



Welcome to Manhattan, an island borough of New York City completely overrun by infected beasts and the military men trying to kill them. Oh, you don't know New York City to be so hostile? Well, in Prototype it is, and you're going to have to learn really quickly how to survive, or go down trying. Meet Alex Mercer, the game's main character, a man suffering from a bout of amnesia after waking up to find that he has extraordinary, superhuman powers. With the ability to kill just about anyone simply by running into them, Alex is a force to be reckoned with. And while he might have a bit of an evil slant to him, his adventure revolves around one thing, and one thing only -- finding out what happened to him in the first place.

During your trip to and through Manhattan, you're going to need help, and that's where we come into play. Our Basics section will give you both novice and expert tips on getting through everything Prototype has to offer you in one piece. The Walkthrough section of the guide holds your hand through each and every main quest mission in the game, from beginning to end. The Hint Orbs and Landmark Orbs sections of the guide provide detailed locations of each and every orb in the game, complete with screenshots, descriptions, and even maps. In the Events section of the guide, you can find information on each and every event in the game, with details on achieving gold medals. The Web of Intrigue section covers just that -- the game's intricate Web of Intrigue side quest. In Skills, you can find a rundown on each skill in the game Alex can learn, how much they cost, and specific details on their uses. And finally, the Q&A section of the guide provides users of the guide with an outlet to get their questions answered in public. Submit your questions to us, and look for our responses!

And now, without further ado, we present IGN Guides' offering for Prototype.

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Prototype Basics

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A Primer

Prototype is a sandbox-action game that takes place in an admittedly-truncated version of Manhattan, the hub of the five boroughs known collectively as New York City. In Prototype, you play as a character known as Alex Mercer, a man suffering from a rather convenient bout of amnesia. Convenient, because Prototype doesn't have to flesh out much of a story for you to get right into the game. For some, this might be a downside, but for many, it's a positive, since you can almost immediately get into the game's action without being bogged down by plot points. All you need to know going into the experience is that Alex's amnesia is derived from an unknown source. What's important to him is to figure out why it is that he now has incredible superhuman abilities. He figures his amnesia and his newfound abilities are intertwined -- thus, the exploration of his condition begins in earnest.



Prototype plays in the third-person, meaning you'll be able to see your entire character on the screen (as opposed to the game being, for instance, from the first-person, where you see what the character sees). Alex is able to explore New York City relatively openly, with no one able to stop him. Well, no one except for two distinct factions running wild on the small island of Manhattan. On one side, you have the military and all of their branches, trying to contain a deadly disease from spreading, one that's very much affected Alex. On the other side, you have the mutated creatures known as the Infected, creatures who were once human, but who have already been taken in by the affects of this unknown plague that's targeted New York City, and has forced a quarantine on Manhattan (which explains, perhaps, why you never get to visit the other four boroughs, Long Island, Westchester, et cetera).

With that relatively cursory knowledge gained on the game's plot and the main character's condition, you should be able to go into Prototype knowing about as much as you need to know. From there, the choices you make are yours and yours alone. Keep in mind that Prototype *isn't* like the game Infamous. There are no *actual* choices you make. There's no good or bad way through the game or anything like that. When we say choices in terms of Prototype, we simply mean, how will you go about your business? Will you go through the game's main quest quickly? Will you take the time to explore? To do optional events? Acquire trophies or achievements? Hopefully, the following pages of our Basics section will help you figure all of that out.

Controlling Alex

Controlling Alex Mercer isn't an easy feat. After all, this is no normal, everyday man. Alex is mutated by the mysterious DNA-bending disease wreaking havoc throughout Manhattan, and this has given him special abilities that make him the most extraordinary being on the entire urban island, amongst its millions of inhabitants. Whether you're playing on Xbox360 or PlayStation3 (or perhaps even PC), controlling Alex remains relatively consistent. He moves quickly and can perform myriad moves, so in Prototype, the controls are all about melding and balancing speed and action with pinpoint precision. Without properly balancing the two, you'll find that Prototype is one of the clumsier games you've played in some time.



Alex can move in two general ways. He can simply walk around, or, by holding the specified button down on your version of the game, Alex can run. *Really quickly*. Alex can also dash up and over *just about anything* in the entire game. And we mean *anything*. If there's a car in your way and you're holding down that button, running towards it and into it will allow Alex to automatically vault over the obstacle. And how about the giant skyscraper in the distance? Run towards it, and Alex will run up the side of the building until he reaches the rooftop. Good grief -- Alex Mercer seems downright unstoppable.



Of course, there are limits to Alex's abilities, but most of those limits are merely temporary. If you visit the Advanced Tactics subsection of our Basics section, you'll find another subsection called Your Skillset. This is where we really delve into a more in-depth discussion of Alex's skills and how they're earned. For the time being, however, we'll simply leave you with this -- skills are earned via EP (Evolution Points, but Experience Points works just as well as a moniker), and without them, Alex's true abilities can never be unlocked. Therefore, Alex's strengths are held back solely by your ability (or inability) to unlock all of the skills that are available to him. And as you'll find out, there are many.

The World Around You

Before moving on to the Advanced Tactics section of Basics, we wanted to quickly gloss over the world around you, the realm in which Prototype takes place. As mentioned earlier, Prototype takes place in Manhattan, which is effectively one-fifth of New York City. And while Prototype's version of Manhattan is more than a little inaccurate, it gets the point across. Manhattan is split into neighborhoods and areas (like the Upper East Side, or Central Park), and as you read our walkthrough and other parts of the guide, those neighborhood names will allow you to accurately pinpoint where you're supposed to go and what you're supposed to do next.

Prototype's version of Manhattan, truncated as it may be, is still a living, breathing city. There's a lot to see and a lot to pay attention to. However, it can also blend together rather seamlessly as well, and you'll find out that what is on the periphery a living, breathing city is in fact your playground to do what you want in. Alex's extreme powers and fortitude means that he really doesn't have to account for anything he does, since there's no penalty short of death that can really contain him. So, if there are people in your way as you walk or run down the neighborhood, you might as well bowl them over. And those cars clogging up the intersection? Stomp around and over them as well. Manhattan is Alex's plaything.



We'd be loath to not mention a few features of Manhattan that are of interest, however. These will be covered more in-depth in the Advanced Tactics subsection known as Making Manhattan Yours, but in the meantime, let's just say that apart from the general citizenry of Manhattan and the normal hullabaloo going on all around you, there are two specific features that will catch your eye on the map. One is a blue circle, the other a red circle. These areas represent military-controlled and infected-controlled areas respectively, and those sectors serve their own purpose throughout the course of the game. Read on to Advanced Tactics to learn more.

Your Skillset

Alex Mercer's inherent strength is of the extreme variety. But when you begin to upgrade his many skills, you'll find that his strength goes from extreme to outright unfathomable. The entire skill upgrade system revolves around earning EP (Evolution Points). Most of the time, EP is earned by killing enemies, but EP is also earned by winning medals on events, completing various parts of missions (and missions themselves), and collecting hidden items around the game in the form of orbs. There's a lot of EP to go around, no doubt, but there's also a lot of EP to spend. So even if you have a few million EP sitting idle, waiting to be spent, you'll find that it's not too hard to spend it all rather quickly. And when you're earning it 5,000, 10,000 or 20,000 EP at a time, you'll see just how valuable it is.

The skillset in question is multifaceted. There aren't just a few types of skills to unlock and upgrade, there are *many*. Generally, skills are separated into classes (such as Powers, Movement, Survivability, et cetera), and under each classification are further sub-classifications and the like. For instance, under the Movement class, you'll find sub-classes like Air Upgrades, Sprint Upgrades, and Jump Upgrades. And under each of those sub-classes are the actual skills you use EP to purchase. For instance, Airdash Double Boost costs 80,000 EP to purchase, and you must have already unlocked and purchased Airdash Double in order to have access to it.



It's important to note that not all skills are available immediately. In fact, quite the contrary is true. Skills become available for purchase both as you purchase skills and, more importantly (and more actively), when you complete the game's main quest's missions. As you complete any given mission, you won't only be rewarded with EP and new events to conquer, but you'll also be rewarded with new unlocked skills that are available to purchase. Towards the beginning of the game, unlocked skills are all cheap and can be purchased easily, but as you progress further and further through the game, you'll find stacks upon stacks of unlocked but not-yet-purchased skills. Hey, these things get expensive after a while!

Events, Orbs & The Web of Intrigue

What would a sandbox game like Prototype be without a slew of unlockables, side quests and collectables? Prototype, naturally, has them all. Generally speaking, there are three classifications under this rather vague moniker. For instance, Prototype's side quests are essentially the optional events called... Events. Events are slowly unlocked as you complete more and more of the game's main quest, and show up on your map permanently thereafter. The different kinds of icons shown represent the different "types" of events, whether they are combat-related, speed-related, et cetera. Initially, all events' icons will be green in color, but as you earn medals on the events, specific icons will turn bronze, silver or gold, respectively. In fact, if you manage to earn a gold medal on all events in the game, you'll be able to push yourself even harder to earn even more difficult-to-obtain medals. Events are no-brainers, and with a little practice, achieving a gold medal on all of them shouldn't push you to the brink. The EP earned from them is alone worth the time spent completing them, though some can admittedly be much more frustrating than others.



If you're looking for collectibles in Prototype, you needn't look any further than the two classifications of collectible orbs strewn throughout Manhattan. Looking high, low, left right, up or down, you're going to run into these items, and they're worth an incredible amount of EP when you find them. There are 200 Landmark Orbs in the game, colored a light blue, and there are 50 more Hint Orbs in the game, colored a light violet. The more you find, the more valuable they become (in terms of EP), which simply encourages you to find more and more of them. Unfortunately, Prototype is built with extremely poor draw distance, which is a technical term meaning you can't see details of terrain (and other stuff) far away from Alex's current position in the game. So finding Orbs takes a little bit of luck, since you have to be virtually on top of them to see them. Of course, our guide has a full map of all of the orbs' locations, so you could use that to find them as well.



