the yard; turn right at its end to a dead end with supplies chest.



Chest 2 - Navigate through the river to the lumber collection yard; upon entering this zone, to the left are holo-markers and a ladder up a stack of logs to a bungalow with the chest.



Chest 3 - In the lumber collection yard (cutting grove), reach the upper level, then check the shack near the broken pick-up truck.



Chest 4 - In the lumber collection yard (cutting grove), reach the upper level's safe haven, you will drop to a new zone (one-way) towards the objective (and see a construction Caterpillar). Go left at the Cat and check the container at the dead end.

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Script 1 - Automatically retrieved when Wake approaches the lumber yard.



Script 2 - A second page is assigned free of charge, since the game will want to rip you a new one in about five seconds.



Script 3 - Lumber yard, near the thermos by the pick-up (#5 currently)



Script 4 - Lumber yard after the bulldozer cut-scene (and Wake is armed); hop fence, check shed near the logging crane (there is a sparking wire near this crane).



Script 5 - On the river, mattress near the red striped barrel on the island.



Script 6 - In the lumber collection yard tool shack near the generator (with the shotgun inside).



Script 7 - In the lumber collection yard (cutting grove), reach the upper level, head away from the lightpole towards the objective; at the two wrecked polesticks, there is a page.



Script 8 - In the lumber collection yard (cutting grove), reach the upper level's safe haven, then explore the left side (where the cliff wall is) and amble towards the objective light tower.



Script 9 - In the lumber collection yard (cutting grove), reach the upper logging area (past the safe haven lightpole) and check the sliding gate to the zone with Stucky's boss fight.



Script 10 - At the reindeer float at the gas station past the upper lumber yard.

Nightmare Script 1 - Before entering the first





logging yard to meet Carl Stucky (and get the flashlight), there will be a very noticeable item on the fence. Take it before you hop the fence.



**Nightmare Script 2** - While crossing the river from the first lumber yard to the second lumber yard, there will be a new item visible on the rocky weir/bridge where you find some spilled supplies.



**Nightmare Script 3** - Upon reaching the gas station, check around the back where its restrooms are. This nightmare item is tacked on a bathroom door.

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Thermos 1 - Collapsed bridge before meeting the hatchet Taken.



Thermos 2 - Bunker where you get the flaregun.



Thermos 3 - When you drop onto the lighthouse's causeway and are being chased by the tornado, there is a thermos near the lighthouse's entrance. Stay on the rightside of the walkway and you should see it before you end the stage.



Thermos 4 - In the diner where you try to locate Carl Stucky.



Thermos 5 - Parking vista at the cabin, where the Wakes' car is parked (backtrack).



Thermos 6 - Inside the cabin. Check the kitchen.



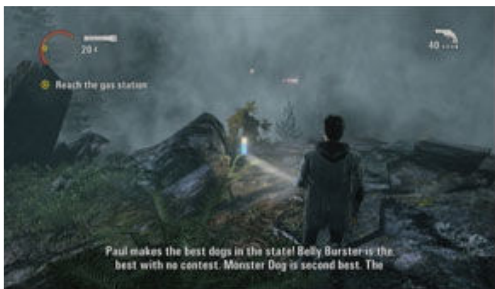
Thermos 7 - Lumber yard, near the pick-up truck.



Thermos 8 - Past the vision and the lumber yard. Cross over the streamlet and check the dead end of the isle.



Thermos 9 - Off to the side of the lumber collection yard, behind a stack of wood. Check image for some handy landmarks.



Thermos 10 - In the lumber collection yard (cutting grove), reach the upper level, stay on the right cliff edge to locate this item.

Thermos 11 - In the lumber collection yard (cutting grove), reach the upper level's safe



haven, then explore the cliffside (with the infinite enemies) and there should be a bottle near a red striped barrel by the cliffside.



Thermos 12 - In the lumber collection yard (cutting grove), reach the upper logging area (past the safe haven lightpole), battle Stucky the boss, and check the crane in the area (before leaving). Item on the caterpillar tread.



Thermos 13 - Gas station past the lumber yard / Stucky. Check the price sign at the edge of the station.



Thermos 14 - End of the road (blocked by a truck) adjacent to the gas station.

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Pyramid 3 - In the bear trap forest, locate the edge of the cliff with script 26. Cans are on a barrel nearby.



Pyramid 4 - Drive on the road from the campground to Barry; past the logger truck, turn left off-road to safety light. Cans are on picnic table in safe zone.

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Radio 3 - Police station backlot's shipping dock.



Radio 4 - Check inside the second cabin on the trail, Lover's Peak hike (when you leave Barry).

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TV 3 - Police station cellblock. On the way back from picking up Alice's personal effects. This is collected automatically.



TV 4 - Third cabin on the Lover's Peak trail (after leaving Barry and got some kinda earthquake). Kick down the door and check it out.



TV 5 - Campground bathroom/shower, after picking up the garage key (auto).

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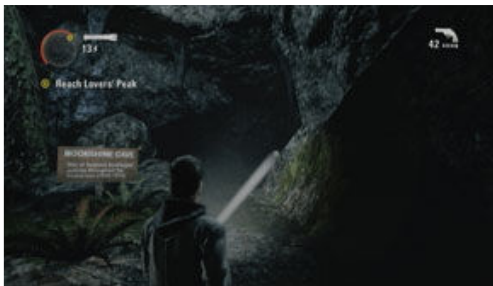
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Sign 2 - Wanted Posters (both) in the police station hallway



Sign 3 - Mastodon skeleton in the visitor's center/cabin (after Barry picks up Wake).



Sign 4 - Moonshine cave (inside) near Lover's Peak. There is also a chest nearby.



Sign 5 - On the way to Lover's Peak, past the upgraded hatchetman, there's a large tree with a hole in the base; the sign is for that location.



Sign 6 - Giant tree ring to the right of Lover's Peak entrance.



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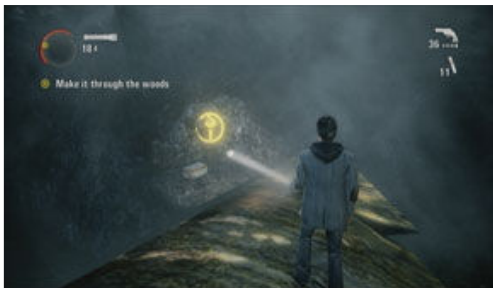
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Chest 5 - Inside Moonshine Cave, near Lover's Peak.



Chest 6 - After defending the viewing platform, you start in a new area; past the support struts for a cave with cache.



Chest 7 - At the plane wreck, mantle onto the wing and check the cliffside.



Chest 8 - Drive on the road to Barry, pass the alarmed car and come across a logging truck. Go right (oof-road) to a cabin for a chest.



Chest 9 - From campgrounds/ranger station back to Barry; at the Loves' Peak cabin, make a left at the corner to the box.

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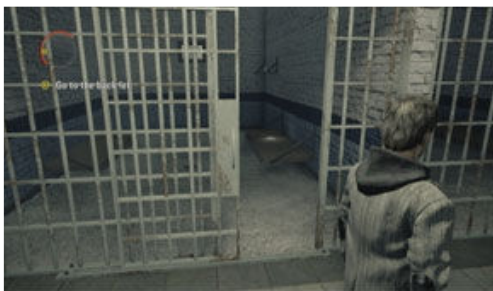
Script 11 - In Wake's study (apartment).



Script 12 - A second page may have been added in the same action.



Script 13 - In the police station, check the radio room (the hallway that doesn't go to Sheriff Sarah and her bang-bang weapons).



Script 14 - Police station jail cell.



Script 15 - Grassy yard behind the police station, near the objective car wreck.



Script 16 - At the Lover's Peak cabin w/ Barry (where's Barry?!), next to the HummVee.



Script 17 - Empty gazebo on the hill, right side past cabin #3 on Lover's Peak trail. Note if you are coming back to meet Barry later, this is to the left of the vehicular roadblock.



Script 18 - Crashed SUV on Lover's Peak Trail, before the ambush.



Script 19 - Planter near one of the visitor center buildings (ranger's office), the one next to the toppled tree.



Script 20 - Inside the ranger office, after checking on Ranger "12 gallons of blood" Rusty.

Script 21 - Table near the lightsource at the



bottom of the stairs from the ranger station boss fight.



Script 22 - Past Moonshine Cave, cross one wood bridge. Follow hill upwards (the right-handed side) to a picnic area w/ item.



Script 23 - Along the Lover's Peak trail, you will cross over a wood bridge w/ a generator near a lightpole; from the generator-lightpole, go straight ahead past an emergency supplies box for item.



Script 24 - Lover's Peak trolley entrance. Just past the barricade.

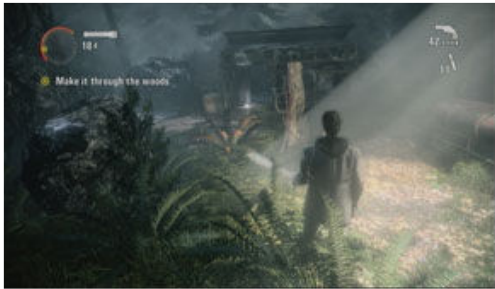


Script 25 - After defending the viewing platform, you start in a new area; check the starting area (item trail). Item will be amongst the scattered bits.

Script 26 - Locate the cliffside in the trap filled forest that faces the lit cabin in the distance; a picnic area will have this item (refer to image).



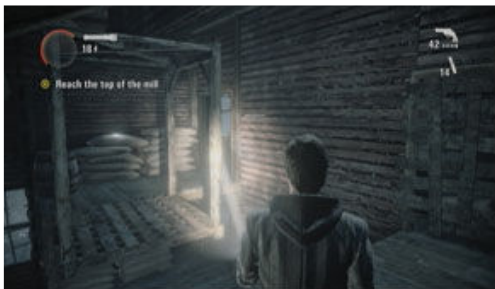
This is before crossing a tree bridge from the first beartrap zone to the next zone.



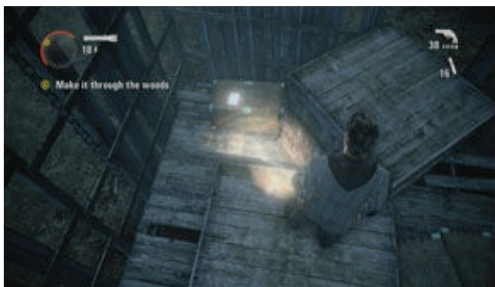
Script 27 - In the second section of forest (past the bear traps), there is a generator-lightpole. Nearby should be a visible item in an open shelter/shack; a hunting rifle is inside as well.



Script 28 - Half-way up the mill, check the balcony of the granary room.



Script 29 - Half-way up the mill, past the grain elevator (and kicking the weight).



Script 30 - At the top of the mill, enter the wrecked building; mantle the cargo boxes to locate the page. Note a second hunting rifle is also available here.

Script 31 - Top of the mill/forest, the



campground's bathroom.



Script 32 - Road from campsite to Barry's; cross the small bridge to the motor tunnel entrance. Check the blocked up tunnel for this item.



**Nightmare Script 4** - On nightmare, this item will appear in the middle of the road as Wake nears the cabin Barry is trapped in.

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Thermos 15 - The wife's studio (apartment).



Thermos 16 - In the police station, check the radio room (the hallway that doesn't go to Sheriff Sarah and her bang-bang weapons).



Thermos 17 - Police station backlot's shipping dock, next to the radio.



Thermos 18 - The rangers' station / visitor's center. Check the kitchenette counter.



Thermos 19 - At the Lover's Peak cabin w/ Barry, check the kitchen.



Thermos 20 - At the Lover's Peak cabin with Barry, check the cabin exterior -- the back hottub/spa has this item.



Thermos 21 - At the Lover's Peak visitor station, ignore Rusty when you end the trail/enter the cabin plaza, turn right and check near a lone tree.



Thermos 22 - Shed near the crashed SUV at the visitor center.



Thermos 23 - Along the Lover's Peak trail, you will cross over a wood bridge with a generator near a lightpole; from the generator-lightpole, go right, get past some fallen timbers for the item.



Thermos 24 - At the lightpole at Lover's Peak trolley entrance, go right to giant, swinging tree trunk slice. Item on table nearby.

Thermos 25 - Past the trolley and the



barricade, there's a sign/map board before a lightpole. Check behind for an item.



Thermos 26 - In the second section of forest (past the bear traps), there is a generator-lightpole. Next to this safe zone is an enclosed shed with camo-netting and the item.



Thermos 27 - Past the plane wreck, there is a second generator-lightpole. From there, locate the cliff edge (towards the woods' exit) and there should be a thermos on a rocky spur (and the objective across the water) with the item on it.



Thermos 28 - In the mill, jump past the grain elevator and check the processing room (before going up further). There is an item on one of the work counters.



Thermos 29 - Top of the mill/forest, start of the mobile homes/campgrounds. Item on a picnic table.

Thermos 30 - Drive the car out of the campground, make a right on the main road



(away from Barry -- where's Barry?! -- location). Item at the dead end.



Thermos 31 - Road from campsite to Barry's; cross the small bridge towards the motor tunnel entrance. There is a rest area to the side of the road (where it meets the tunnel) with this item on a picnic table.

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Pyramid 5 - After Wake's cliffdive from the radio station, you will reach a series of shacks w/ items. One of them has some stacked cans inside.



Pyramid 6 - Check the endstation of the destroyed trolley to Mirror Peak. The cans are on the railing.

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Radio 5 - Trailer park, on the way to Barry's car. Check the bungalow next to the boat wreck. The entrance steps has a radio.



Radio 6 - After taking the flashbangs from the police wreck, there is a radio at the next safezone lightpole.



Radio 7 - At the radio station. Automatic.



Radio 8 - Follow path to coal mine in first vehicle and it will lead to a shack with a replacement SUV. Check the shack for the radio.



Radio 9 - The ranger watchtower as you continue driving to the coal mine.

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TV 6 - In Rose's Misery-type trailer. Automatic.



TV 7 - Inside the depot's first warehouse, upper level.



TV 8 - Ghost town exit shack. Auto.

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Sign 7 - Coal mine entrance, left side, near the thermos. If you collected it, the sign will be near the mine cart.



Sign 8 - Sign by the red building in the ghost town's second zone, after crossing the gorge.



Sign 9 - After the trolley ride to Mirror Peak, you will encounter a sign for Cauldron Lake before crossing a rope bridge.

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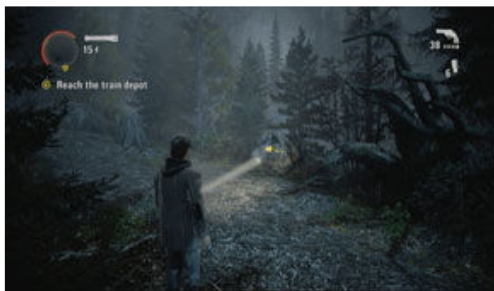


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Chest 10 - After radio station cliffdiver and escaping the police, Wake will grab a flashlight. Wake will cross a wooden bridge past a lightpole (safezone). Once over the bridge, hug the valley's right rock wall and a collapsed mine shaft will appear. The cache is inside.



Chest 11 - After the call from Alice the path forks. The left fork (away from the tracks) leads to a supplies chest. Watch for ambush afterwards.



Chest 12 - Drop into the pit past the boxcar wreck (after the building with the comfy chair) and locate the lightpole safezone. From the safezone, you should see stairs leading to an abandoned mine with the cache.



Chest 13 - Pass through the Ghost Town, get the TV message (and the option to swap shotgun for the Hunting Rifle), and climb up to the top. Wake is texted by the kidnapper around the time you see some glowing arrows on the left cliffside road to the cache.



Chest 14 - This chest is past the long rope bridge. From the bridgehead, go straight ahead and Wake will find a rock with the holo-sign. Goal!

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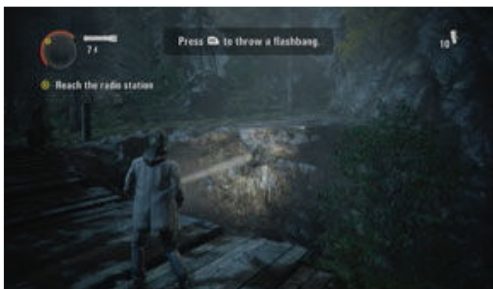
Script 33 - Outside Rose's trailer.



Script 34 - During police chase, pass under the bridge and make a few turns. It'll be at the first checkpoint after that landmark.



Script 35 - Towards the end of the police chase, at the wrecked/flipped police cruiser, go right (away from objective) and check the dead end.



Script 36 - After grabbing the flashbangs from the police wreck, you cross over a small bridge. The item is to the bridgehead's right after crossing.



Script 37 - Reach the radio station, get a cut-scene after falling off the cliff. Starting the next zone, follow the path down and locate the item on the fence.



Script 38 - After your cliffdive from the radio station, you will reach a series of shacks w/ items. From the shack w/ two worklights, head out the side w/ the truck wreck and look for a white glow on a gate (the item) at the edge of the map.



Script 39 - After passing by the shacks (w/ two worklights), you will find this item on the side of the path, right before reaching the lightpole overlooking the traintracks.



Script 40 - Take the radio station cliffdive and locate the safezone with the revolver and ammo. From there, look for a path going up the hill (away from the objective) leading to a radio transmitter tower. The item is at the base, after a fairly long uphill hike.



Script 41 - After getting the call from Alice, there is a tree stump with this item where the path forks.



Script 42 - Navigate through the under-belly of the train bridge; once you are across, you climb a ladder to the destination depot. The item is at the bottom of the ladder.

**Nightmare Script 5** - After passing under the bridge, put the ladder to the water tower on



Wake's left and hug the fence. On nightmare, you should see a new item after a while. This still has Wake next to the item while looking at the water tower.



Script 43 - Exit the depot's first warehouse; the item is at the top of the stairs.



Script 44 - Driving to the coal mine, go past the ranger tower, stop by the red mill building. Check the top level of this building for the item.



Script 45 - Coal mine entrance, next to the red building (the museum and its boardwalk).



Script 46 - Exit the coal mining museum (after it goes dark). On dropping to the ground under the building, there is an item near the building's exit ramp.

Script 47 - In the coal mine, disable power and enter the building past the electrified fence.



The second or third floor -- the one with the red comfy chair -- has this item on a table.



Script 48 - Drop into the pit past the boxcar wreck (after the building with the comfy chair) and battle some enemies. There is a page on the ground in the middle of this zone.



**Nightmare Script 6** - Past the cemetery you enter a small "ghost-town". Before heading towards the bridge that connects the two sections of the ghost-town, check the end of road in the town's first section.

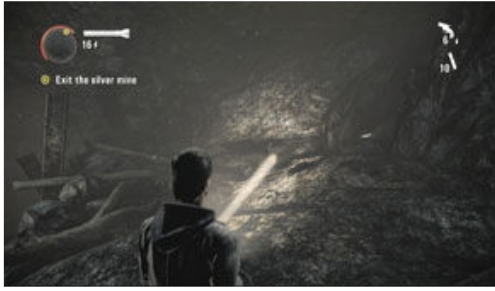


Script 49 - The bridge between the first two zones of the Ghost Town. The item is on the bridgehead.



**Nightmare Script 7** - In the second (lower) half of the ghost-town, one of the red sheds on the left (the bridge & gorge are behind Wake) has this item.

Script 50 - In the mine, take the left fork. Around the time of the Alice vision (shortly



after the blackout) and before reaching the water, the item should be on your right.



Script 51 - In the mine, take the right fork (the exit) and the item is in plain sight after dropping into the new kill area/zone.



Script 52 - Upon exiting the mine, climb to the top and check out the look-out tower for this item.



Script 53 - After the rope bridge, you turn left at the broken ped-bridge over a pit; the item is in the detour.



Script 54 - After passing the ruins, item is on the stairs leading down to cauldron lake.

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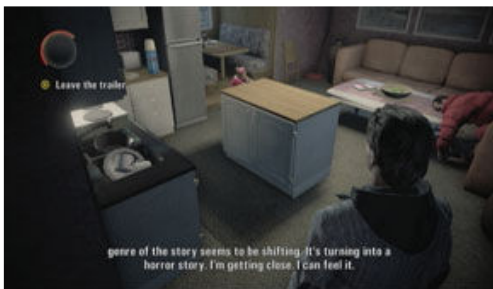
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Thermos 32 - At the trailer park (following Randolph), locate a puke green-yellow coupe in the park's center; just past it is an enclosed yard with the item on a picnic table.



Thermos 33 - In Rose's trailer. Check the kitchen after hot coffee.



Thermos 34 - During the police chase, locate the watchtower after the chopper crash event. Inside the ranger tower is the item, next to a transmitter.



Thermos 35 - Near the searchlight generator shack Wake uses to deal with the poltgeist gate.



Thermos 36 - Radio station parking lot. Next to the white sedan.





Thermos 37 - After the radio station cliffdive and locate the safezone with the revolver, look for a path going up the hill (away from the objective) leading to a transmitter tower. The item is there (after a fairly long uphill hike) and is one "level" (or switchback) below the transmission tower, [on a cliff overlooking a white building \(click for view\)](#) on the valley below.



Thermos 38 - After falling off the cliff from the radio station, you will reach a series of shacks w/ items. One of them (towards the direction of the objective trainyard) and past the two temporary worklights has this item.



Thermos 39 - Reach the safezone under the watertower (the one with the heavy duty flashlight). When you drop off into the depot, head right to find this item.



Thermos 40 - After neutralizing the bulldozer, go past the security gate and check the sheds to the right for the item.



Thermos 41 - Driving to the coal mine. Stop at the wrecked white car and head into the woods to the cliffside. Put the precipice to the right and follow it to the comfy chair on the rock outcropping. Item is on the chair.

Thermos 42 - At the coal mine, pass under the



frontgate and check the left mine entrance (the one with the mine cart) for this item.



Thermos 43 - At the coal mine museum (after it goes dark), hop down to the first floor and check the storage shelves.



Thermos 44 - In the coal mine, disable power and enter the building past the electrified fence. The second or third floor -- the one with the red comfy chair -- has this item on the chair.



Thermos 45 - Drop into the pit past the boxcar wreck (after the building with the comfy chair) and locate the lightpole safezone. From the safezone, you should see stairs leading to broken mining supports with this item.



Thermos 46 - From the lightpole safezone near the abandoned mine entrance, cross the bridge (and the pump shotgun) and head left at the fork. The red barnhouse has this item.

Thermos 47 - Ghost town's second zone. On entering, keep right and check the third red



building past the wrecked jalopies.



Thermos 48 - Ghost town end, past the train engine (boss machinery). Check behind the shack with the objective key.



Thermos 49 - In the mine, defeat the enemy hulk at the mine collapse event, and exit the boss arena. Item is in room to left.



Thermos 50 - Cross the long rope bridge after the trolley ride and turn left. Check the rock outcropping for item.



Thermos 51 - In the mountain ruins' yard; go in, fight the ambush, and remember to head back outside for the prize.

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Pyramid 7 - Past the hedgemaze and the mini-boss at the gazebo, you go past a stone arch guarded by poltgeist gates. Near this stone archway is a lightpole in a section with shallow pools. Check the raised area where there was a manuscript page for the cans.



Pyramid 8 - Past the Anderson barn, but before assisting Barry in the milking room. The can is on a large wooden spool (for cables) next to the silo with the red comfy chair.

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Radio 10 - Drive from the cabin towards the farm. When you reach the T-intersection, keep going up the hill to the ranger watchtower. There, you will find this item, along with a hunting rifle and a spare vehicle.



Radio 11 - Anderson farm, milk building, third floor where the heavy duty lantern is.

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TV 9 - After being instructed to go back to Wake's room in the retreat/clinic the TV in the commons area (the upper level, near the lounge set-up) has this auto-TV. Note that there is an additional manually operated TV after getting the flare (when escaping the clinic). [Click here](#) to see more details.



TV 10 - The cabin with the blue vehicle. Upper floor, second room, after grabbing the revolver.



TV 11 - At the farm, in the Andersons' barn.

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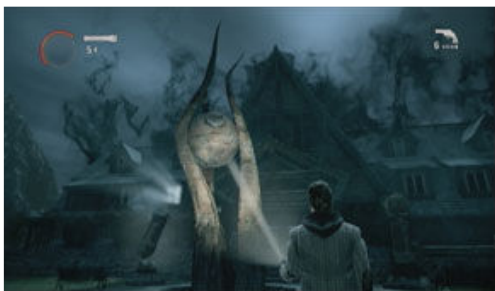
Sign 10 - The sundial outside the psychiatric retreat.



Sign 11 - Creator's Dilemma poster in the retreat's commons area (a readable poster is near the commons' area front desk where you found a thermo).



Sign 12 - Follow Hartman past the commons area and into a hallway to the small dining area. There is a signboard next to a stuffed bear in the hallway that can be read.



Sign 13 - Front yard of the psych retreat. Check the statue's baseplate (the same zone where you get the light from Barry).



Sign 14 - In the barn with the Viking boat, check the second level for a poster near some hay-bales; the bales are by the crane's switch.