And finally, there's another classification of both collectible *and* side quest in Prototype known as the Web of Intrigue. The Web of Intrigue is an interesting addition to Prototype that represents the chains of information that Alex is acquiring as he learns more and more about his condition, Manhattan's pandemic, and other topics as well. The Web of Intrigue is complex. It involves finding lots of different people at specific places and times, and absorbing them to gain their knowledge. Absorption of both people and creatures is a key component of Prototype as well, and we'll cover that both in the section below and in the subsequent Ten Tips section of Basics.

Making Manhattan Yours

And finally, we arrive at the final section of the Advanced Tactics, in which we briefly discuss how to make the borough of Manhattan Alex Mercer's plaything. To be fair, the borough is effectively his plaything from the first second of the game, since he's extremely powerful even if he's yet to be upgraded. However, when you begin to upgrade him more and more, you'll be able to make more and more of Manhattan yours, until scant anything poses a threat.

The first key to making Manhattan yours is to absorb both people and creatures, and to do it often. Early in the game, absorbing a creature like a Hunter will give Alex the Claws ability he won't have until later, but even absorbing said creature thereafter is wise, simply because it refills his health. However, the real crux of the issue in terms of absorption lies in the very fact that you can absorb just about anyone and take on their facade, clothing included. This feature is absolutely *integral* to any success you may find while playing Prototype. To enter military bases, for instance, you must grab the facade of a base commander. But in a bind, using disguises is the best way to get away from enemies, especially since you should always have an alternate facade on tap when you're outward appearance is that of Alex's.



What do we mean, exactly? Well, let's say that you kill a military man on the street. All of his buddies with him will begin to target you and track you down. The military may even call in choppers and tanks to chase after you. You could always run away from the fight, but they'll continue to ruthlessly track you down. You could always stand and fight as well, which is realistic, but after a while more of an annoyance than anything. The alternative? Begin to run away, turn a corner or climb to the roof of a building, and immediately switch into your alternate costume. The military will be none the wiser, even if you're jumping off of buildings and stomping on cars, and you'll immediately rid yourself of the nuisance.

It's brazen, smart acts like these that allow you to make Manhattan yours.



1.) **Proceed With Caution** - Prototype is the type of game that gives you the entire landscape to explore almost immediately. But you don't want to get in over your head. While Alex is still a fledgling psychopath as opposed to a full-on death machine, you're going to want to take baby steps as you progress further and further into the game's main story. Instead of rushing through the main quest, consider earning additional EP from collecting orbs and completing events. This will allow you to upgrade Alex's skills, making him stronger and more robust. The more you do this, the less you'll have to proceed so cautiously. Neglect to do this, however, and expect to find the game harder and harder the more you progress through it.

2.) **Spend EP Wisely** - There's a lot of EP (Evolution Points) to be earned in Prototype. You get them for doing almost anything. Did you kill a soldier? You'll earn EP. Did you destroy a tank? You'll earn EP. Did you complete a mission, earn a medal in an event, or find an orb? You'll earn EP for all of it. But don't just waste it. While early-game skills are cheap and can be purchased easily, the further you get into the game, the more and more expensive these skills become. You should be able to earn enough EP by doing everything the game has to offer to go ahead and purchase everything, but initially, you need to be wise on how you spend that EP. We recommend going for Movement, Survivability, and Powers in that order, and then spreading out from there.

3.) **Utilize Upgrades** - This may seem like a no-brainer, but when you unlock and subsequently purchase skill upgrades, you're going to want to make sure to use them. For instance, it's easy to purchase the Claws upgrade and then never actually break them out during the course of the game when you're not forced to. Why purchase things you're neglecting to use? This tip really goes hand-in-hand with tip #2. If you're going to spend all of that hard-earned EP on a skill, make sure it's one you're going to use. And if you purchase it, for God's sake, use it!

4.) **Don't Neglect Events** - In Prototype, Events are essentially the game's side quests. The more of the main quest you complete, the more Events will become unlocked on the map. When you arrive at the location of an Event, you'll be able to undertake it. The first thing you'll see is the Event's primer, with information on what you have to do, and more importantly, information on how much EP is earned for each medal, and the conditions for earning each medal. Events are extremely valuable sources of EP, and you're going to want to pay close attention to them. Bronze and Silver medals are fine, but make sure to try and go for Gold on all of them to earn the maximum EP output from each Event. And if you're *really* dedicated, you can even get gold on all events and then go back to earn even higher-level medals for even more EP. Phew!

5.) **Come Back to Events Later** - One more word about Events. Yes, you should do them, and yes, getting a gold medal on each of them should be a priority for you. But while some Events are extremely easy, others are extremely hard. Don't get down on yourself if you can't obtain a gold (or other) medal on any given Event. Sit and think carefully about which Events you're struggling with, and see if there's anything you can do in the meantime so that you can return later to conquer the Event with ease. For instance, if you're racing on a particular Event and simply can't get through quickly enough to earn gold, why not earn some EP elsewhere, upgrade Alex's speed, and return later? Perhaps the extra speed boost was all you needed to turn that bronze or silver into a gold medal.

6.) **Fight!** - Prototype is a game about balance. In fact, a lot of like sandbox games are. Even though Alex is a man of superhuman strength and ability, you're not going to want to wantonly draw attention to him by flagrantly killing everyone you see and destroying every obstacle in your path. But that doesn't mean that you should adopt an incognito attitude, either. EP is earned in great droves by completing missions, finding collectibles and completing events, but killing enemies makes a great supplement as well. You won't earn as much -- perhaps a hundred EP to a few thousand EP depending on who or what you're killing or destroying -- but you shouldn't neglect to fight when and where possible to do just this. As always, the more EP you earn, the better off you'll be in the long run.

7.) **Use Disguises** - We've glossed over the disguises in Basics a little bit, because they are so integral and so inherent to Prototype's gameplay that you'll almost immediately figure out everything you need to know about them on your own. However, we wanted to make sure to say a word about them nonetheless. Disguises are a necessity, it's really that simple. The game won't let you progress too far without using them, but even when you're not forced to use them, you should still go ahead and have one in auxiliary for later use. Nothing gets you out of a bind quite like a handy disguise, especially if you're being chased by enemies or hunted down by a ruthless Strike Team.

8.) **Progress the Story** - Doing Events, collecting orbs and killing hapless enemies is all well and good, but you're going to need to remember to balance all of that with progressing the game's main story as well. This might be a no-brainer for many people, but you're going to want to get going with the story when at all possible. That's not to say you should neglect completing Events or finding orbs, but it means that you shouldn't dedicate yourself wholly to just scouring Manhattan for orbs when there's a lot of the main game yet to be had. Remember -- completing more and more of the main quest will unlock more and more Events for you to undertake, and skills to be purchased. Find a symbiotic relationship between all of this, and you'll be right as rain going forward.

9.) **Collect Orbs** - Collect, collect, collect! The 250 orbs in the game (200 of one kind and 50 of the other) are worth such an incredible amount of EP that neglecting to collect even a few of them is a crime. They are hard to see (as we mentioned earlier, Prototype's draw distance is laughable), but using the maps we've included in this very guide, you should be able to find them all and add them to your inventory. Better yet, the more you collect, the more they become worth, which should be all of the encouragement you need to find them all. You won't be sorry when you're swimming in a couple million EP, when all you did is scoured the city for an hour or two with our map in hand, collecting all of the orbs. Trust us -- it's worth your time.

10.) **The Web of Intrigue** - And finally, we've come to our final tip. The Web of Intrigue is the most complex and daunting of all optional additions to Prototype, but you shouldn't neglect it or ignore it all together. That would prove to be a massive mistake. Instead of doing so, consider leaving the Web of Intrigue for a point in the game where you're more comfortable with its complexities. You'll need to take advantage of the web now and then as part of the game's main quest, but to see most of the web, you're going to need to take the time to unravel it, absorb people within it, and go from there. Yes -- the Web of Intrigue is complex, but as you'll find when you get into it, it's worth your time, not only for EP and trophies/achievements, but for all of the plot holes it manages to fill as well.

Prototype Walkthrough

Welcome to the Walkthrough section of our guide for Prototype. Below, you can follow the links to reach any mission you need help on.

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Mission One: A Future Introduction

Objective I: Kill the Military Personnel.

After a rather impressive opening cutscene introduces you to the realities of Prototype's version of Manhattan, and the main character who you'll be playing as (the strangely-mutated Alex), you'll be thrust directly into the action. Your first objective appears on-screen; kill all military personnel. This is easy enough, since they're all marked on your in-game HUD as red icons, and they exist in two primary groups. Go around to each and kill all personnel, as you get a feel for the game's controls and combat system. This should only take a moment or two.



Objective II: Go to Times Square. | Objective III: Kill the Military Personnel. (II)

After the last of the military personnel is slain, a new objective will appear, directing you to the south, towards Times Square. Simply look for the sky blue-colored icon on your HUD, which will be located to your south, and run towards it. While you might have to deal with some mutated citizens and angry people, you shouldn't run into any armed or dangerous situations. However, a familiar objective will appear on-screen as you arrive at Times Square. You'll have to kill another large group of military personnel, and these guys are a little better armed than the last batch. Nonetheless, you should have no issues dealing with them.



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Mission One: A Future Introduction (Continued)

Objective IV: Continue through Times Square. | Objective V: Destroy the Tanks.

After you've dealt the killing blow to each soldier appearing on your HUD, the game will instruct you to proceed through the rest of Times Square. It won't be long until you run into the next obstacle in your path, a series of military tanks that you must destroy. Thankfully, it appears that Alex has just the "tools" for the job, in the form of concrete-like fists. Approach each of the tanks carefully and destroy them one at a time by striking them with vicious melee attacks. The tanks can do a considerable amount of damage compared to standard infantry, so you'll want to deal with them quickly, to minimize the threats they pose. Some infantry *may* show up while you're dealing with the tanks, so be sure to lay into them as well when given the opportunity.



Objective VI: Continue through Times Square. (II) | Objective VII: Kill the Hunters.