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Chest 15 - At the hedgemaze's second trellis section, check the break in the corner (near the precipice) and follow the cliff road to the cache.



Chest 16 - The cabin with the blue vehicle. Check the cellar after neutralizing the tough Taken who opens the way on (broken window).



Chest 17 - Drive from the cabin towards the farm. When you reach the T-intersection, there should be a farmhouse on your left (along with a spare SUV). Check the residence for the cache.



Chest 18 - Pass by the possessed crane into the farmland. Clockwise (from the windmill) the first non-objective buildings on the field's perimeter has this supply cache.

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Script 55 - Auto page after Hartman leaves in the clinic's dining area.



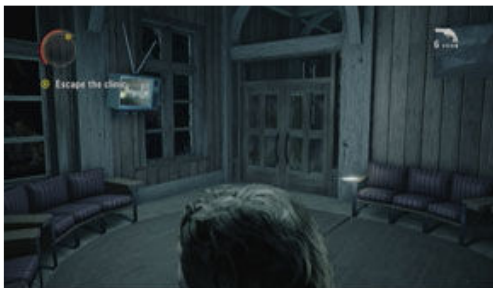
Script 56 - After the disturbance at the retreat, check the top of the stairs of the commons' upper level (leading down). The item is right there.



Script 57 - In the room with the paintings (this is Hartman's office, directly across from the locked room Barry is in). Inside, you'll have a tape recorder with an Alice session as well.



Script 58 - After rescuing Barry in the storage closet, open the locked door and auto-get.



Script 59 - While escaping the clinic, check the TV room after getting the flare for this item.



Script 60 - The tree in the small square in the maze (after two enemies, and the holomessage of 'Don't Trust Emil').



Script 61 - At the second enemy encounter (with the tough Taken), take a left past their square arena (away from the safezone's direction) to find item on a bench.



Script 62 - End of zone 2 of hedgemaze (after gazebo, before trellis), check the tool shed by the safezone lightpole and exit gate.



Script 63 - In the trellis area of the hedgemaze, pass through the first trellis section (and enemy ambush) and check the top of the stairs before the next safezone lightpole in the second trellis section.



Script 64 - Trellis/pond path area, start of the third zone. From the lightpole safezone, go left (away from the objective) and take the item at the overlook.

Script 65 - After the car-crash, you follow some



train tracks to rendezvous with Barry. A work light will be aimed into a mine tunnel and the item is clearly lit up at the end. Grab and go.



Script 66 - Past the campsite with the heavy duty flashlight, you will zap a darkgate and get a real-time update from the unseen lightsource. Stay on the path with the lightsource, as once the diatribe is done, the item is spawned in plain sight (it lands on a rock to the path's side).



Script 67 - At the entrance to the woods leading to the farm (where Wake needs to activate a temporary lightpole to zap the gates), head up the nearby wooden stairs (where the generator is) for this item.



Script 68 - Past the beartraps after the campsite, the item is near the lightpole that will extinguish as Wake gets near (you can restart the generator).



Script 69 - The backporch of the cabin with the blue vehicle. Grab it after egressing through the broken window.

**Nightmare Script 8** - After encountering the construction machine, locate the windmill. Follow the field's perimeter clockwise from the



windmill. On nightmare, there is an additional item on an outhouse between the windmill and the building with the supply cache.



Script 70 - Back side of the rock stage, stage-right.



Script 71 - Anderson farm, corner in the field, on a utility wagon-cart near a tractor.



Script 72 - Anderson barn, second level as you turn the corner towards the crane switch.



Script 73 - Anderson house, second floor landing.

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Thermos 52 - After stopping by Hartman's retreat's vista, you enter the commons; check the front desk for this item. It is on the concierge counter.



Thermos 53 - The retreat's commons area, second level. Go upstairs near the nurse and check the ends of the walkway. Item is at the spot opposite of the generator.



Thermos 54 - In the locked storage room across from Hartman's office, where Barry is locked up in.



Thermos 55 - Upon reaching the clinic/retreat exterior, hug the side of the building to a side-gate. The item is on the low-wall nearby.



Thermos 56 - At the gazebo with the boss in the hedgemaze. Watch for the tough Taken after the boss, as the birds will continue to swarm.



Thermos 57 - Start of the third section of the trellis/pond path area, near the lightpole/safezone at the top of the stairs by the shotgun.



Thermos 58 - After the car-crash, you follow some train tracks to rendezvous with Barry. Check out the wooden walkway opposite the mine entrance with the worklight for this item (it will be by some stairs leading to the ground).



Thermos 59 - In the woods to the farm, there is a campsite (with a heavy duty flashlight) after the car-through-farm cut-scene (Wake has a torch at this point). The item is at the campsite.



Thermos 60 - The lightpole safezone near the ruined building (after the campsite) has a thermo in the ruin's upper window.



Thermos 61 - In the cabin where the blue vehicle is parked. Check the kitchen (left when you enter house).

Thermos 62 - Drive down the road from the



dead guy's cabin to the farm; a tractor on the side of the road marks where you can find this item.



Thermos 63 - Drive from the cabin towards the farm. When you reach the T-intersection, there should be a farmhouse with a spare SUV (and supply cache). Put that building behind Wake and walk straight forwards. You should encounter a tractor in the middle of a field with this item.



Thermos 64 - On the bleachers near where you defend against the horde. You can grab it during the fight or afterwards (after is better before heading to the Anderson farm).



Thermos 65 - At the spot where Wake starts during the defence at the farm, under the light near Barry, and directly opposite of the heavy duty lantern.



Thermos 66 - In the Anderson barn. First floor, near the rusted car wreck.

Thermos 67 - Anderson farm, the milking building, second floor. Take out the tough





enemy and check the shelf behind him for the item.



Thermos 68 - Anderson house. Inside the bathroom to the right upon entering the main door.



Thermos 69 - Anderson house. First floor, kitchen.

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Pyramid 9 - Go through the first street (near the wharf) to the second street (the one with the banner for Deerfest and past the portable toilet lot). There is a food concession trailer near the Deerfest street banner. The cans are atop this food trailer.



Pyramid 10 - At the power plant. Meet Weaver and get the kill-switch task. The cans are near the kill-switch.

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TV 12 - In the Town Hall. Check the second floor. This is a manual activation.



TV 13 - Cross the river using the turn-table bridge and check the control booth on the opposite bank. The TV will be inside, near a thermos on a sofa.

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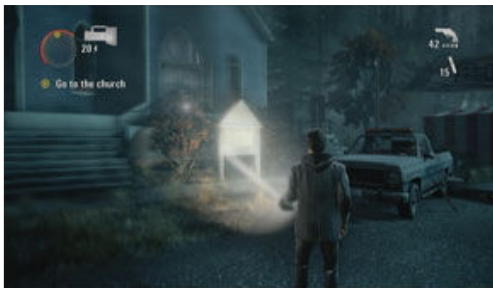
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Sign 15 - Escort Sara to the Town Hall to grab the chopper key. Shortly after, you enter a park. Check the Minutemen statue in the park for this condition.



Sign 16 - In the bookstore, read the note on the wall near the reading table (first floor).



Sign 17 - The sign at the front of the church.



Sign 18 - Pass through the transformer yard and locate the highway sign that identifies the arch-trestle, turn-table bridge Wake needs to cross.



Sign 19 - Drop to the power plant (Weaver's home). To the side of the large metal door entrance is a yellow sign that meets this condition.



Sign 20 - The yellow sign next to the three panels that control the floodgates to the plant's master kill-switch.



Sign 21 - At the top of the dam (after the lift ride). This sign is next to the switch Wake operates to separate himself from his NPC allies.

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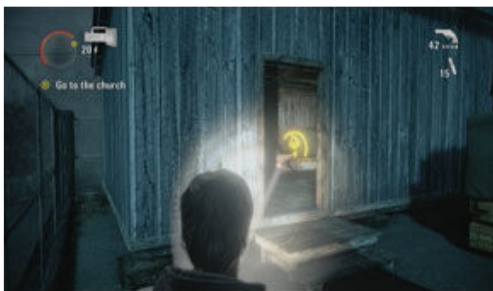
Chest 19 - Right after hacking the police station's back gate, the path will be cleared and you will be at a T-intersection on the main road. Head right (towards the locked gate and harbor) for this cache.



Chest 20 - On the main road by the waterfront, check the "Fresh Seafood & Shrimp" cannery/warehouse.



Chest 21 - Town Hall second level. Check the storage closet past the records and TV room.



Chest 22 - Upon exiting the bookstore, turn left and check the toolshed overlooking the street.



Chest 23 - Drop into the transformer yard and head left (before passing through any gate) to get this cache.



Chest 24 - After the friendly chopper is chased off by birds, locate the lightpole safezone. Put the power plant on your left and head towards the waterfront. The cache is to the side of the building.



Chest 25 - Regroup with Sara and Barry (where's Barry?!) at the cabin past the crash site. To the cabin's side is a trail leading to this supply cache.

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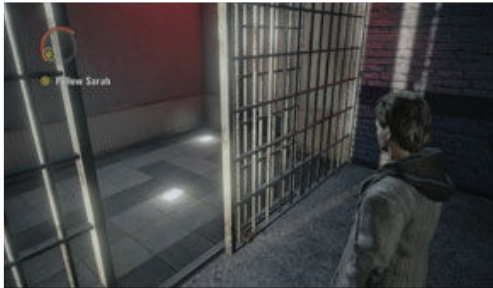
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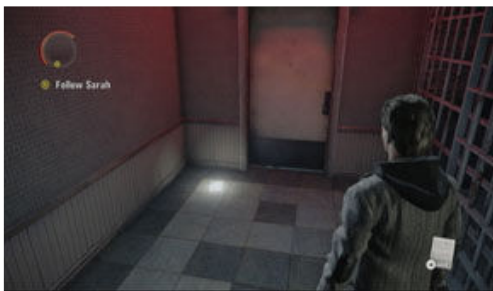


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Script 74 - In the jail, next to the other page.



Script 75 - In the police station jail. Two in the same spot.



Script 76 - Bright's Diner. Check the bathroom hallway, in the back. Don't miss the heavy duty flashlight either.



Script 77 - Town Hall's press room, while Wake is searching for the chopper's keys.



Script 78 - On the bookstore cashier counter.



Script 79 - In the yellow moving van on the street in front of the church.



Script 80 - Inside the church, check the pulpit (lectern).



Script 81 - After regrouping with Barry behind the church, head up the trail. A picnic area on the trail side will have this item.



Script 82 - Post-chopper crash. At the transformer yard. When navigating the electrified maze, locate the item you passed by earlier before the enemy ambush (and safezone lightpole checkpoint). You can only go around the live wires, not under or over them.



Script 83 - At the transformer yard, use the blue mechanical scaffold. The item is on the red comfy chair at the top of the ride.

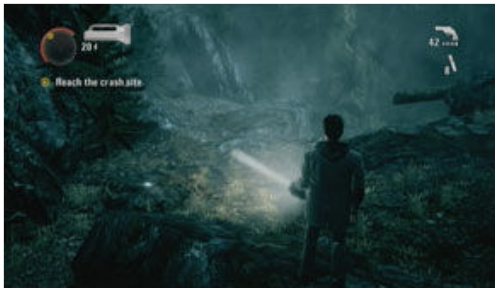
**Nightmare Script 9** - Before crossing the turn-



table bridge, check the roadblock where a schoolbus and a smoke sedan are. The item is on the road nearby.



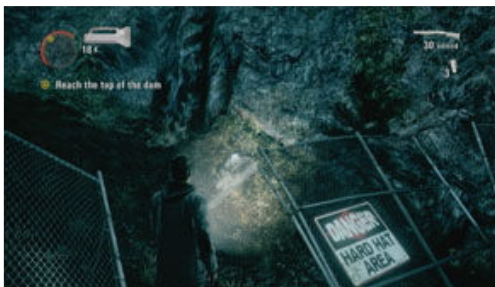
**Nightmare Script 10** - At the entrance of the power plant. Meet Weaver first to open the gate. Once the gate is open, simply [go around](#) ([click here for details](#)) the fence and claim the item.



Script 84 - In the forest/wood area under the power plant (after Weaver's water pipe cut-scene), this item is near where Wake begins.



**Nightmare Script 11** - While aiming to regroup with Sara and Barry "Don't Worry. I've Got This!" there is a large fallen tree that bridges the safezone to the chopper crash site. The item will appear on the tree-bridge in nightmare.



Script 85 - After Sara and Barry leave the party, Wake battles three haunted cable spools. Waste them and check for the item past the broken fence.

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Thermos 70 - Police station reception.



Thermos 71 - Right after hacking the gate of the police station, you will be at a T-intersection. Check the wood shack by the wharfish side for this item.



Thermos 72 - In Bright's Diner, check behind the service counter for this item. Don't miss the heavy duty flashlight.



Thermos 73 - Navigate through the waterfront zone (and the port-o-potty park) into the Deerfest festival (the street with the single family residences). Disengage from Sara and go down the street to the dead-end. The item is by a truck carrying more portable toilets.



Thermos 74 - After Sara unlocks the wooden gate (and you neutralize the enemy with the chainsaw), go through and check the picnic tent to the left for this item.



Thermos 75 - Town Hall, first floor. Locate the mayor's office (room with the Hunting Rifle) and check the small breakroom/lounge inside for this item.



Thermos 76 - Bookstore after Sara the Sheriff talks with the doctor. Check the display window of the store.



Thermos 77 - Check the playground after leaving the bookstore for this item. It's almost like "Kids in the sandbox".



Thermos 78 - Upon entering the crypt, turn 90 degrees at the bottom of the stairs and then go straight. The item is in that corner of the cellar.



Thermos 79 - At the firestation/helipad base, check the wood bench near the red tower for this item.

Thermos 80 - After the chopper crash, check



the fence directly opposite the speedboat. Item will be near some cargo containers.



Thermos 81 - In the warehouse with the enemy ambush, check the stack of concrete pipes (in the back) for this item.



Thermos 82 - In the second part of the transformer maze, you will go through a raised section of the yard and be ambushed by two tough enemies; as you exit this unique area, check the surrounding area for the item you could not reach before (because of the fence).



Thermos 83 - Pass through the transformer yard to the raised bridge. Check around the bridge control booth.



Thermos 84 - Cross the river using the turntable bridge and check the control booth on the opposite bank. Item should be on a sofa, next to a manually activated TV / TV show.

Thermos 85 - Reach the power plant's rear parking area, then check the corner control



booth for this item.



Thermos 86 - Inside the Power Plant, check Weaver's (very brightly lit) room. Item is on the floor between some furniture, so you may need to troll the room perimeter and spam the interact/grab button.



Thermos 87 - Regroup with Sara and Barry past the crash site and head up the trail to the dam's top. After passing the first lightpole safezone, there is a giant water pipe section (lying on the grass) with the item inside.



Thermos 88 - After the lift to the dam's top stops, get out and follow the cliff edge on your right. The item is past a wrecked car and near a tree.



Thermos 89 - On the dam's top, while escaping the format-wall (insta-death), you will go down a spiral staircase (in the dam). At the bottom is a shelf with this item on it. Grab it and escape before being killed.

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Pyramid 11 - Drive to the hotel Agent Nightengale was staying at. The parking lot has two "dead" cars, of which the cans are near (the cans are on the stone wall in the lot's center).



Pyramid 12 - At the scrapyard office, open the locked gate to enter the junkyard. When you leave by the second floor, there is a stack of cans on the railing of the second level stairs landing (outside the office).

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There are no radios in episode 6.

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TV 14 - The final TV show is in Wake's place (how much does that flat cost?!) and it is automatically done after you listen to Barry's message and turn on the TV.

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Sign 22 - At the first rest stop after the initial area. Sign is near a mobile home trailer and a red SUV.



Sign 23 - Driving in the dark fog, pull off to the left when you see the sign for the hotel. This is the same place Nightengale was staying; check the black and white billboard in the hotel registry/lobby for this condition.



Sign 24 - At the (crashable) roadblock near the scrapyard's entrance road, check the fence for a sign (the fence near the Larson highway billboard).



Sign 25 - Fight through the tunnel with enemies and you will be able to drive to a work camp with a lightpole safezone. Nearby is a partially open door with a white van and a hunting rifle inside; the sign is on the sliding hangar door.

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Chest 26 - Drive the vehicle to the logging area entrance (place where you pick-up a rifle and ammo). Follow the footrail offroad to this supply case. Since you have no flashlight, the headlights of the car will reveal the holo-markers.



Chest 27 - Fight through the tunnel with enemies and you will be able to drive to a work camp with a lightpole safezone. Check around the safezone for holo-markers and head for the cache.



Chest 28 - Past the scrapyards, you will reach a T-intersection with a shack, a broken bridge, and a sawmill of sorts to the objective. Check the shack for this supply cache.



Chest 29 - Ride the mine cart past the birds to the end of the track. Instead of climbing the ladder in the minecart tunnel to progress, locate the lightpole safezone on the ground. Nearby is an open train boxcar leading to the cache.



Chest 30 - Past a lightpole safezone near the short log towers is a half-completed cabin near a flaming can and a car wreck. The cache is inside the building.

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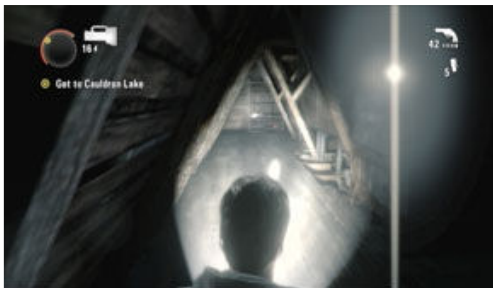
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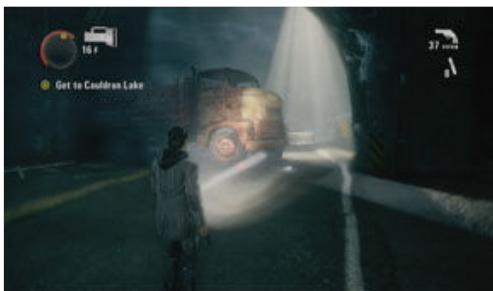
Script 86 - On foot after passing the roadblock (and night returns). The item is in the middle of the road before reaching the replacement vehicle.



**Nightmare Script 12** - At the motel, check the reception area's sofa. There will be a new item in nightmare mode.



**Nightmare Script 13** - In the zone where you encounter the possessed pick-up truck, there is a safezone in a barn with a spare vehicle. Check that barn's upper level for this new nightmare item.



Script 87 - End of the tunnel to Cauldron Lake with the enemy gauntlet (on foot) near the truck by the lightpole safezone.



Script 88 - Before entering the scrapyards, but after the tunnel gauntlet, drive past the roadblock (flimsy work barriers) on the highway. Wake encounters a tunnel roadblock with this item on the fuel tank/footrest of a olive drab cargo truck.



**Nightmare Script 14** - At the scrapyards office, there is a new item in the room with the security gate switch. Check the desk near the yellow chair.



Script 89 - In the scrapyards, locate the lightpole safezone near the crane control booth. The item is on the wrecked appliance holding the other items.



Script 90 - At the dormitories, go past the searchlight and the second cart you need to push, and check the oven for this item.



**Nightmare Script 15** - In the field with the generator to start the small up the lift (this is the final battle with mobile Taken), check the fence around the generator; there should be a new item on nightmare.



Script 91 - After riding the small lift in the windmill yard to the upper level (to the mine tunnel leading to the lake), this item is right in front of Wake as he disembarks.

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Thermos 90 - After the flashback is over, this item is on a picnic table where Wake starts off on the vista/rest area.



Thermos 91 - Drive past the logging area entrance (where you can take a hunting rifle and ammo), and look for a barn on the left side of the road. Stop the car there and check around the barn for the item.



Thermos 92 - Once it goes dark, drive on the highway until you locate the motel on the left side of the road; stop in the hotel (safezone in the lobby) and check out the small bathroom/closet near the readable sign. The item is in the bathroom.



Thermos 93 - Fight through the tunnel with enemies and you will be able to engage a possessed Monster Truck. Near this zone is a farm/safezone with a spare vehicle. Put the building to Wake's left and behind, and drive to the edge of the map. There will be another barn with this item on its exterior.



Thermos 94 - Fight through the tunnel with enemies and you will be able to drive to a work camp with a lightpole safezone. Nearby is a partially open door with a white van inside; the storage shelf near the stairs in the warehouse has this item.





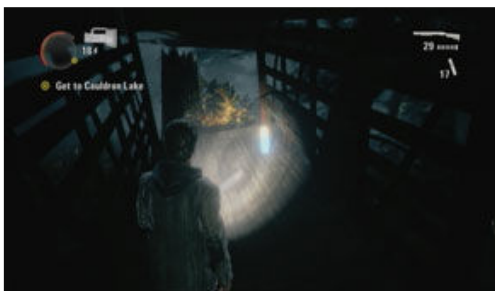
Thermos 95 - Open the gate to the scrapyard and drive through. Before you cross over on the ramp, stop and check the tool shed on the right for this item.



Thermos 96 - Ditch the car and enter the workcamp dormitories. Head towards the searchlight in the distance (from the locked entrance with the pump shotgun and worklights). One of the cabins on the right will have this item inside, along with a shotgun, rifle, and revolver.



Thermos 97 - Ride the minecart past the birds and get on top of the track (note this is past the supply cache near the safezone). Once on the track's upper level, push off the mine cart and proceed to the next section of walkway. Before turning 90 degrees right towards the cliffside path, there is a thermo near one of the wood supports of the structure.



Thermos 98 - In the woods (past the minecart tracks) where stuff keeps falling from the sky, you will find a train boxcar between the second and third falling objects. The traincar has the item inside.



Thermos 99 - Past the short log towers, Wake will enter a yard near a rusted windmill (with no blades, so it will look like a conical tower). Check around the base of the windmill tower for this item.



Thermos 100 - In the dreamscape lake, fry the word 'thermos' near the sofa for this item.

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Alan Wake will not be able to injure the humanoid enemies (Taken) without first using the torch (flashlight) or other lightsource to dissipate the "dark" force field around the enemy.

Once the ""night/dark" shield is gone, earthly methods of killing will allow you dispatch enemies. Alternately, you can try luring enemies to live electrical wires, shoving them off cliffs (use a shotgun for maximum pushback; works with or without shields active), letting them touch the lit area around a safezone, or simply running them over with a car.

Spam the battery reload button to keep the light from the flashlight strong. Weak beams of light will not injure enemy shields.



### Maximum Inventory

Revolver - 42 shots  
Flaregun - 12 shots  
Shotguns - 32 shots  
Rifle - 25 shots  
Dropped Flares - 20  
Flashbang - 20

For poltregiest / possessed inanimate objects, use the torch and diminish the "dark presence" on the item. Once the object's "dark HP" is drained, the object disappears. Alternately, you can lure these objects (the ones that move) to charge themselves into pits or death pits, destroying them instantly.

Apart from that, your only goal is to reach a specific location on the map. Once you do, you automatically end the level.



As soon as you interact with a generator, press the JUMP (Action or A button) to struggle. The ticker starts once Wake bends over (like a boss) and that shaves the ½ second that can save your sorry ass from serious injury.


Generators are strewn all around the game. Using one simply puts you on a mini-game where you time the button press with the ticker on a wheel. This is easy, like ranking in last at the Olympics -- which aren't really much of a challenge at all.

Additionally, here's Jessica Chobot with some combat pointers in Alan Wake:

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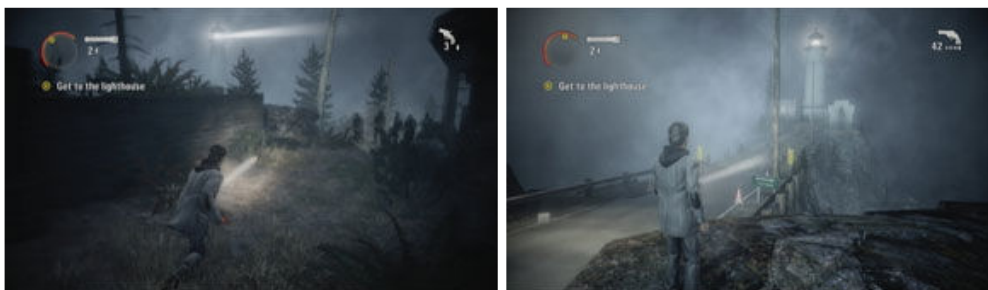
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There's a secret (thermos) before you even begin, so if you looking for secrets, check the collectibles section. The walkthrough focuses on Nightmare difficulty, and assumes you will not be looking for collectibles (except the Nightmare Pages) since you can easily grab all items on Normal difficulty.

Hence, all the damage and encounters in this walkthrough will be for Nightmare difficulty (which is unlocked after beating the game once -- and unlocks the Hard difficulty clear achievement as well).



Flee from the enemy until you are trained with the flashlight and revolver. Fill up on ammo and work to the bunker near the safezone with the Flaregun. The key thing in Wake is to use up ammo when it's given to you (unless you know there is a large ambush later) as you will get more ammunition.