It won't take you too long to meander through the rest of Times Square, even if it is a chaotic mess of insanity right now. However, the next danger you encounter won't be in the form of military men or their tanks. Instead, it will be in the form of mutated creatures known as Hunters. About a half-dozen of these beasts will show up on the scene, and thankfully, they're dangerous to *everyone*, not just you. So the military in the area will focus on fighting them as well, making your life a little easier. The Hunters can take a bit of damage, but should be of absolutely no issue to the likes of Alex and his supernatural attacks. Track down each of them -- they'll be represented by red skull icons on your HUD -- and then move on to the next objective thereafter.



Objective VIII: Consume the Commander.

The leader of the military forces in the area is located nearby, and he'll be the next person (or object, or creature) to appear on your HUD, as a sky blue-colored icon. He's a bit far off, on the other end of Times Square, but he shouldn't be too difficult for you to find. There are still Hunters roaming around, as well as plenty of military infantry, tanks, and even helicopters. If you want to trash any of that stuff, go for it. Remember, though -- this won't ultimately all be necessary, as you'll soon find out that this is a flash-forward, eighteen days in advance of the actual beginning of the game. So what you're doing now has no real consequence. Nonetheless, when you arrive at the commander's location, begin to attack him, and Alex will consume him automatically, ending this introductory mission once and for all.



«	Mission One	Mission One (II)	Mission Two	Mission Two (II)	»
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Mission Two: Welcome to Real Time

Objective I: Jump over the gate to escape.

Following a rather telling cutscene that shows Manhattan eighteen days before the game's introduction, and following a cutscene that shows Alex's "death", "reawakening" and subsequent escape from the authorities, you'll gain control of your fledgling character. Indeed, Alex is *much* weaker than he was during the game's introduction, simply because you were using him during a more powerful time, eighteen days from the point in which you now control him. After he escapes, riddled with bullets, you'll gain control of him. All you have to do for the time being is catapult him over a nearby fence, so that he can leave the alleyway he's currently confined in. Do so by following the on-screen prompt.



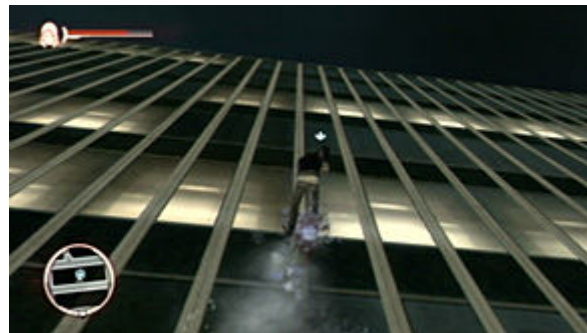
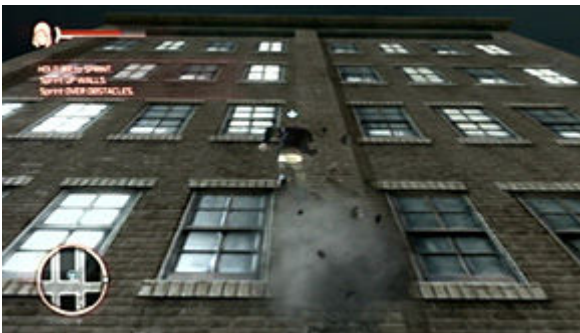
Objective II: Escape the Area. | Objective III: Obliterate the Helicopter.

The federal authorities are *pissed*, and in his current form, Alex simply doesn't have what it takes to deal with the threat. The helicopter flying overhead is an especially daunting obstacle that should be avoided for the time being. Follow the advice the game's next prompt offers you, and escape the area completely, running towards the marker on your HUD. Follow the on-screen prompt to run rapidly, which will allow Alex to seamlessly go over cars and other obstacles that happen to be in his path. When you arrive at a predetermined location, you can then do battle with the helicopter. Alex will automatically pick up a taxi cab that's hurdling towards him. After learning how to aim and throw, do just that -- aim at the helicopter, and then throw it at the chopper to disable it, where it will soon thereafter crash.



Objective IV: Wall-run up to the top of the building. | Objective V: Get to higher ground.

Any residual soldiers that managed to get out of the helicopter before it was destroyed should now be killed. Then, it's time to follow another objective and run up to the rooftop of a nearby building, marked on your HUD. This should only take a brief moment, but it's not the end of your epic climb upwards, because the game will then instruct you to get to even higher ground than that. The game takes a look at the large skyscraper nearby, which will give you a good hint as to the building you should be climbing up. En route, be sure to pay attention to the tips the game gives you as far as climbing is concerned, which may not be immediately useful to you, but will no doubt be useful to you later in the game, in much stickier situations than this.



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Mission Two: Welcome to Real Time (Continued)

Objective VI: Destroy the helicopters.

This might seem like a daunting task for Alex, but in reality, it's extremely easy. You're going to need to remember some of the lessons you learned below when you were running away from and then subsequently destroying the helicopter there, though the game will remind you of just what to do in case you've already forgotten. Use the debris from the air conditioning units on the roof here that the helicopters will shoot apart as you attempt to hide behind them. Chuck them at the helicopters to do damage. The bigger the object and the more accurate the toss, the more damage you'll do to the helicopter. Be sure *not* to jam in any direction on your analog stick when you're tossing these items, or you'll miss every time! Just pick up the object, aim at the helicopter in question, and give the object a good toss to send it hurtling towards the ground, a fiery piece of wreckage.



Objective VII: Consume the Blackwatch Commander.

After a cutscene, you'll regain control of Alex. A soldier shot Alex and assumes he's dead, but as we already know this early in the game, thinking that bullet did much of anything to the Prototype is a fallacy. You'll be ordered to "consume" the Blackwatch Commander in front of you, which can, again, be done via the on-screen instructions. After that happens, you have a moment to fool around, but once you head onto the street ahead of you, expect to be assaulted by about ten of the commander's fellow soldiers. And they aren't too happy. Stick around and kill them for experience points, but be certain you stay on the move, because these guys can do considerable damage, and can possibly even kill you.



Objective VIII: Go to Dana's apartment. | Objective IX: Go to the overlook to investigate the area. | Objective X: Enter Dana's apartment unseen.

From here, all you have to do is dash over to Alex's sister's apartment, which is several blocks away. You can get there as stealthily as you'd like, if you use your soldier disguise. However, opening up attacks on enemies in this form will force the game to give you prompts on how disguises work, which is a good primer. We encourage you do just this not only for this primer, however, but for the experience points as well. You should be fighting everything you see for the experience it earns you (with rare exception). You can always hide thereafter to get enemy forces off your back. When you arrive at the predetermined location, climb the tall building nearby to get a better look at what's going on. Then, when all of the enemies are dead, enter Dana's apartment and the mission will conclude, following a cutscene.



«	Mission Three	Mission Three (II)	Mission Four	Mission Four (II)	»
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Mission Three: Past and Present

Objective I: Go to your apartment.

This mission begins simply enough. You'll find Alex atop a tall building, and you'll be ordered to head to his apartment, which is located in the Upper East Side, far to the north and slightly to the east of your current location. You should have no issue getting to this location simply by running there, as there are no enemies to fight or anything else of consequence going on. Of course, you could easily make trouble for yourself if you so desire, and picking on the helpless citizenry of Manhattan is always an appealing choice, as well.



Objective II: Kill any Marines attempting to radio for support. | Objective III: Evade or destroy the strike team.

As soon as you arrive at Alex's apartment, you'll find that you've gotten there too late. Overrun with federal agents, Alex doesn't stick around long, and when you regain control back out on the city streets, you'll have your hands full with dangerous Marines gunning for you. Furthermore, some of the Marines have access to radios, which they will use to seek support from dangerous strike teams. Try to seek out these specific Marines first, though doing so may be difficult considering the fact that you're being attacked from every angle. If you aren't successful in getting to radio-wielding Marines, we recommend that you disguise yourself and hide under the nearby trestle as the strike team's helicopter shows up. Evade it for a while, and it will go on its way, allowing you to proceed with the mission. We recommend against engaging the strike teams for now.



Objective IV: Get to the extraction point before the helicopter.

Another helicopter then shows up on the scene, and you're ordered to get to the extraction point shown on your map in Central Park. The blue icon on your map represents the specific area you're ordered to get to, and you have to get there *before* the helicopter arrives, which is actually a rather easy endeavor. Simply hold down the run button and run towards the park, and continue through the park after you arrive. When you reach the extraction point before the helicopter, you've won yet another little victory against the powers that be.



Mission Three

«	Mission Three (II)	Mission Four	Mission Four (II)	»
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Mission Three: Past and Present (Continued)

Objective V: Use your disguise to lure the agent out of the APC. | Objective VI: Consume the Agent before he reaches the helicopter.

This section of the mission can be a bit confusing. A prompt will immediately appear on your screen, letting you know that by pressing this button, you can alert other soldiers in the area that all is clear. This will cause the agent we're after to run towards the helicopter nearby, in order that he be extracted from this dangerous situation. Try to approach the tunnel ahead *before* activating the all-clear. This will force the agent to run towards the helicopter, right by you, which will help you with the next objective. This objective encourages you to consume the agent before he reaches the helicopter, which will prompt more information to be added to your Web of Intrigue.



Objective VII: Evade or defeat nearby enemies to complete the mission.

After learning more about the Web of Intrigue, you'll be forced to evade or defeat the enemies all around you to complete the mission. The former is unnecessary, and we discourage it. Don't bypass all of those experience points. Fight all of the enemies in the vicinity, even using their heavy weaponry to destroy the nearby tank for *even more* experience points. At this early point in the game, you should be getting used to the fighting mechanics, and this fray will help you all-the-more on that quest. When you've defeated the last enemy in the area (or when you've evaded them effectively, if you choose to go down that route instead), the mission will conclude.



Mission Three

«	Mission Three (II)	Mission Four	Mission Four (II)	»
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Mission Four: Behind the Glass

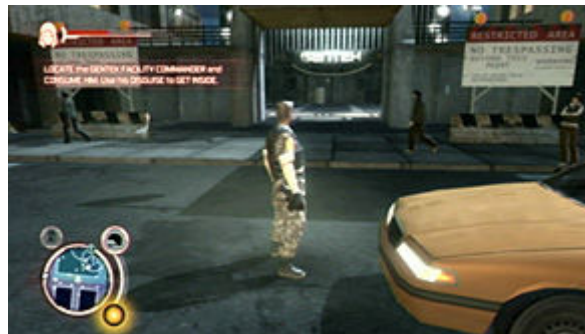
Objective I: Go to Dana's safe house. | Objective: II: Go to the Gentek Facility.