About the only thing that you want to scrimp on are flashbangs, since they are like smart bombs when enemies get close on Nightmare. Use the flaregun to take down the enemies near the bunker and haul ass to the lighthouse. Again, note there's a secret (thermos) right before you leave this zone -- collectible items are annoying like that.



On the ferry, approach the old guy on the railing so Wake's (hubba, hubba) wife can snap some pictures with that cheap looking SLR camera she's carrying. Leave the ferry and enter the diner.

In the diner, you can initiate an event to get an achievement later. Oblige the two old farts in the booth and operate the jukebox until music plays. That's part one of two for the "Drink 'em up Both" achievement.

Head to the restroom, knock on the door, then leave the diner.



At the cabin, be sure to explore the area (no enemies, daytime) before doing Wake's wife's bidding. Turn on the generator (which is better than 'main screen turn on') and head back into the house. Check the study.

Some stuff happens. Head back into the cabin and let's move on.

From the car crash, make way on the trail to the first logging yard. Hop the fence after you get the Nightmare manuscript (check the collectibles section -- we will only call these out casually from here on out).



Grab the items before the enemy is spawned as Wake near the zone's exit (to get the flashlight). There are no nightmare items here, but you can grab some normal items. Once inside the cabin, take all the items, then use the phone.

To get out of the cabin (unlike earlier, you can die), exit the side door (away from the dozer). Expend ammo to blast the two enemies. Notice that on Nightmare, enemies take almost no "light" damage from the torch unless it is boosted.

Get across electrified fence by powering down the switch. Hop over and go down the slope near the logging crane to the next section. Note you can use the electrical wire to fry the enemies and save ammo.



Get across the river (no enemies while crossing) and you will enter the second logging yard. The goal here is to use the generator to power the logging crane -- this lets Wake move the logs to form a platform for him to reach the upper area.

Going near the generator means an enemy ambush though. So, instead of activating the generator (you have no flares to keep enemies at bay), break left-wards at the generator towards a stack of logs with a ladder. You can put Wake above harm's reach (esp. handy on Nightmare) to snipe enemies who can't do much else.

Once the enemies are all neutralized (no respawns), head into the construction cabin, grab a shotgun, and turn the power on the generator. Move the log platform into place (between the stacks) and hop over.



At the upper logging area, there are no enemies until Wake crests the hill with the manuscript page. The goal is to quickly reach the generator seen above left, start the generator, and get the safezone activated.

If can't get to the generator in time, you can still come out ahead in Nightmare. Simply turn around, boost the torch to stun incoming enemies, then turn back around and sprint. Naturally, you should be moving towards the objective at all times. Wake should be able to repeat this process up to the safezone before the drop to the second logging yard.



From the final safezone in the upper logging area, drop down and head downhill towards the locked gate. The next safezone is in the cabin with the gate switch. Inside, you will find a shotgun (handy, but unnecessary) and some supplies. Operate the switch to open the gate.

In the logging yard, locate the infinite revolver ammo case. You can jump onto the ammo case, and from the lid, onto the boxes nearby. Perfect this technique before triggering the boss. Using just this position, you can empty 30+ bullets into the boss' face and he dies, Wake doesn't

If you're worried about the other enemies on nightmare, you probably should've taken that flaregun from the supply cache up the road (before entering the yard); if you've been conserving correctly, you will have enough flaregun ammo to down most of the annoyances with one shot.

Even if you don't the blind spot should be more than enough to let you handle the enemies with the revolver. Just make sure the shield is gone before firing, or you waste ammo.



Head for the gas station and enter it. If you want to explore, do so before you go into the station. The only other item of note would be on nightmare and behind the gas station. Everything else you can get on Normal difficulty.

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Enter the kitchen, turn on the coffee machine. Meet wife in the work room, check the stuff on Wake's desk in his study, then locate the fusebox (marked on the objective). Take the torch and chat with the wife before we get back to some serious killing business.



Locate Sheriff Sara's office and take Wake's phone. After some pleasant b.s., Wake will get a call about the wife being held by some back-woods hick in a creepy American small town. Chat with Sheriff Sara, get into the back lot of the police station, and locate Alice's personal effects. Leave the police station afterwards.



At the visitor center, talk with the ranger, grab the registry from the front desk, and speak with the ranger a second time for the keys you need. Once you leave the visitor center, you will be working alone with a torch.

Check on Ranger "12 Gallons of Blood" Rusty, and take his gun and key. Check on the fusebox and get ready to fight.



For the initial enemies, use the live wire near the entrance. One touch from the wire will kill the enemies (even on Nightmare). Head into the yard past the visitor center. You can fight the enemy Speedster (or blur or whatever) by using the live wire (you can walk back outside), or stand on the picnic table and slowly whittle away the shield.

For enemy speedsters or blurs, once the shield is gone, they cannot *haste* themselves anymore. Blast their ass, and use the live wire on the two enemies who appear after the enemy speedster is destroyed. Load up on ammo before moving on.

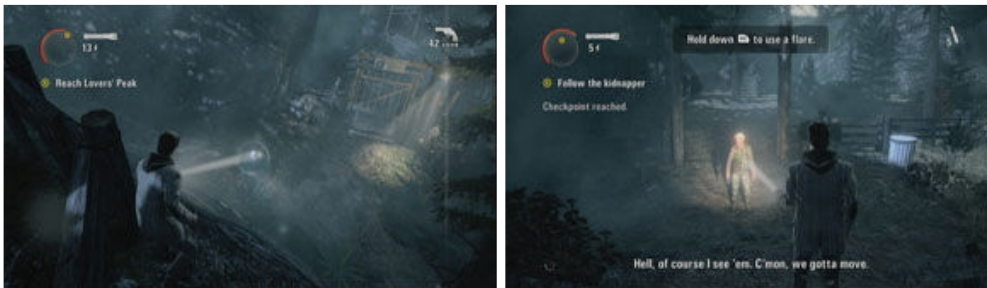




Past the visitor center, zoom down the stairs and head for the next safezone at the gazebo. To outrun enemies, you need to turn, boost the torch to stun them (keep moving to your objective), turn and sprint until Wake tires, and repeat the process. Failing that, you can always dodge.

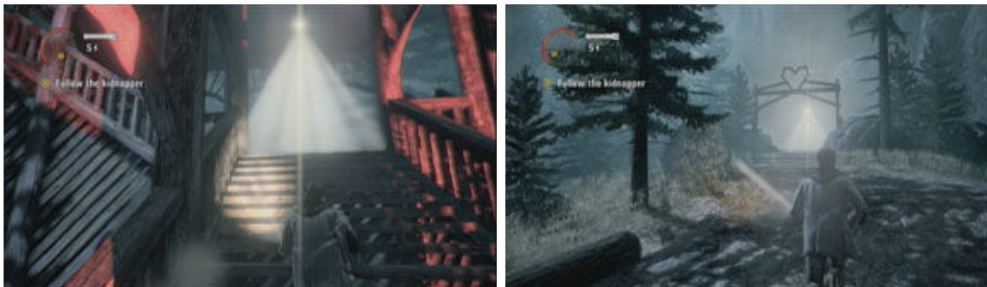
Remember that the only time you can successfully dodge is when the enemy brings his arm back to swing his weapon. While in cinematic dodge, most attacks should miss Wake.

Hit the safezone at the bridgehead -- since you have so much ammo and batteries, use the narrow confines of the bridge to whittle down the enemies in pursuit and waste them. You should get more than enough ammunition in short while.



Shortly past the bridge's safezone, head up the hill towards the objective. This is because you want to avoid the ambush at the stone arch. Wake will always trigger it (it is a proximity trigger) but being above the next safezone means you can have Wake avoid most of the enemies.

In fact, you can avoid most of the enemies (handy on nightmare) and slide down the slope to safety. Once past the gate, the enemies will not pursue. Activate the trolley and meet the kidnapper. Wake's only weapons at this point will be the dropped flare.



Grab as many flares from the red emergency boxes as possible. There are some more near the first locked gate. Since there is almost no way for you out-flare all the enemies on Nightmare, this is one of those borderline impossible areas.

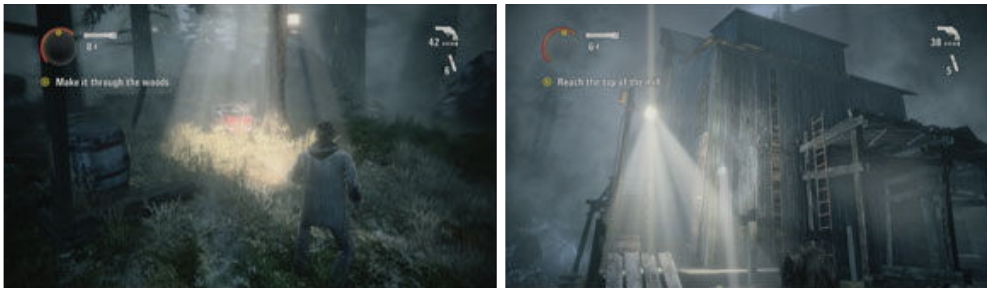
For the first part, use cinematic dodge to evade enemies as much as possible until the NPC unlocks the gate. Follow the NPC up to the next safezone. If you have at least one or two flares leftover from the first encounter, you will be in good shape.

The platform has two or three flares; use them to push enemies away so you can work/boost the flashlight and let the NPC use his gun to kill them. Once all the enemies are destroyed, the zone is completed.

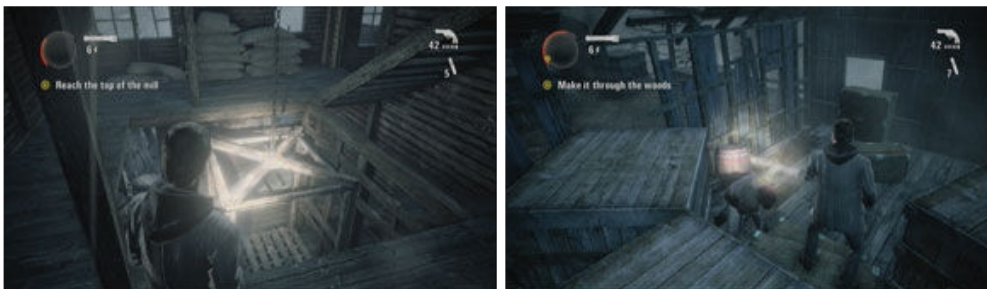


Grab all the items after the platform collapse and proceed into the forest. Avoid the glowing objects in the forest unless they remain shining after you aim the flashlight away -- the shine indicates traps that injure Wake and spawn enemies.

Get to the shack atop the fallen tree, activate the safezone, and pick up some more firepower.

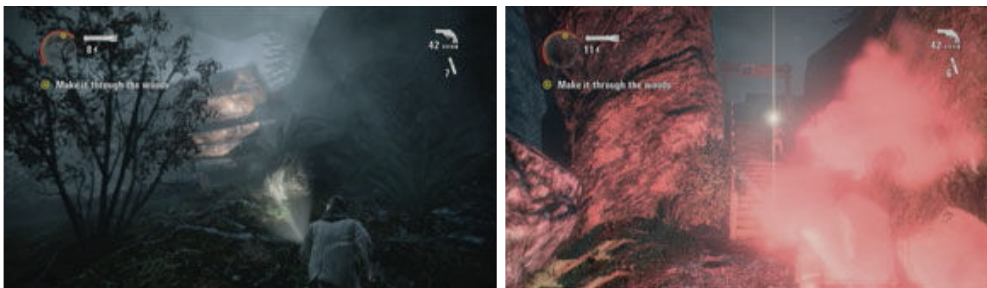


Since you have flares, you should be able to locate the next safezone and keep enemies at bay while activating the generator. Again, load up and leave nothing behind. Your goal is to reach the mill so you can double back to Barry and the cabin.



Head into the mill (hop past the broken roof to get to the dock), and climb it. Kick the elevator weight off at the top to get the platform needed to bridge the gap.

At the top of the mill, fight the enemy smartly by using the boxes in the shack as a blind spot. Take your sweet time and hose the mothersucker down with your weapon of choice. A rifle will be in the shack, so you can take that after you waste the enemy.