This mission begins innocuously enough. The first thing you're going to be ordered to do is to head to Alex's sister Dana's safe house, which will be on your map (it's located near the center of the borough). After heading there, you'll get to watch a cutscene which will explain more of the story, and explain more about the role of an organization called Gentek in the entire quarantine of Manhattan. When you regain control, you'll be ordered to head from Dana's safe house to a Gentek facility located in Gramercy, on the eastern edge of the borough. As soon as you arrive there (little should happen in between the two locations), you'll have to figure out a way to get into the facility undetected. And yes -- undetected *is* the operative word.



Objective III: Enter the Gentek Facility undetected.

Entering the Gentek Facility here in Gramercy can be a lot more difficult than it seems, regrettably. You're going to have to think cleverly here in order to get into the facility itself, because while it's easy to get into the periphery of the facility, it's not going to be easy to actually get *inside*. What to do? Well the first thing you're going to want to do is assimilate a nearby soldier, so you can use his facade as a disguise (you may not need to do this if you already have a military-type as your alternate costume). This will grant you easy access to the courtyard surrounding the facility. But here, too, you'll find a catch, in the form of pesky devices that can see through your outer facade if given enough time. In addition to evading those two devices, you'll also have to find the commander of the brigade dispatched at the facility, so you can assimilate him and gain access to the building in question.

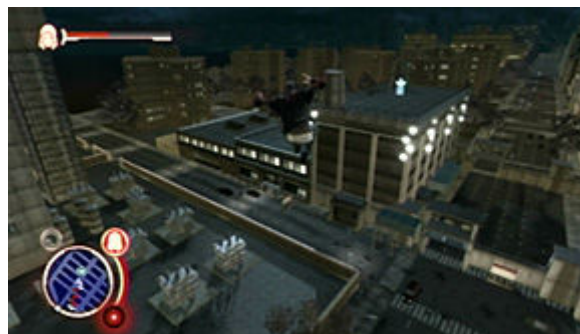


You can deal with both of these problems at the same time. First, engage in hostilities with some of the soldiers in the area, which will cause all sorts of havoc. This is an important thing to do, however, because it will allow Alex access to valuable weapons -- notably rocket launchers -- that you can use to destroy the two aforementioned detection devices. Once those are down, you can let things cool off and return to the facility's outer courtyard as a soldier, going permanently undetected, so long as you don't open up hostilities. Then, all you have to do is find the company commander, assimilate him, and gain access to the building at the point shown on your map. Keep in mind that you might have to fight myriad soldiers and Strike Teams as you're doing all of this, but it's all worth EP, and thus, worth it in general.



Objective IV: Lead the Hunters inside the military base.

After a lengthy series of cutscenes, you'll regain control back outside of the Gentek base. With monsters called Hunters all around you, you'll find yourself seriously unprepared to deal with such a strong, hostile threat. That's okay, though, because you don't really have to deal with them at all. Instead, you're going to bring them to a nearby military base located to the southeast of your current location, in the East Village. An icon will show up on your HUD and guide you there. There is *no* time to waste, however. You have to move quickly here. Just run, run, run! The red icons representing the Hunters will follow you close on your tail. You'll eventually reach your predetermined location, where the mission can continue unabated.



Mission Three

«	Mission Three (II)	Mission Four	Mission Four (II)	»
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Mission Four: Behind the Glass (Continued)

Objective V: Stun and consume a hunter.

Both Alex and the Hunters will make their way into the military base via the glass roof. And then, you're going to have your hands *quite* full. Thankfully, the game manages to point out a stash of rocket launchers along one of the walls that will be your key to success here. You *don't* want to go head-to-head with the Hunters at this point in the game with *anything* but those rocket launchers. Thankfully, if you're not too handy with them and aren't aiming well, or need more ammunition than provided, endless amounts of enemy soldiers will show up to fight the Hunters along with you, and a few of them will have rocket launchers as well. Those launchers are the key to victory for the rest of the mission.

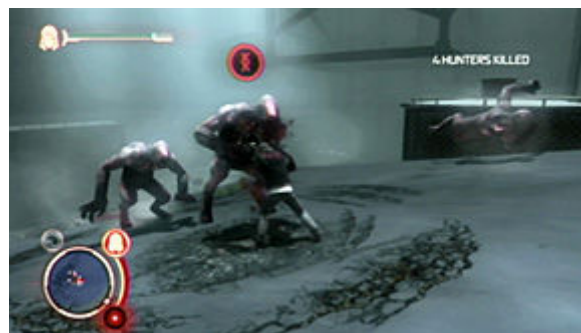


Objective VI: Defeat the Hunters.

The idea here is to kill about five Hunters. Unfortunately, they'll come in waves, and these guys are both fast-moving (as you learned outside when en route to this destination) *and* ruthlessly aggressive. And for some reason, they're especially interested in killing Alex, even though scores and scores of soldiers will move in and out of this location in an attempt to kill the Hunters as well. That's not to say that the Hunters' ire won't be directed at the soldiers too, because it will be. That *is* to say, however, that you are priority target number one to these creatures. And this fact necessitates both quick movements and quick actions. You have to keep moving constantly to avoid being heavily damaged by these enemies, and you'll need to acquire rocket launchers and empty their payloads as quickly as you can aim and fire.



As you whittle down the Hunters' ranks, more will show up, so you're always dealing with nearly a half-dozen of these creatures trying to kill you at all times. The enemy soldiers in the area will deal mild damage to the Hunters, so it's really going to be on you and you alone to kill off these guys. You'll have two main options in which to do this. The first option is to lower any given Hunter's health enough that you can absorb the foe. This is a great option, since doing so will allow you to heal yourself, which is likely much needed (keep in mind that you're forced to do this at least once, and you'll gain claw-based abilities thereafter). And of course, simply obliterating the Hunters with rocket after rocket after rocket is another, more cumbersome alternative.



Objective VII: Rupture all of the fuel tanks to destroy the base and kill the hunters.

The soldiers, along with Alex, are completely overwhelmed by the endless waves of Hunters that are showing up at the military base. But Alex could care less about either group he's currently surrounded by, and opts to blow the place sky high in lieu of continuing the fight in a more standard fashion. This is when the game will direct your attention towards six fuel tanks in the warehouse you're currently occupying. Puncture each of those tanks with rockets, and both the soldiers and the Hunters will be slain, allowing you to end this mission. Some tanks seem to take only one rocket, others two, so keep running, aiming, and shooting. Before you know it, this mission will conclude.



«	Mission Five	Mission Five (II)	Mission Six	Mission Six (II)	»
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Mission Five: The Wheels of Change

Objective I: Go to Karen Parker's apartment.

After you arrive back at Alex's sister Dana's safe house in midtown, she'll direct you towards a new location, that of an ex-girlfriend of yours named Karen Parker. Alex lacks substantial memories at this point, so he doesn't remember Karen, but nonetheless, that's the next lead Dana has to work with, and Alex vows to follow it through. The apartment itself is located near an active hive (which you will learn more about in a little bit), in between the southern edge of the Upper West Side and the northern edge of Midtown West. Getting from one location to the next shouldn't be too difficult for you, though you'll want to get into the apartment via the predetermined location as quickly as possible, since there's quite the fray happening outside.



Objective II: Consume a soldier to locate a military base.

Karen suggests that she and Alex hijack a military vehicle, so that the two can safely escape the melee happening outside. This is a good idea, but it's going to require a considerable amount of legwork. The first objective is to consume a soldier outside, so that a military base can be located and breached. Even if you already have military fatigues on, you're still going to have to follow the icon on your HUD and consume the person shown in order to continue. If the person you're tracking is killed, another one will randomly show up nearby, so consumption *must* happen here. Just avoid all of those Hunters and, of course, all of the hostile enemies of the human variety as well. As always, this is easier said than done.



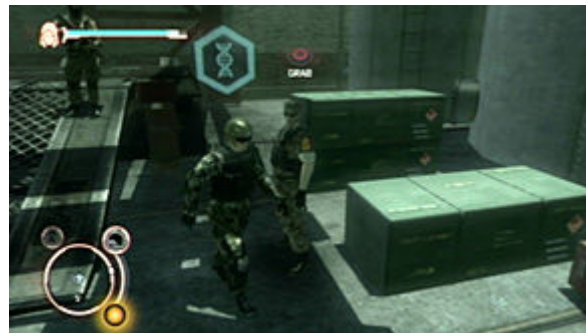
Objective III: Go to the Military Base. | Objective IV: Consume the Commander to access the base.

Once you've tracked down the proper person to consume and have done that, the base you're supposed to infiltrate will show up on your map and HUD. The base is located at the northwestern tip of the oddly-misplaced Central Park, which is more like Northern Park in Prototype's version of Manhattan. Nonetheless, when you arrive there, you should be able to easily enter the base, so long as you are still donning your previously-assimilated clothing. Walking around the base will be the Commander, and an icon will show up on your HUD representing him as well. The game will encourage you to stealthily consume him, so that nothing comes of it in the way of hostilities. However, that's not necessary, especially if you're itching for a fight (and some additional EP). Either method of consumption works just fine, though if you decide to take the hostile route, you're going to need to get out of dodge, lose your "wanted level," and return once more.



Objective V: Enter the base in Commander Disguise. | Objective VI: Consume an APC driver.

With the Commander's garb (and, well, body) acquired, you can enter the base itself. Once inside, the game will immediately prompt you to consume an APC driver, which will be a randomly-selected member of the military contingent within this hangar. For us, we had to travel to the far side of the building, which took a mere few seconds, where the telltale sky blue-colored icon could be found on both our HUD and above the person's head we were tracking. Again, the game tells you to stealthily consume this person, and this time around, we agree. We're not outside anymore; now, we're in a confined space. You don't want to piss the guys off in here, or you're going to complicate your life to an unnecessary degree.