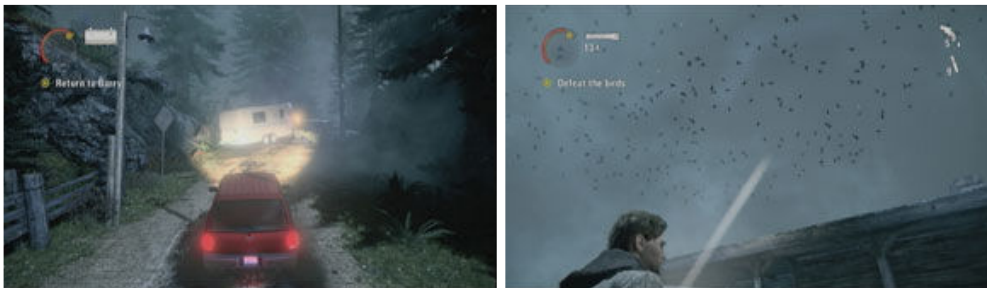
For the two speedster enemies near the log pile, use the rocks to the pile's right to get the leverage you need. Since the enemies cannot blur-move over rough ground, you can easily use the rocks to hold them off while you kick their ass.

The problem afterwards is harder to get rid of. The chainsaw enemy and his buddies are a lot to take on, so it's best to flee (no items once you face chainsaw dude). Use flares and get to the top of the stairs. A safezone will keep the enemies away.



At the mobile home park, locate the keys in the bathroom (mens' room) and escape the room before the enemy gets smart. Get into the parked vehicle and drive back to the visitor center.

If you want to stop for items, do it on Normal (check the collectibles section). On Nightmare, stopping the car means death, so follow the road, avoiding the roadblocks, and you will drive back into the ranger station where you wasted Rusty earlier.



The car is only stopped halfway up the dirt road to the cabin. Get out and load up on flaregun ammo, flares, and batteries. To defeat the birds, you need to aim very well with the flaregun (since it takes time for the flare to detonate), or simply hose the flock with a weak beam, and boost the torch when the flock dives close to Wake.

Batteries are more important here, and as long as you concentrate and destroy one flock utterly (reduces the number of attacks you receive), you should have little trouble passing this part on Nightmare.

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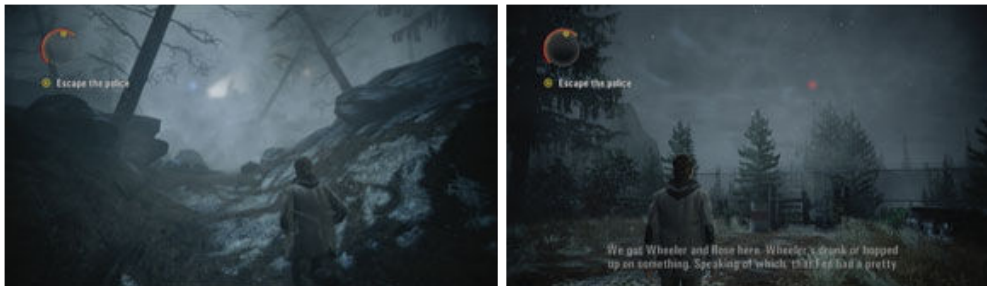
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Nothing interesting happens, although it should be noted you can grab some secrets in the trailer park. After the little *Misery* episode with whackjob Rose. Head outside, meet the cops, and let the game start up properly.



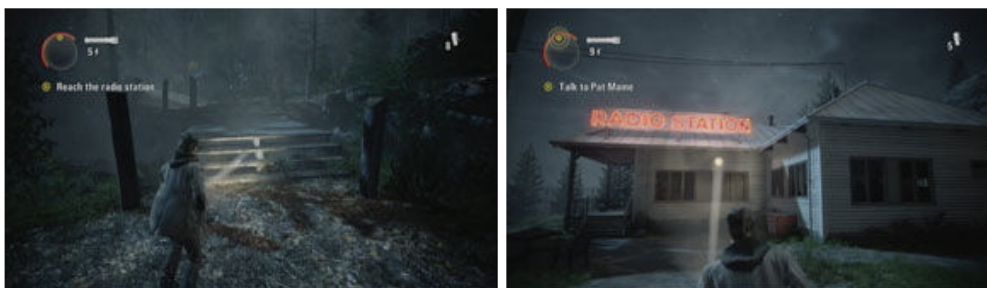
After the cliffdive, follow the dry riverbed. Wake will pass under a wood bridge, then drop to a new section of the woods. The riverbed will end and lead up the valley. Keep going and ignore the chopper.

Check in at the ranger's watchtower if you want (unnecessary) and move on towards the radio station (or the gold marker on your *Call of Duty* HUD).



Start up the generator for the searchlight and use the beam of light on the gate to destroy it. The electricity runs out after a while; if it does restart the generator and do it again. Shortly after, you will find a flashlight and flashbangs.

Use flashbangs like smart bombs -- let enemies come close and then toss one at their face. The explosion doesn't harm Wake, but immolates enemies (note to self -- use flashbangs for future vampire killing game).



If you've been paying attention in Normal mode, there is a supply cache on the right side of the valley (past the bridge near the safezone) with a safezone and some more flares and batteries. Otherwise, make straight for the radio station so we can get a gun. Like alcohol, guns are the source, and solution to, some of life's problems.



After the radio station cliffdiver, the next safezone (use a flare to keep enemies at bay) has a revolver nearby. Load up and head to the cabin. Because of the enemies on nightmare, it's easier to take the items and start using a flare and flashbang to blow them all to hell. Running isn't much an option since enemies always catch Wake.

Note that from the safezone with the gun, there is a path up the hill towards the radio station and tower. There are some hard to find items there (on normal -- none on Nightmare). Be sure to get them on an easier difficulty setting so you can skip working up the hill on nightmare mode.



Zip past the enemies in the woods and deal with the possessed objects under the bridge. The best thing is to flashbang/flare the two gates blocking the exit (forward and left at the end of the bridge), otherwise, you will have to light up and zap all the objects (a waste of supplies). Getting out from under the bridge gives Wake a lot more room to evade and flee enemies.



Head into the building past the bridge, and flashbang/torch/shotgun the douchebags in ambush. You may want to save a few flashbangs, but hoard batteries and flares. You will need them for the boss fight.

For the dozer, put something solid in the way, or sprint sideways and remain on the side of the vehicle. Boost the torch, use up batteries, and flick on a flare when enemies get close. Flick on a flare anyway, since flares make the enemy's dark shield weaker and more vulnerable to being sapped by light.

Once the dozer is destroyed, scout the area before approaching the pick-up truck (or going past it). Take all the items you can.



The items you took earlier will be carried over after this (unarmed, no enemies) section. Just because there're no enemies doesn't mean there are no items. Be sure to check the collectibles section for items on Normal (nothing here on nightmare). Get to the coal mine museum and get to the next zone.



Night at the coal mine museum -- hop the chain link after the real-time b.s., and loot the shelves. Operate the switch and drop down into the trainyard. Use the revolver liberally (infinite ammo from the box) and use the train cars to block the possessed items. Load up on ammo before moving on and light-shine the objects in the traincar to clear the way.



Use the truck to waste enemies in the train switchyard -- this is to preserve the flashbangs for encounters you cannot commit vehicular manslaughter. Once the enemies are gone (no respawns), deactivate the generator so Wake can mantle over the broken fence near where you the vehicle was initially parked.

Inside the building, flashbang the enemy who comes through the door. One the second level, sprint to the end of the room (stay in the middle) and pop a flare. You can clear the ladder before enemies recover from the flare and attack.



At the top of the building, operate the switch to open the locked gate. Head outside, trigger the enemies and use the pick-up truck to battle the enemies. Alternatively, you can flare and flee to the next safezone.



Past the switchyard and short hop around the traincars, there's a safezone before a bridge. Just across is a pump shotgun (handy and better than the rifle, since it carries more ammunition). Past the bridge and shotgun is a large hole and Wake can go left or right.

Left takes Wake to some collectibles (do this on normal). Go left or right. You want to skip past this area (too wide open) and flare/flashbang/gun down the enemies who try to approach the stairs. Reach the next safezone so you can skip wasting ammo on enemies who don't pay off.



Past the enemy ridden donut field is another challenge for nightmare -- two enemy speedsters/blur-bots in the cemetery before the ghost town. Use the small wooden ramp near the broken trestle bridge to intervene with their movement. Light up the enemies, waste their shields, then waste them before moving on.



Go past the cemetery to the ghost town and avoid the objects there. You can always put a tree between an object that tries to attack Wake and Wake himself. Roast the items before moving on, or lure them into flinging themselves into a pit.



Lure or doom the locomotive engine -- remember that a golden circle around an object means you're hitting it with a flashlight, but the object needs a boosted beam to be sapped. Take the key in the shed, open the cabin to the exit, and keep the shotgun (more ammo).

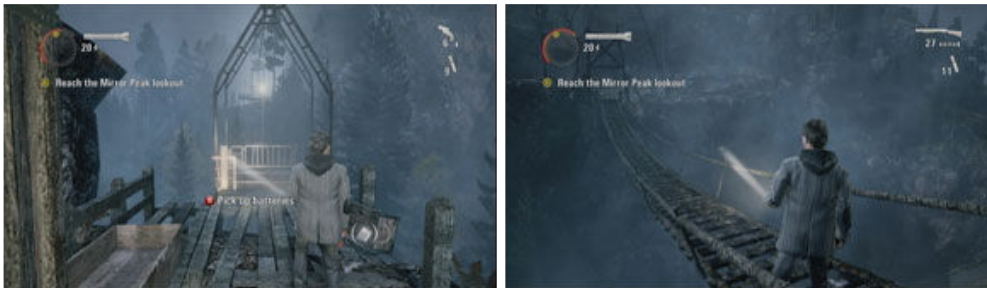
Take the ladder to the top and cross the cliffside's planks. Drop into the mine as soon as the opening shows up, since you want to avoid tangling with the birds.



Flashbang the 'tard enemy who appears in the mine (after the collapsing tunnel). Shoot past him and deal with the mine puzzle.



The goal is to reach a switch and move the lift in the middle to allow Wake to jump from one side to the other. Get to the very top, kick down an escape ladder, and use the nearest switch to re-adjust the pallet of girders to the mine's exit. Not that hard.



Ride the trolley across the gorge (zap the birds as they come in). Once off the trolley, head up the stairs to the safezone. For the long rope bridge, ready the flashbangs and shotgun. Stun the first enemy ahead, turn and flashbang the tougher enemy coming behind Wake (from where he came). The enemies in the front are weaker, so a flashlight, and a shotgun can fix their wagon.



At the ruins, there is one final ambush. You can expend all your ammo here, or simply flashbang, flare, and flee. Inside the ruins, notice the stairs that take Wake upstairs. On the roof, going over the cracked floor will trigger the ambush.

Once the enemies appear, flash/flare and head for the stairs. Once Wake hops the gap left by the collapsing roof (by going back upstairs again), you can snipe or shoot all the enemies at your leisure. Otherwise, head down the other side, get to the lake and end the mission.

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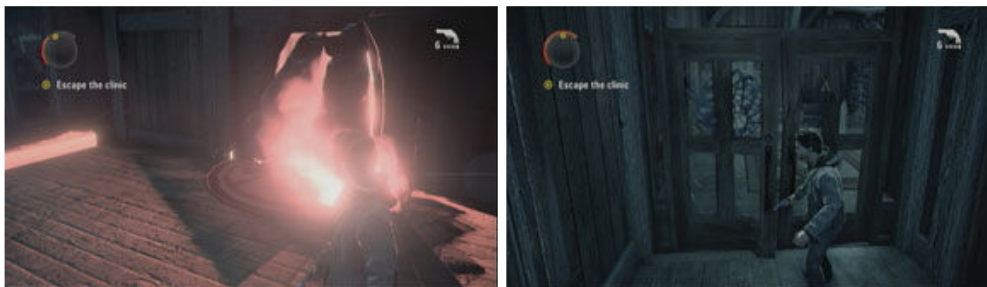
Follow the doctor around the retreat and note that you can do some collecting while in this passive mode (check the collectibles section). Things don't really start to kill your ass until after you meet Barry, so explore as much as you like now. After meeting the Anderson brothers in the canteen, Wake heads back to his room. Next section.



Take the key from the dead nurse and locate the doctor's office. For the achievement Medical Opinions, play the three recordings on the doctor's tape recorder. Once all of them are listened to, the achievement appears. Meet Barry, take the thermos in the storage closet, and get out.



Race to open the door when leaving the office corridor. To get past the possessed objects, head upstairs in the main lobby, and use the generator. This should destroy the items blocking the way onwards.