«	Mission Five	Mission Five (II)	Mission Six	Mission Six (II)	»
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Mission Five: The Wheels of Change (Continued)

Objective VII: Get into an APC. | Objective VIII: Go to the Infected Zone to test the weapons.

Once you've consumed the APC driver, the next logical step, as you may have guessed, is to get into an APC. You can find one back outside, so head out of the hangar, and then go to the nearby location on your HUD, where an APC (which stands for Armored Personnel Carrier, if you were curious) can be found near one of the base's entrances. Once inside, get a feel for the rather simplistic controls, and then start rolling over to the predetermined destination on your map, a small park to the west of Central Park, in between West Harlem and the Upper West Side. Getting there should only take a couple of minutes.



Objective IX: Use the APC to kill the infected. | Objective X: Return to Karen Parker's apartment.

When you arrive at the small park, the game will prompt you to use the APC's powerful arsenal of weapons to destroy all of the infected beings running around. Not only will the infected enemies be marked as red dots on your HUD, but they will also have small red icons above their heads in real-time, so you know exactly who you're supposed to be aiming at. Your tank is essentially impervious to attack, so your best bet is to actually stay still (or otherwise keep the roving to a minimum) while aiming your arsenal at those targets designated for death. This is an easy task, and won't take much time or effort. Once you're done, the game will then prompt you to head back to Karen Parker's apartment.



Objective XI: Destroy the Hive before picking up Parker.

Of course, your rather leisurely drive over to the west end of Manhattan won't be as simple as it seems. Well, the *drive* is easy, but you won't be able to just get into the building without dealing with the mess outside, however. And this mess is in the form of a Hive, a hotbed of enemy activity. While several blocks on all side of the Hive are red, you have to seek out the actual Hive itself -- an infected building -- so that you can begin to damage it. Your tank's heavy weaponry will make short work of the Hive, thankfully, and while you can be static in your tank while taking the Hive building out, you should keep moving so you can avoid the Hunters in the area. Keep a close eye on the Hive's damage bar, and keep shelling it until it's no more.



Objective XII: Pick up Karen Parker. | Objective XIII: Get Parker to safety.

When the Hive has fallen, all you have to do is cross the street and head towards the large blue area, plenty big enough to park the APC. Here, you'll be able to pick up your ex-girlfriend Karen Parker, and are thereafter charged with getting her to safety. This is easy enough; just drive to the predetermined location just north of Central Park. En route, you should run into little resistance, though you can expect to have a Hunter or two on your tail while you're frantically exiting the "red zone" surrounding the Hive. Take care of them with your tank's arsenal, keeping in mind that they *can* damage and potentially destroy the tank. When you are at the northern border of Central Park, simply drive into an alleyway where the HUD directs you, and the mission will conclude.



«	Mission Five	Mission Five (II)	Mission Six	Mission Six (II)	»
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Mission Six: A New Order

Objective I: Go to the infected water tower and collect the genetic material.

To begin this mission, head to the predetermined location shown on your map, which is on the horizontal street bordering the northern edge of Central Park. Here, you'll find Karen Parker in her lab doing research. To properly go about her scientific inquiries, however, Karen is going to need genetic material from specific locations. Karen orders you to head to two locations -- an infected water tower and one of the active enemy hives in the city -- to collect genetic material. Getting these samples isn't so easy, of course. And just like that, you're sent off to collect material from the infected water tower first. Get going!



As you run through the city, you'll eventually come to the second predetermined location of the mission, and from there, you'll be able to spring forth towards the infected water towers, where valuable genetic material can be collected. However, we told you this wouldn't be easy, and it isn't. You can't approach the towers too closely, or the infected species breeding within the water tower will hatch, the water tower will be ruined, and you'll have more enemies to deal with than you previously did. The idea is to destroy these towers from afar, and then approach them to collect the intact genetic material that comes out of them. You'll need to visit four or five towers total in order to collect the appropriate amount of water tower-derived genetic material.



Objective II: Destroy the infected water tower before it can hatch. | Objective III: Collect the genetic material and go to the next infected water tower.

Red skulls will appear on your HUD one at a time, and these skulls represent the precise location of the infected water tower in question. If you happen to stray too close to one and it erupts with enemies, another one will always show up, so you can move on to the next one. The easiest towers to destroy are those on rooftops adjacent (and preferably lower than) another rooftop lined with machines like air conditioning units. Grab these and aim at the water towers, chucking these devices at them to damage them. It'll likely take three such collisions to destroy each of the towers.



Once a tower is destroyed, it will erupt with several yellow-colored orbs. These orbs are the genetic material you seek, so run around the periphery of where the tower once stood and collect all of the orbs before moving on to the next tower. Keep in mind that a broken tower will almost always hatch some enemies for you to deal with. This is in addition to both infected and military-types that you'll need to deal with here and there as you go about your scientific pursuits. This first part of the mission simply takes patience and know-how, but not much skill. So stick with it and collect all of that genetic material so that you can continue to the next part of the mission.



«	Mission Five	Mission Five (II)	Mission Six	Mission Six (II)	»
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Mission Six: A New Order (Continued)

Objective IV: Go to the Hive and collect more genetic material.

Now that you've collected all of the genetic material from the infected water towers, it's time to head over to a nearby Hive, where the second batch of genetic material can be collected, for Karen's scientific research. Getting over there shouldn't be too hard, but expect to run into a few infected enemies along the way. If your experience is anything like ours, you're likely to run into a few Hunters, perhaps all at once, which will pose a threat. Be sure to kill them before you run into the blue marker (shown on your HUD), which will begin the final wave of the mission, and lighten your already-heavy enemy load. And you'll soon find out just what we mean by that.



Objective V: Collect genetic material before the Hive is destroyed. | Objective VI: Collect genetic material.

The hive erupts with yellow-colored orbs, representing genetic material that must be collected, at "set intervals," as the game describes. And this is indeed very much true. However, you're going to have to collect many times the orbs that you did from the water towers to satiate the genetic material meter here. And making matters more complicated, the integrity of the Hive itself is currently under attack by the military. So, you're going to have to work hard at not only collecting genetic material and dodging/killing infected enemies, but you're going to have to deal with the military, and their helicopters and tanks as well. This complicates the issue twofold.



Military infantry simply isn't the problem here. They can't do any damage to the Hive with their assault rifles. The tanks and the helicopters are the real issue. Generally, you can leave the majority of the tanks on the scene to the infected Hunters, who will make short work for them. As for the choppers, grab nearby cars and other objects and quickly down them, since their weaponry is one of the main culprits in a possible Hive downfall. Keep an eye on your HUD, which will show you the location of helicopters and tanks. And remember that more will come onto the scene in several waves. If the Hive is in danger, the game will let you know, and you'll need to increase your protective actions to preserve it from further harm. When the military threat is finally defeated, which it eventually will be, all that's left to do is collect any genetic material you may yet need, which will end the mission in success.



«	Mission Seven	Mission Seven (II)	Mission Eight	Mission Eight (II)	»
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Mission Seven: Open Conspiracy

Objective I: Locate the Blackwatch Commander.

Head to the predetermined location on your map and you'll run into an old friend once again, who will quickly send you off to a military base at the far south end of Manhattan. Travel southward from your location to the Financial District, and you'll run into the military base. To avoid attracting any unwanted attention, make sure you're in a military uniform before heading into the base itself, and obviously, you're not going to want to be seen by any military personnel as Alex Mercer. Consuming him incognito style is going to be nearly impossible, though you should do so if you find the opportunity. Otherwise, consume him, and then make a quick getaway to lose your wanted level.



Objective II: Destroy the Nearby Patrol.

Represented as a red skull on your HUD (and larger map), the patrol to your north, roving around in the heart of the Financial District, is going to be your next target. The patrol is made up of a couple of tanks, and a few airborne devices that serve a peripheral offensive purpose, but for the most part are designed to detect cretins like yourself. Don't try to take on this patrol in person, if you can. Instead, leave the military base in a tank of your own, and drive to the location designated. Here, you can do battle with the tanks (though we suggest you prioritize destroying the airborne robots first). Your heavy weaponry against the tank's own heavy weaponry will make quick work of both vehicles, so be sure to keep an eye on the tank's health, and bail out while you still can, hopefully with the enemy tanks already obliterated.



«	Mission Seven	Mission Seven (II)	Mission Eight	Mission Eight (II)	»
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Mission Seven: Open Conspiracy (Continued)

Objective III: Destroy all patrols before they reach Dana's safehouse.

If you thought that was the only patrol you'd have to deal with however, you're sadly mistaken. There are several more patrols you're going to have to deal with, and they'll come in two waves, one after another. Each wave that appears consists of three individual patrols, and each patrol is made up of two tanks, a couple of those airborne robots, and this time around, even some helicopters. If a single patrol in either wave reaches Dana's apartment's proximity, a clock will show up on-screen, and you'll have only a minute to get to the patrol in question and destroy it. If you fail to do this, you'll have to restart from the last checkpoint. Thankfully, this might not ever happen to you, as the patrols don't move too rapidly.



As usual, each patrol is marked as a red skull on your HUD. Keep in mind that if a patrol is close to another patrol, they may appear as one single icon even though there are two full patrols in your proximity. The best idea is to study your map, and take out patrols in a very specific order. That order should be derived from their proximity to Dana's apartment. The patrols closest to the apartment's location should be dealt with first, and you can then spin out from there to deal with all of the other patrols. While you can deal with the patrols in a way that fits your own preference, rest assured that you'll have your hands full after a while if you don't deal with the patrols closest to their targets.



It should go without saying, but finding or hijacking tanks and using them to defeat the patrols is always the best option, and is preferable to dealing with the tanks on foot, since they can rather easily tear you to shreds before you can have a second to react. Make sure to utilize both of the tank's weapons, as they have their own uses. Missiles should be reserved for helicopters and tanks only, and always supplement missile launches with machinegun fire, since you can't quickfire-launch missiles, but you can easily shoot shots at will from your heavy cannon. When the final patrol is felled, this mission will come to a sudden conclusion.



«	Mission Seven	Mission Seven (II)	Mission Eight	Mission Eight (II)	»
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Mission Eight: In the Web

Objective I: Destroy the viral detector.

This mission begins pretty quickly, so you're going to want to be ready for the fray almost immediately after heading to the predetermined location seen on your map and HUD. After beginning the mission, you'll be immediately charged with destroying a nearby device known as a viral detectors. Viral detectors are what are helping the authorities slowly-but-surely track Alex down, but without them, they'll again be crippled, rendered relatively helpless to the whims of the superhuman. Head to the first viral detector and do it in, keeping in mind that you'll need to deal with the soldier contingent guarding it. You could always turn the enemies' guns on the detector itself, as bare fists simply won't do the job. On the other hand, you could destroy it with your claws or hammerhand skills rather easily. It's up to you.



Objective II: Destroy another viral detector.

It will only be a few seconds after destroying the initial viral detector that you'll be asked to destroy another one. Thankfully, you'll be brought to its general vicinity, but will have to narrow it down from there until you find the detector's specific location. Because there are eight other detectors in addition to the second on you're seeking out (as you'll soon find out), they're all cloaking each others' exact locations. This will complicate your life significantly, especially when you consider that Strike Teams will be on your butt for the duration. Nonetheless, when you finally reach the second detector, destroy it in a similar fashion to the first one. This shouldn't take you too long.



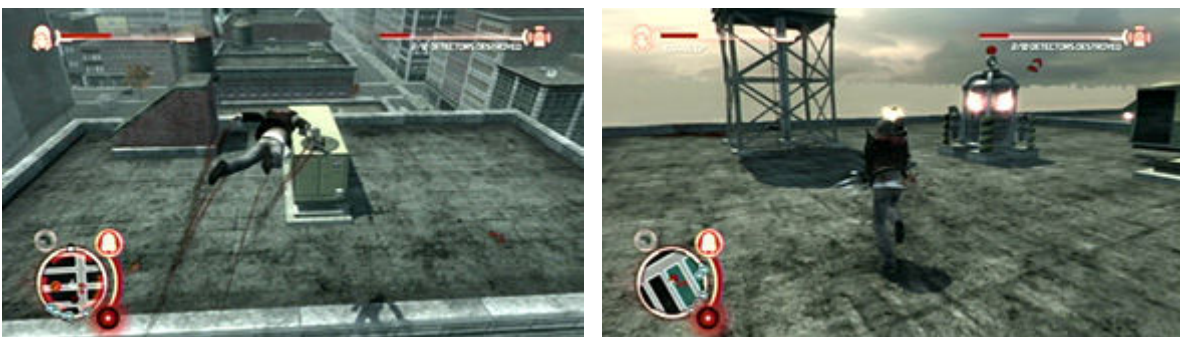
Mission Eight: In the Web (Continued)

Objective III: Destroy the remaining viral detectors in each marked city block.

Unfortunately, when you've destroyed the second viral detector, your situation becomes increasingly complicated. And we mean *increasingly* quite literally, because things will simply get more and more difficult for you. You'll be asked to destroy the eight remaining viral detectors, all of whose locations are cloaked and otherwise obscured. The best way to find each one (and you'll be forced to find them in sequence) is to fly, run, jump and glide to the various locations given on your HUD as possible locations of the detectors. This will help you narrow areas down and ultimately locate the sought-after device. When you find each, expect it to be well-guarded by military men toting both machineguns and RPGs. Furthermore, helicopters will get involved, forcing you to deviate from your plans to deal with them as they show up. These helicopters are *in addition* to any Strike Team helicopters that will undoubtedly be called upon to destroy you.



As you destroy more and more of the devices strewn around the borough, you'll find yourself increasingly inundated with enemies. This is unfortunate, because the stronger enemy presence is going to slow you down. This presents a bit of a quandary for you. You can either rush around wantonly to various devices in order to destroy them, with disregard to what's going on around you, or you can approach the situation a little more formulaically. We recommend the latter, since surviving this onslaught with no regard for Alex's well-being is more than a little tricky. After destroying each device, kill the remaining soldiers who were guarding it, take out the helicopters tailing you, and deal with any Hunters on your butt. Then, quickly hide in an alleyway and change into an alternate costume to lose your wanted level. Military-themed costumes will ensure that you can get close to each device and initiate hostilities at each location without too much trouble.



Objective IV: Evade or defeat nearby enemies to complete the mission.

Once the tenth and final device is destroyed, the mission may end completely for you. This is only if you have no wanted level and there are no enemies remaining around you. Otherwise, you'll need to fight on after the cutscene plays following the destruction of the tenth device. All you have to do is, as the objective states, evade or defeat the slew of enemies on your tail. Once you do that, the mission will end, and another mission will begin (as soon as you're ready for it to, that is).



«	Mission Nine	Mission Nine (II)	Mission Ten	Mission Ten (II)	»
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Mission Nine: The Altered World

Objective I: Go to Dana's Safe House.

As usual, you'll want to begin this mission by heading to the predetermined location shown on your map as a yellow star. This is Dana's Safe House, and you've begun other missions before this one from there, so it shouldn't be anything too challenging for you to undertake. When you get there, the storyline will progress and Dana will alert Alex of something which will have him scrambling to quickly get to the next location. The blue marker on your map hereafter, found in Little Italy, is where you're going to want to head towards. Get there any way you can, but keep things incognito if you're able to. This way, you don't have to needlessly fight your way to your destination.



Objective II: Go to the Hive to lure McMullen out. | Objective III: Find and consume a Commander among the survivors.

When you arrive at this location, you'll find yourself overlooking a nearby Hive. When you get down to the Hive, you'll get your full instructions. While your initial objective at this point is to lure McMullen out of hiding, you'll quickly garner another objective, which is to consume the commander of the military platoon currently bombarding the Hive in question. Keep an eye out for the telltale light blue DNA icon, which will designate where the commander is located. Once you find him, consume him. You don't have to be stealthy about it (nor will you reasonably be able to with all of the chaos going on around you), so when you find him, grab him and consume him. It doesn't matter if anyone else sees you.



«	Mission Nine	Mission Nine (II)	Mission Ten	Mission Ten (II)	»
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Mission Nine: The Altered World (Continued)

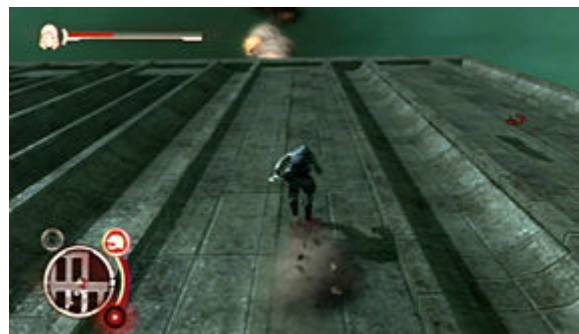
Objective IV: Go to the next Hive Research Site and check its activity levels. | Objective V: Sabotage the Viral Detectors.

En route to your next destination, you'll be asked to head to the next Research Site associated with a Hive to check its activity levels, which will quickly parlay itself into another objective that you'll actually have to act on. The Hive Research Site is surrounded by four Viral Detectors, identical to ones we encountered earlier in the game. However, this time around, you're not going to want to destroy them. Instead, you're going to want to approach each of them, following the increasingly-more-difficult on-screen prompts to disable them. The detectors can be damaged, but not destroyed, so acting slyly is your best bet. Don the facade of a soldier and approach each detector to disable them without opening hostilities. If you're slick, you can get through this easily without so much as raising an eyebrow. Expect to have a nearly-impossible time doing this if enemies know precisely who you are, however. Not only can stray enemy fire destroy their own Viral Detectors, but getting hit will pressing the button sequences to disable said detectors will disrupt the process, forcing you to start all over again.



Objective VI: Evade the military.

Now all that's left to do is evade the military. While McMullen might have been privy to what was going on down below (or perhaps his controlling soldiers), the military now knows that Alex was the one messing with the sensors, nearly endangering McMullen's life. And now, they're on your tracks. So, as usual, the best way to lose the military is to dash away from them and their helicopters as quickly as possible. As soon as you've put a little distance in between you and the pursuing forces, duck behind a building or some other piece of cover and quickly change back into military garb. Then, expose yourself to the military once more. If all went according to plan, they'll have no idea you're Alex, they'll assume they've (yet again) lost their target, and the mission will conclude automatically thereafter.



«	Mission Nine	Mission Nine (II)	Mission Ten	Mission Ten (II)	»
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Mission Ten: Errand Boy

Objective I: Enter the Hive.

This mission will begin innocuously enough. Head to Karen Parker's laboratory at the northern end of Central Park. There, she'll reveal to Alex the next step of her plan to figure out what the nature of the virus infecting the borough of Manhattan, so that perhaps she can work to reverse it. Unfortunately for Alex, this requires him not only to head to an infected Hive, but to infiltrate the *inside* of said Hive as well. Once you find yourself back outside and in control, you won't have to travel a very great distance to reach the Hive in question -- a simple trip across the park will do. However, once inside, you'll realize just how dire this situation actually is.



Objective II: Collect the Genetic Material. | Objective III: Defeat the Specialist.

While you'll be able to run around the inside of the Hive, collecting those yellow orbs which are genetic material, you'll quickly find out that Karen Parker has betrayed you, sending in a Specialist to come and get you, and end this charade once and for all. The fight with the Specialist is in essence a prolonged boss battle, one that will challenge you if you approach it in the wrong matter. For starters, the best tool in your arsenal for the coming sequences is certainly the Hammerfist. The Whipfist might seem nice, but the Specialist is too quick to ever be struck by it. Likewise, the Claws are usually our standby weapon-of-choice, but the Specialist has his own way of keeping you away from getting too close to him, so the Claws are out of the question. Just trust us on this one -- go with the Hammerfist.