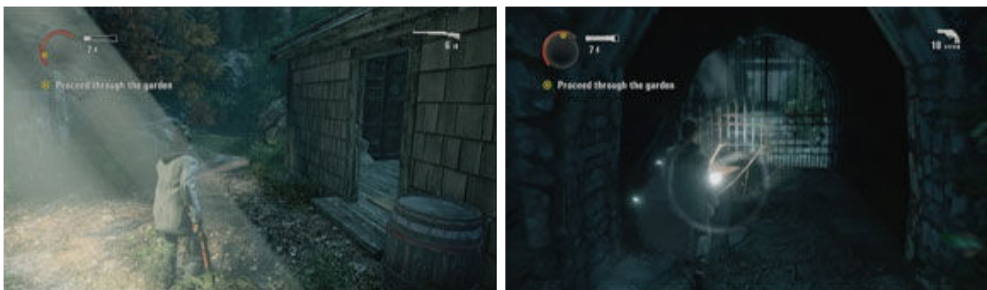
Use the flare in the storeroom to dissipate the possessed bear statues in the final hallway. The flare respawns if the items are still active on Nightmare. To get past the final two doors, trick/lure the possessed object to smash apart the door (dodge the incoming object for the second door).



Grab the torch from Barry, nuke the gates and take the flares from the shed. You may need one or two to flee past the enemies in the hedgemaze. On nightmare, don't bother exploring, and just flee the area, or you will never win.

With the boss enemy at the gazebo, it's best that you try to run past it, as there will be birds who will attack constantly. The boss enemy is easy if it were attacking alone, but it isn't. Hence, screw this poop and flee to the next safezone. The item at the gazebo (flaregun and flare) are not worth this trouble.

Take the shotgun from the shed near the end of the garden maze (past the gazebo) and get ready to grab the supply cache in the garden (check the collectibles section) and shotgun the three enemies who appear in this zone.



Use the shotgun found in the shed at the hedgemaze's end to blast the enemies in the next section of garden. You need some enemy-free time to use the weak stream of the flashlight on the gates. Once the gates are destroyed, you can move to the next section of the garden.



For the final section of the garden, where Wake waits for Barry the moron to open the gate (timed event, approximately 3 minutes), you don't need to do any fighting. Simply stand on the truncated stone support on the stair-well/wall and wait for the enemies to gather around.

Leave the initial enemies alone as well, since none of them can throw weapons (killing some of the starting enemies will spawn enemies who can fire back). Simply stay on the pillar and wait for Barry to open the gate. Once the gate is open, pop a flare and leave.



Get to the gates to start your regroup with Barry. Move the lightpole to the gates, then turn on the generator. Grab the flashlight and start your sprint, turn, blind, sprint pattern through the enemies until Wake reaches the safezone at the stairs. Sticking around to fight or explore on nightmare is pointless.



Upgrade the torch at the campsite and move on. The traps on the trail are the same as the last time -- steer clear of the glowing traps and locate the ruins with the safezone.

Start up the generator at the ruins for a safezone and checkpoint. There should also be a shotgun so you can waste some backwoods mothersuckers who get too close. Take a stingy attitude though, as Wake's life can regenerate (but not bullets). Make straight for the cabin after you pass the ruins.



Locate the cabin, talk to the dying wino inside and take the revolver. Naturally, if you have the shotgun from the ruins safezone, you should have Wake equip that. Head down into the kitchen and either blast the enemy or flare and evade it (the enemy cannot follow Wake past the broken window).

Outside, grab the supply chests and drive down to the heath. Note that before you trigger the windmill toppling and breaking (hence provoking enemies to track and kill Wake), you can grab items from the second supply cache and the ranger watchtower in this area.



Wake doesn't drive much past the farmland past the cabin with the dead wino. Locate the break in the fence and proceed on foot. On Nightmare, it's better to stick to the sides and sprint past the crane.

Once past the crane, be sure to look around for items (left side, near the windmill) for nightmare items and stuff, although you can always come back after you fight the ambush at the rock concert.

For the concert, simply empty your pockets of flashbangs, flares, and shotgun or rifle ammo. There are occasionally lights where the lead singer would be; if you stay there, the flicker will occasionally assist you in an indirect kill.

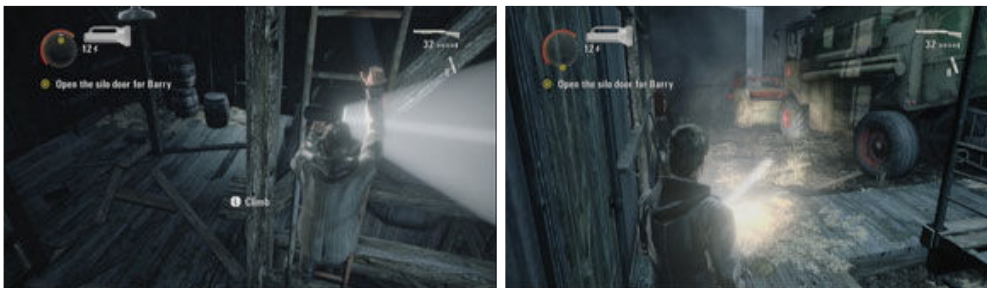
It is a timed event. Simply hold out for 3 minutes or so, and all the enemies will be destroyed in a massive light show. Just collect the remaining items (and the heavy duty lantern) before following Barry.



Get Barry into the large Anderson barn, and once inside, head upstairs. Locate the Viking Boat crane switch in the barn's upper floor and operate it to open the way onwards.



Deal with the enemies outside the barn by using the live wires to fry them all. Only with all enemies gone can Wake have the time needed to recharge the flashlight batteries to kill the possessed pick-up truck blocking the path.



Go up the milk station to open the door for Barry. Flashbang the enemy who ambushes Wake on the second story, or flare and flee (you do not come back to this area). Use the lift to go down and get ready to fight the possessed combine machine. Since it kills with two hits on Nightmare, a good way is to exploit the A.I.'s driving behavior.

When Wake exits the barn with the combine, turn left and get ready to dash/sidestep the machine as it charges. Once the enemy vehicle hits the fence, it will try to overcorrect its turning to kill Wake, which of course, cannot since its turning radius is limited. Stay to the side and roast the sum'bitch with flares and boosted torchlight.



Immediately after the combine, use the remaining haystacks to play keep away with the tough enemy. Wear through his dark shield and waste him with what ammo you have remaining. Climb the ladder, grab the door key from the shack with flickering lights, and regroup with Barry.

Open the gates with Barry and head into the farmhouse. Locate the fusebox on the second story of the house, then go back downstairs and interact with the vinyl record in the living room.



In the final part of the mission, follow the ghosted Wake into the cabin. Head to the break in the balcony, then go down to the docks/wood pier and wait for him to haul his ass out of the water.

Shift focus to the cabin window when prompted (at the dock) and head back into the cabin, and go upstairs to the second floor. Locate the typewriter and Wake will type, "A Winner Is You." Next mission.

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Follow Sheriff Sara, collect gear, and head back outside the precinct's backlot. Note that Sara is invulnerable (like Barry) and has infinite ammo. Although they cannot get rid of the dark shield around enemies, they can definitely pour out a lot of firepower. Use Sara to fire on enemies while you have Wake whittle away enemy shields.



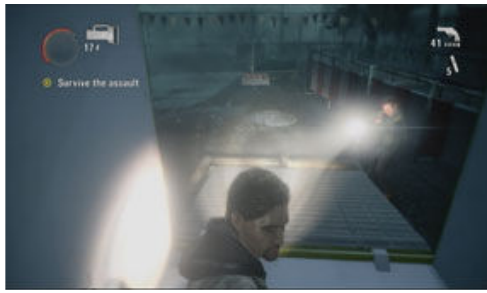
Operate the lever, get on the roof, dodge the birds and clumps of dark matter, and get to the scaffold machine. Use the machine to get Wake to a safe height to drop from, then hack the gate's power panel to regroup with Sheriff Sara.



Fight through the first street to the water front. The only collectibles here are generally grabbed on Normal (nothing really for Nightmare). But since you need to fight through the game on nightmare, you need to use the existing safezones to destroy enemies, and Sara to cover Wake with shotgun fire.



Get to the town hall, check upstairs (one enemy and a flaregun or flashbang -- worth the trade of revolver ammo), and locate the Mayor's office. Flashbang/flare shotgun the enemy who ambushes Wake in the town hall (there is a rifle in the mayor's office). Find the keys and trade the flashlight for the standard lantern if you like (the lantern has a wider beam, good for birds and objects).



Zip over to the church (through the bookstore) and locate the yellow moving van in the street. While you should remain around the church's stairs to hustle the initial wave of enemies (the slow guys), head into the van once the enemy speedsters (blurring enemies) show up.

Enemy speedsters cannot negotiate rough ground, hence they will stop at the edges of the ramp and must attack Wake from one direction -- the front of the ramp. Sara's A.I. generally has her stuck on the ramp trying to follow the player, which is fine. The NPC ally is invulnerable and can actually block enemy attacks.

Kill all enemies and head into the church to progress. Flashbang or flaregun the enemies in the basement and regroup with Barry.



Get to the top of the hill, beat off the enemies on the road, and use Sara and Barry like blockers in some kinda sports game (neither can be killed). Once your allies destroy or distract all the enemies, Wake should be in a good position with plenty of ammo (flares and flashbangs).

Loot the helipad of all items and use all the weapons and items at your disposal (flares if enemies are close, but flashbang tough enemies and large groups of enemies). Stay near the tail boom of the chopper (or the other corner) so you have the cliff behind Wake. This way, enemies only come at you from the front.

After Sara says, "I'm skipping everything on the flight checklist as I dare," hang around the middle of the chopper pad. Once the door opens (about a minute later), Wake will skip to the next zone.



After the little chopper incident, locate the revolver, load up on ammo and items, then bump a barrel to the dumpster near the white van by the tool shed.

Get Wake on top of the white van before shooting the security plate holding the garage door down. Standing on the van's top lets Wake sit out the ambush until the door is open. Once it is, head in for the safezone and grab the items inside.





Use a flare to escape through the warehouse (on normal, you can easily go back and grab the items inside) since there's nothing on nightmare to keep you around. Drop into the transformer yard and work through the gates.



Use the live electricity to roast enemies, and there is a temporary safezone near the waterfront you can sucker enemies into and fry. The light flicks on as soon as the switch is yanked, so lure enemies close and press the interaction key.

For the small raised section of the transformer yard, use a shotgun, and rely on the slugs' force to push enemies into the live wires. Whether shielded or not, enemies die instantly when they contact electricity, pits, or lights.



Use the scaffolding machine in the transformer yard to escape. Get to the turn-table bridge control booth, blast the ambushing enemy, and operate the bridge. Stay on the end of the bridge as it turns. Simply dodge or fry the incoming birds, and hop off the other side of the river (the side with the tow truck).



Follow the chopper's spotlight, and flee past the enemies. If you manage to reach the safezone near the slanted water pipe, you can go search for the supply cache and head back without needlessly expending ammo or meeting enemies.

Sucker-lure the enemies in the grassy road to the power plant entrance to the safezone and kill them, or you can simply drop into the parking lot of the power plant. Note that the nightmare item seen in the plant's parking

lot cannot be retrieved until after Wake meets Weaver, and gets the killswitch assignment.



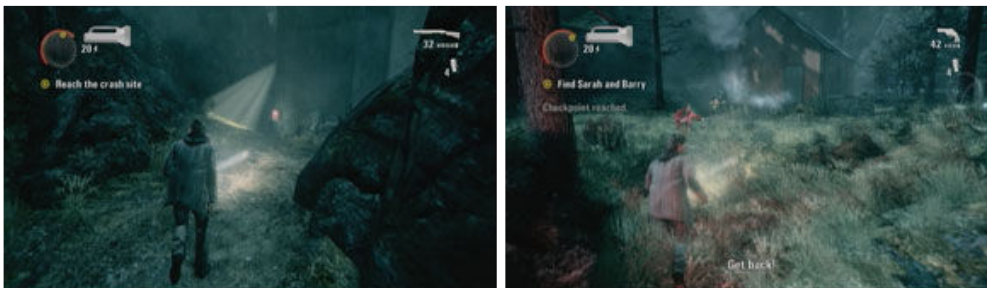
Enter the power plant and talk to Weaver. While the old bat is chattering away, loot the place of everything you need. Although you will come back after the next assignment, the enemies Wake will face 5 seconds after stepping back outside mandates heavy firepower.

Use the live electricity to fry enemies (shotgun push) and reach the floodgate controls. Activate the right and center switches to form the correct combination. Head over to the kill-switch, use it, and backtrack to Weaver's room.