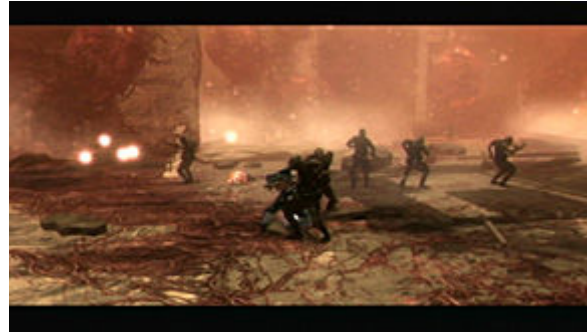


Mission Ten: Errand Boy (Continued)

Fighting the Specialist himself can be a difficult proposition. If you try to fight him from up-close, he'll almost always rebuff your advance. Similarly, if you try to flank him or otherwise surprise him, he won't have any of it. The best way to damage him, believe it or not, is to whittle away slowly at his health with flying kicks. This is a slow process, but it's the process that best ensures that you won't be suffering from massive damage as you're thrown across the screen time and time again. Don't get greedy with trying to incessantly damage your foe, keep moving to avoid the Specialist's gun-based attacks, and when you see a moment to dip in for a kick or two, take it.



Eventually, the Specialist will take enough damage (this may also be spurred by Alex taking enough damage, it's hard to tell), and the Hive's many creatures will begin to show up. Shortly thereafter, the Specialist will call his men in, and you'll be dealing with both factions who seem strangely bent on fighting only you. This is where the Hammerfist comes into play, because spamming with this attack should easily take care of most, if not all, of the enemies surrounding you. Better yet, the health orbs that are left behind by deceased enemies will increase your health and keep it maxed out, allowing you to refocus on the Specialist when all other enemies' numbers have dwindled with a full health meter. Use the same tactics on him when you engage him once more, and he won't be able to stand up to Alex for too much longer.



When the fight's reached its conclusion, the Specialist will make his getaway unscathed, but not before he injects Alex with something that removes his special powers. All that he has left is his speed and abilities like jump and glide, but his attack powers and ability to withstand attack after attack have, for the time being, been completely removed. So, you'll have to quickly scatter to lose both the ground troops after you and, more importantly, the helicopters on you as well. Run for a while, heading up buildings, and then quickly change into your alternate military outfit, which should be all you have to do to lose the military for the time being. This will end the mission.



«	Mission 11	Mission 11 (II)	Mission 12	Mission 12 (II)	»
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Mission Eleven: Under the Knife

Objective I: Go to Dr. Ragland's Morgue.

Karen betrayed Alex, so his only friend left is his sister Dana. Head over to her apartment when told to do so, which is located off of the west edge of Times Square. When you arrive, Dana will have some more information on what Alex should do next -- it's time to head to a morgue to continue on the mysterious trail of this illness slowly consuming the entirety of Manhattan. When you regain control outside of Dana's safe house, travel northeast towards the coast alongside the Upper East Side. It's a bit of a distance to reach the morgue at the hospital at that location, but as long as you stay incognito and don't cause any trouble along the way, the trip should only take you a couple of minutes.



Objective II: Locate Blackwater Specter Forces. | Objective III: Hijack an APC to consume a Commander.

When you arrive at the morgue, a brief cutscene will occur between Dr. Ragland and Alex. Alex pleads with the man for his help, and he agrees, letting him know that Alex must find Patient Zero, the originator of the virus, in order to get to the bottom of what's going on. In order to do *that*, one must first track down the Blackwater Specter Forces. You'll likely run into them over at Midtown East. When you get there, you'll be ordered to hijack one of four APCs below (tanks) so that you can assimilate the commander-drivers of the vehicles and go about your business from there. Each are represented on your HUD, so the APC you choose is up to you. If you want to do things properly without much of an issue, be absolutely positive you go down to consume disguised as military personnel.



Objective IV: Locate Captain Lim. | Objective V: Destroy the Blackwater Specter vehicles.

If you managed to hijack an APC quickly enough without the alerts going off, good for you -- you can get right down to business. If they found you out as you were hijacking one of their vehicles, however, you're going to have to first lose them before you do anything else. Either way, once the deed is done, you need to scurry down to the center of Gramercy. It's here that you can locate your next target, a man named Captain Lim, and begin to destroy the Blackwater Specter vehicles below. Unfortunately, the latter task is in no way an easy endeavor. For starters climb a nearby building surrounding the fray erupting on the streets below, and go from there. That way, you can engage the enemy how you want to, when you want to. Entering this area from street level is asking for trouble.



Mission Eleven: Under the Knife (Continued)

To proceed to the next objective of this mission, you have to successfully do away with all of the Blackwater Specter vehicles below. That doesn't mean *all* armor on the street needs to be destroyed, nor does it mean that choppers and other support vehicles count towards this goal. The only thing that matters is that the Blackwater Specter tanks in particular are all destroyed. Thankfully, you don't have to differentiate between the tanks on the street, because your HUD will identify each of them as a red skull icon *and* those same red skull icons will also appear above the tanks in real time. Your best bet is to either use the tank you came away with before when you were to assimilate one of the tank commanders *or* immediately hijack a tank below under cover of being a military operative. Either starting point is quite advantageous.



You have a few options when you go about destroying the enemy vehicles. As we said earlier, your best bet is to try to use their own tanks against them, bailing out of destroyed tanks and getting into new ones to both give Alex adequate cover against damage and to ensure that you're doing the most damage possible to enemy armor by way of their heavy machineguns and cannons. However, if you prefer an alternative, there are numerous soldiers running around with RPGs. Consider killing them and grabbing their heavy weaponry to do in the tanks from afar. This makes things more difficult, of course, since enemy Hunters need to be dodged or killed all the while, and while those suckers can do incredible amounts of damage to your tank, that's preferable when you compare it to the alternative -- getting sliced with two or three strikes from their gigantic claws.



Objective VI: Consume Captain Lim

From here, things might get a little complicated for you. You might have to deal with several waves of reinforcements from the enemy, not to mention constant harassment from strike teams called in to deal with you from above. As a result, you might find yourself running back and forth between the melee going down on the streets and other areas of the city in order to lose your pursuers and get back to business unabated. When you've finally dealt with all of the threats, your final prompt will appear on-screen on this mission, and you'll be ordered to consume Captain Lim, also known as Patient Zero. He's confined in a tank on the street, and the location of the tank will be marked on both your HUD and in real time with a light blue-colored DNA icon. Once you've successfully hijacked his vehicle and consumed him, the mission will conclude.



«	Mission 11	Mission 11 (II)	Mission 12	Mission 12 (II)	»
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Mission Twelve: The Stolen Body

The beginning of this mission will take place at the hospital in the Upper East Side. When Alex arrives there looking for Dr. Ragland, he'll collapse in pain from the infection taking over his body. Ragland ultimately helps him get back on his feet, and the mission begins thereafter. When you find Alex back outside of the hospital, you'll be ordered to find a tank and hijack it. Finding one is easier than you might think -- you'll simply need to locate one of several military bases in Manhattan (marked by blue icons on your HUD), and hijack one from there. Of course, how you go about hijacking the tank will have ramifications, so your best bet is to follow our instructions below.



Objective I: Locate and hijack a tank. | Objective II: Kill or evade the military before returning to the morgue.

The first thing you're going to want to make sure to do is approach any military base in your own military garb. While each military base is equipped with sensors that will shortly give your real identity away after being in their vicinity, wearing a military uniform as opposed to any other civilian gear (or as Alex himself) will give you away instantaneously. So at least this will give you time to work and maneuver. When you reach a military base, make haste towards the nearest parked tank (or occupied one, if you're extra sly) and hijack it. With the tank in hand, all that's left to do is book it down the city streets in an attempt to lose any-and-all of your military pursuers.



Objective III: Return the tank to the morgue. | Objective IV: Transport Ragland to the abandoned military base.

Getting back to the hospital once you've lost your aggressive military pursuers shouldn't be too much of an issue for you; it's getting away from the military itself that can be difficult. The quicker you get out of the center of the blue circle on your map and HUD, which signifies a military-controlled section of Manhattan, the better off you'll be. And the farther away from the epicenter of the military-controlled area (which is the base itself) you get, the better off you'll be. So it works in your favor to book it -- don't bother firing back. When you reach the morgue, which is at the now-familiar hospital in the Upper East Side, you'll be able to pick up the doctor, and a new objective will appear on-screen. It's time to breach an old, abandoned military base.



The military base itself is located at the far northern end of Manhattan, in East Harlem. Once you've picked up the good doctor, you can easily make it to the base without being assaulted by any military personnel, so long as you don't start shooting at, maiming, or otherwise killing members of the military and their equipment. You can, however, run over, shoot, slay and obliterate as many civilians and cars as you want, however -- the military doesn't seem to be too concerned with that. When you arrive at the abandoned base, you'll find its entrance blocked with debris. It appears, as Alex states, that they might be a little late to the party. Use your tank's heavy weapons to clear all of the debris (or, just simply run it over), and head into the blue marker to proceed with the mission.



Mission Twelve: The Stolen Body (Continued)

Objective V: Defend Ragland from the Infected.

When you find yourself inside the abandoned military base, you'll soon be inundated with enemies galore. The Infected enemies will begin coming into the large hangar from the far side of the building, and thankfully, there are plenty of assault rifles, grenade launchers and RPGs to use -- simply look at the ground to find what you need. Because you're lacking your special abilities for the time being, you're going to have to rely on these guns if you want to be able to damage the three types of Infected foes you're going to be facing here. These guns are your best friends here, and coincidentally, each type matches up well with a specific type of foe.



For instance, the RPG works best against the Hunter, since that's the strongest weapon, and the Hunter is the strongest enemy you'll face. The grenade launcher works well against the obese infected enemies, and the assault rifle works best against the lesser of the three types of foes. Try to circulate between the three types of weapons as best you can. The idea here is to survive for a full four minutes against endless waves of foes. However, there's a catch here, and that catch is to protect Dr. Ragland in the laboratory behind the bulletproof glass. The glass' "health meter" will be located at the top right corner of the screen, and as long as you can keep the glass from breaking (which it does when it's attacked by enemies), you'll be able to pass on to the next objective.



Objective VI: Kill all remaining Infected so Ragland can exit the lab.