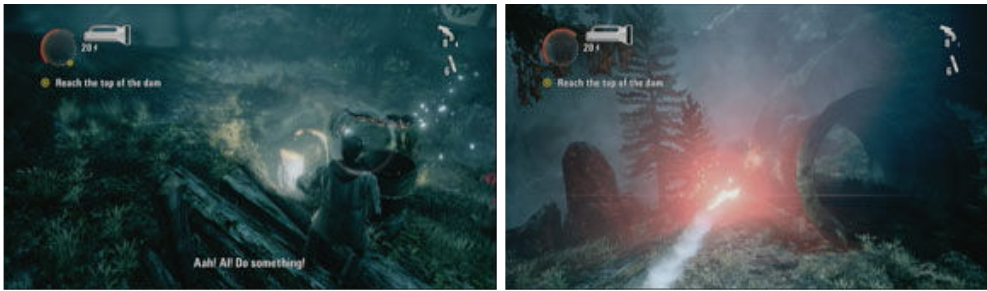
Watch the opening and closing floodgates and have Wake cross them once they are closed. Apart from the first set of enemies on the way back, you can probably run from the rest of the garbage by using the gate switch and dropping a flare if they get close. Enter Weaver's room, follow her to the exit, and go to the next level.

Keep the shotgun, and don't bother with the rifle you find in Weaver's room.



Wake will be alone for about a minute in the next zone. Cross the pit quickly to the crashsite, then head uphill towards the sound of fighting. While Sara and Barry are invulnerable and have infinite ammo, there are earnestly too many enemies in the initial wave.

Group the dark pork-chops together and fry the bunch with a flaregun or flashbang. Once enemies are scattered, your bots can mop up while you explore and grab items. You will need all the ammo and flashbangs/flares you can get, as Wake will be fighting this same amount of enemies alone in about 5 minutes.



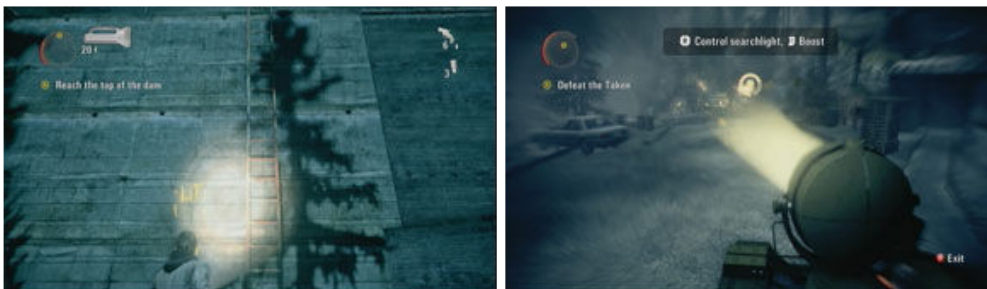
Battle the two enemy speedsters by using the log pile in the field as a sniping spot. Focus on one enemy to dissipate its shield and Sara (or you) can take care of the rest with a shotgun blast to its ass. You want to save ammo (especially flaregun shots) since there is a massive ambush at the elevator.

After using the elevator control near the giant section of pipe, enemies swarm in. Use a flare to push enemies away (and hopefully into a tight group) before using the flaregun to roast them. You need about six flaregun shots, an equal number of flares and flashbangs for the next section, since Sara and Barry will not be around to cover you.

Of course, get in the dam elevator when it arrives at its dam destination.



After the lift ride, Wake needs to hold (the button) and use the switch so Sara and Barry can escape. Wake should egress past the broken fence and ditch the hostile items behind him.



Climb to the top of the dam and check your inventory. You will need to change between flare and flashbangs quickly. Use up the flaregun if you have any rounds left. The large search light can help drain shields on the weak setting, but boosting it will make it a temporary safezone and kill enemies when the dark shield is destroyed.

Since the searchlight has "endurance", Wake cannot hold off all the enemies. If one or two slip by, use a flare to hold them at bay and waste them with a flaregun if required. Once enough enemies are killed, the game decides to create a killer tornado (or as they call it in Tron 2.0, a 'format wall') to erase Wake.



Once the tornado smashes the roadblock for Wake, start jogging/sprinting across the dam's top to regroup. Hop the gaps in the catwalk if needed; all of the damage is preset, so simple memory or slow jogging gets you by most of the areas.

Sprint if you need to speed up (escape the incoming destruction). Once Wake reaches the other survivors at the safe house, the mission ends.

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Grab Wake's shades from the dresser, the painkillers from the medicine cabinet, then make like the lost love-child between Horatio Cain and Max Payne on a bender, and head outside to the hallway. Check the answering machine for Barry's message and head for the living room.



Turn on the TV screen using the remote, flick it off (if you want to skip it) and meet the wife in the kitchen. After this happy little buzz, let's head back to reality and kill something.

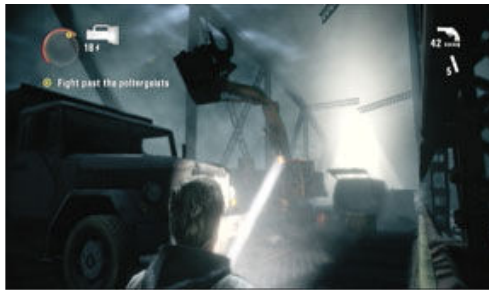


Drive down to the logging area and make a pit stop. Have Wake take the rifle, ammo, and check the supply cache (check the collectibles section for more details) before proceeding into the blocked vehicular tunnel. Kill the enemies who appear (one flashbang works) or try to outpace them to the car in the distance (the sprint, turn, stun, and sprint pattern).



Drive down the road to the hotel and make a stop. Loot the place of items, and you can lure some of the enemies to head into the office if you dare. Otherwise, stun them, get in the car, and head to the next safezone.

For the rifle, keep it around for now. Just take the ammunition for the shotgun and leave the double shotgun behind.



A short drive from the hotel will find Wake at a roadblock at the truss bridge. Get out (don't explore, there are no items near this roadblock even on normal), and load up on batteries and flares.

Cross the possessed item bridge by frying the items, then resting Wake until he recovers his life completely. Try to have as much life as possible before provoking the crane into attacking.

The crane's bucket can crush Wake quickly on nightmare, so drop a flare and boost the torch. Refill the batteries and sidestep or sprint to dodge the damn arm as it smashes around. Provided you dropped a flare and are maintaining a boosted beam, the crane should be killed after three or four arm passes. Stay alive, or you have to re-do this section up to the crane (from the start of the bridge).



Past the crane, get in the car and drive down the road. When you spot the possessed truck coming at your car, start backing up. It doesn't matter how damaged your car is (so long as Wake can drive it), because once you lead the truck back towards the safezone, the enemy vehicle will be destroyed instantly.



Drive forwards and locate the barn with the light and spare vehicle. Drive it back out to the road (past the roadblock) and continue down the highway to the second roadblock. Note that avoiding the bus thrown at Wake is easy. Just stop the car or park on the shoulder.



From the safezone near the second roadblock, grab the pump shotgun from the spilled supplies. The next section is chock full of enemies, but there is little to get in terms of items (the manuscript near the safezone is collectible on Normal). Dodge, flare, or shoot the explosive barrels to kill the enemies and escape.

Hording ammo now is a good idea, since there are worse encounters later, and you need all your tools in meaty quantities. Get to the safezone at the end of the tunnel to find another vehicle.



From the enemy infested tunnel, drive to the scrapyards front office. Notice that the safezone will never disappear, so lure enemies here and zap them. You can provoke enemies into appearing by entering the office, getting the supply cache, and by operating the gate switch. Expend as little ammo as possible, and hoard items for now. Once the gate is open, drive into the junkyard.



Ignore enemies by driving over the ramps to the objective zone. Once you locate the container crane control booth (and safezone), back up your vehicle so it is somewhat "protected" by the junk near the safezone. It's time to exploit the game again.



Head into the booth and activate the generator. When approaching the switch shown in the cut-scene, hug the concrete barrier surrounding the block the control booth was built on. When the dozer starts up, sprint back to the truck you wisely parked earlier.

If your car was destroyed, stick in the same alley to give Wake a fighting chance. The enemy dozer will try to run down Wake, but can't fit into the space. And by not stepping out in the middle of the field, you do not spawn any extra humanoid enemies. Kill the dozer and use the container crane switch. Wait for the box to get out of the way, and drive to the cabin-dormitories.



Get out of the vehicle and enter the cabin. Go upstairs and drop into the camp yard. Push the cart out of the

way (there are two more later). Take as much ammo as you can at the truck, then head for the searchlight in the distance *after* the tornado clears the path.

You can fight the 20 or so enemies here (flashbang, flare, and a lot of shotgun pain), or simply drop a flare, push the cart out of the way, drop a second flare, and do the same with the final cart (it will be to Wake's left in the cabin).



Wake will get to a minecart he can ride (pull the brake) to the other side of the map. Be sure to checkpoint yourself at the lower safezone after the cartridge, and stock up on some ammo (the cache, check the collectibles section).

Climb up the ladder, avoid or burn the birds and head into the next zone. A train or something should drop from the sky. Ignore it and the enemies it spawns and make to the next stable building with a generator and safezone.



Go past the safezone to a second dropping object; past it is a box car you can have Wake turtle in and waste enemies with a flashbang or two when they bunch up together. Use the boxcar to deal with the two enemy speedsters (blurring enemies) since they will incessantly dog Wake as he escapes.



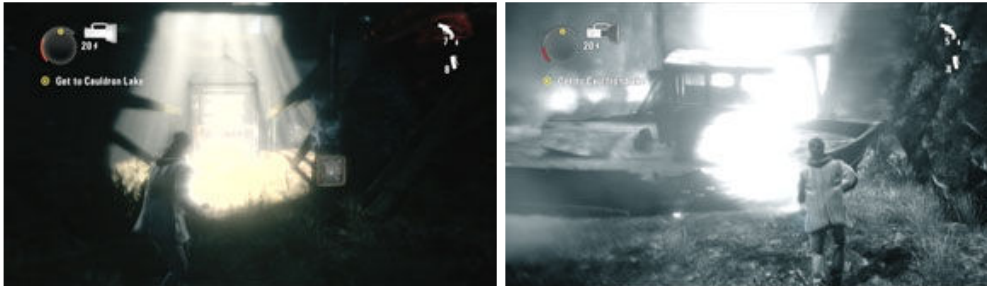
Zip past the third falling object, get a safezone, and continue up the hill. A traincar will spill some explosive barrels down a slope as an enemy speedster (a new one) will spawn and attack from nearby. Wake can drop a flare and drive off this pest and continue towards the objective point.

When you come to the cabin with the car and stripped windmill, you will be at the penultimate enemy confrontation (with normal enemies). Feel free to expend all but a quarter of your weapon ammunition here.



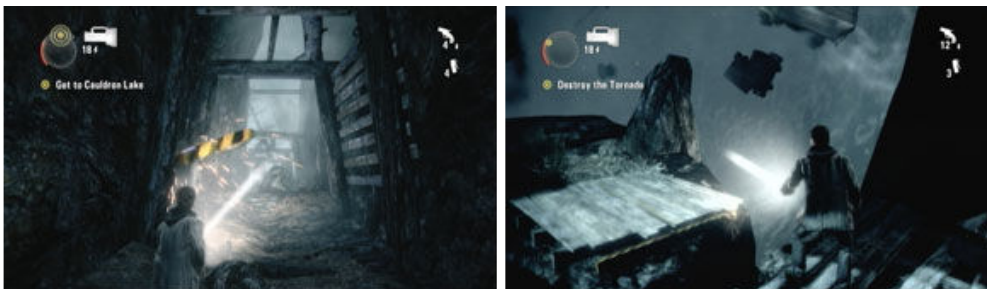


This enemy encounter is tough, but not insane. Save on flares (have about 4, batteries (10), flashbangs (3 or 4), 4 shots of the flaregun, and 10 or 12 shots of shotgun and revolver. Naturally, if you want to play cheap, you can use the flares and live wires to keep enemies at bay.



Enemies come in once the generator for the lift starts up. It's a good idea to stay near the small lift and play keep away with flares and firearms. Once the lift comes down, there is another quick encounter at the top.

Objects will pile up at the exit tunnel, and enemies appear. Get near the pile of possessed objects, drop a flare, and boost the beam on the objects. Drop a flashbang to kill enemies nearby. When the coast is clear, enter the tunnel.



Zap all the blockages in the tunnel and take out the flaregun. There is a box of flaregun ammo before one of the jumps to the tornado (just like in *Superman Returns*). Fill up on the 12 shot maximum, look out for large objects before jumping a gap, and get close. When the tornado pretty fills up your screen, Wake is close enough to kill it with flaregun shots.

Aim dead center, and don't miss. Wake only needs about 3 shots of flaregun on nightmare to clear the air.



In the apartment, avoid the clone and navigate around the rooms to the living room table. Wake will brandish a flashlight after a while so he can burn away the words *CLICKER*. Take the item and go to the next zone.

In the next few areas, burn away the following words in this order: *PATH*, *BRIDGE*, and *CABIN*. Once that's done, enter the cabin and, "*A Winner Is You.*"

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