Though Ragland is now safe in the laboratory, the hangar is still being stormed by Infected enemies left and right. Before Ragland can make his way to safety, you're going to have to clear the rest of the Infected enemies. If you managed to last four minutes without the glass into the lab breaking, then this is going to be a bona fide cawk walk for you. Continue to use the arsenal of weapons that are laying on the floor all around you (and that conveniently respawn at random intervals) and lay into any remaining enemies, of all three Infected varieties. Be sure to pick up the health orbs they drop, too, if you're running low on health yourself.



Objective VII: Return Ragland to the morgue.

With the last of the Infected enemies slain within the confines of the hangar of the abandoned military base, you should find yourself back outside with the good doctor in short order. You'll automatically get back into the tank with the doctor in tow, and all that's left to do is to get him back to the morgue in one piece. The tentacle of a mysterious foe you first saw in the hangar will pursue you at various intersections as you go back towards the hospital, but it doesn't seem that it does much (if any) damage to you, so don't worry too much about that. As long as you don't shell or run over any military vehicles or personnel, getting back to the morgue after clearing the outer vicinity of the abandoned military base should be no issue for you whatsoever.



«	Mission 13	Mission 13 (II)	Mission 14	Mission 14 (II)	»
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Mission Thirteen: Biological Imperative

Objective I: Consume the helicopter pilot. | Objective II: Steal the transport helicopter.

This mission will begin quickly. After heading to the hospital where Dr. Ragland's morgue is at Midtown East, you'll soon thereafter find yourself outside. The first step of this mission will require you to consume a nearby helicopter pilot, which can be done easily. Make sure to switch into your alternate military costume so that you don't set anyone at the military base off, and then drop down and consume the marked pilot on your map, with the sky blue-colored icon above his head (also marked on your HUD). Try to stealthily consume him so you, again, don't set anyone off to your true intentions. Then, get into the helicopter nearby to finish the first leg of the mission.



Objective III: Test flight systems. | Objective IV: Test weapon systems.

Once you're in the helicopter, the game will force you to learn how to use the helicopter succinctly before actually *forcing* you to use it. First, you'll be asked to test out and use the helicopter's flight systems. This means that you should learn how to make the helicopter gain and lose altitude, how to make it go forward and stop, and how to turn and otherwise maneuver the craft. Then, the more interesting weapons systems tutorial will begin, in which you'll be able to toggle between your machinegun and missile launcher while taking out a trio of devices atop a skyscraper's roof.



«	Mission 13	Mission 13 (II)	Mission 14	Mission 14 (II)	»
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Mission Thirteen: Biological Imperative (Continued)

Objective V: Use the Signal Strength Meter to locate an infected water tower with the required DNA. | Objective VI: Scan the infected water tower for the required DNA.

Your next couple of tasks can be confusing, so stay with us here. The idea in regard to the next two objectives is to quite simply find an infected water tower of the proper variety on top of one of the roofs. A meter in the corner of your screen will indicate where you're supposed to go. As you get closer to the appropriate water tank, the meter will continue to fill in. The further you get from it, the less the meter will fill in. Keep in mind that altitude matters too, so adjust both your geographic location *and* altitude to hone in on the proper location. When you finally do find the water tower you were seeking out, aim at it as if you were going to shoot it. This will then cause a prompt to show up on-screen. Press the button shown, and you will scan the water tank automatically.



Objective VII: Stun the Hunter

Scanning the water tower will cause it to explode, and out will come the Hunter with the type of DNA you're seeking out. But first, you must stun the Hunter in question. Thankfully, your helicopter has what's necessary to do just that. Ignore the machinegun and go straight for the missiles to take the foe down rapidly -- remember that your rockets aren't of the heat-seeking variety, so you need to be facing the Hunter for your missiles to connect even if you happen to be aiming at him with the reticule.



Objective VIII: Inject the Hunter. | Objective IX: Stay with the Hunter. | Objective X: Consume the Hunter.

With the Hunter adequately damaged, the game will prompt you to get down to the Hunter's level, where you'll need to pursue him briefly before you grab him and inject him by, again, following the on-screen prompt. Once the Hunter has been stabbed with the syringe, the Hunter will begin to run around, and for a minute or two, you'll be charged with following him as the antibodies coursing through his body matures. Once it does, an icon will appear over his head and the game will prompt you to finally absorb him. Absorbing the antibody-filled Hunter will give your character the boost needed to get all of his powers back, and you'll earn a blade-based superpower as well. And like that, the mission will conclude.



«	Mission 13	Mission 13 (II)	Mission 14	Mission 14 (II)	»
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Mission Fourteen: The Door in the Wall

Objective I: Pursue the Leader Hunter

Just like the previous mission, Mission Fourteen will begin rather quickly after a brief cutscene finds Alex's sister kidnapped by a gigantic, ruthless Leader Hunter. Your task from the outset of this mission will be to pursue the Hunter as he runs willy-nilly around Manhattan. Prototype is a game obsessed with random and useless meters, and on this mission, a meter will appear on-screen that indicates how far away you are from the fleeing Hunter. Your best bet is to use the on-screen icon and the icon on your HUD to carefully track the Hunter's movements, never falling too far behind and risking losing the creature completely (which will cause an automatic failure of the mission). Keep in mind that lots of activity will be going on around you all the while, and the military will notice you in addition to the Hunters they're shooting at if you aren't yourself in your military uniform. Make note of that.



Mission Fourteen: The Door in the Wall (Continued)

Objective II: Defeat the Leader Hunter's reinforcements.

When you have followed the Leader Hunter to a predetermined location, his friends of the lesser Hunter variety will assault you, and it will be up to you to fend them off. What makes things more difficult, of course, is the fact that the military will also have a presence there. Consider moving quickly and attempting to draw the Hunters towards you and away from the military. You'll essentially be caught in the crossfire between these two groups, and surviving such an ordeal isn't at all easy.



Objective III: Pursue the Leader Hunter

When you've finally felled all of the Hunters protecting the Leader Hunter while fending off the military (your targets will be marked on your HUD by red skull icons if you're somehow confused), your last task is to follow the Leader Hunter again. This is an easy task indeed, since he doesn't move very far. For us, he stopped on top of a still-under construction building, and once we reached his location, the mission ended successfully. His final stopping point might differ for you, but rest assured you won't have to go too far to end this mission and move onto the next one.



«	Mission 15	Mission 15 (II)	Mission 16	Mission 16 (II)	»
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Mission Fifteen: First and Last Things

Objective I: Go to the Infected Zone. | Objective II: Consume the Leader Hunter.

From Dr. Ragland's morgue office at the hospital in the Upper East Side, you'll quickly be asked to travel to a nearby Infected Zone, which is located due south of the hospital. Getting there is easy enough, but it's wise to go forward in disguise, so that military-types (and others) don't instantly recognize you. When you arrive at the predetermined location shown on your HUD, Alex will spot the Leader Hunter scaling a small building across the street. That's when your next objective, to consume this daunting enemy, will flash before you.



Consuming the Hunter is in no way an easy feat. You'll have to chase the ruthless monster around endlessly, and what's more, you'll need to do a considerable amount of weakening on him as well. Alex is ultimately going to fail in consuming the Hunter Leader itself, but you're still going to have to *try*. And to try, you'll need to whittle down the Hunter Leader's considerable health so that you can grab him and attempt consumption. Since his lesser Hunter friends are no doubt going to be helping him out as well, you'll have your hands full. The Hunter Leader is no joke. He has a lot of health and insanely powerful attacks. Use Blade-based attacks and be sure you have your Armor up as well. Otherwise, you're going to get torn to shreds.



Objective III: Go to the Leader's Hive. | Objective IV: Kill the Hunters guarding the Leader.

Ultimately, Alex will weaken him enough that the Hunter Leader can be grabbed and consumed. Upon trying to consume the Hunter Leader, however, Alex finds that he's unable to, and the Hunter Leader makes a mad dash southward, towards his home Hive. You'll be asked to pursue. The trek is a short one, but be sure to go into the next objective with full health, your Armor up, and your Blades out. This will again allow you to take on the next objective, which is to kill the Hunters guarding their leader, without too much trouble, and without delay.



As long as you keep moving and get off of the roof you find yourself on when the Hunters first assail you, you should have no issues taking them out with the aforementioned set-up already equipped on Alex. Getting off the roof is integral because it gives you room in which to work and draws the enemies from their starting point towards you, giving you a distinct advantage. If you relegate the fight to the roof, you're going to have to be pretty lucky to get out of this bind alive. By spreading out and forcing enemies to come to you, you're managing to fight them one or two at a time instead of four or five at a time.



Mission Fifteen: First and Last Things (Continued)

Objective V: Lure the Leader Hunter to the abandoned military base.

When the final guardian Hunter is slain, the game will prompt you with new instructions. The military, of course, is on the trail of the Leader Hunter, and it's up to you to ensure that the creature isn't killed. The Hunter Leader's "interest" will be gauged on a meter on the upper right side of the screen. You have to keep his interest and draw him towards you, and ultimately to the abandoned military base at the far northern end of Manhattan, in East Harlem. You must be certain he's not being attacked too often, because while the Hunter Leader can take his share of damage, he mustn't die. If he does, you'll have to start from the previous checkpoint.



You have quite the distance to travel northward to get the Hunter Leader to the abandoned military base, and complicating matters isn't only his own willingness to endlessly attack, but the identical willingness of all of the lesser Hunters that will get involved in the fray as well. While the lesser Hunters are actually a goldmine of health if you can weaken them and consume them, they also pose a big threat. The idea is to simply keep moving, keeping an eye out on the Hunters' locations, and dodging their endless attacks as best you can. When the Hunter Leader loses interest (indicated by the lessening and ultimately depletion of the interest meter), all you have to do is attack him once with *any* attack to regain his interest and keep the chase going.



Objective VI: Defeat the Leader to subdue it.

When you've lured the Hunter Leader into the predetermined location, he'll find himself trapped in a large hangar alone with Alex. Now, the fight you've been waiting for occurs in earnest. This is a tough battle, because other than your automatic healing skills (if you have them unlocked), you'll have nothing around you to heal yourself. Thus, this becomes a pure battle of attrition. As usual, Alex's best bet is to keep his armor on and his blades equipped. This will allow you to both take the most and do the most damage during this battle. Keep moving, don't get aggressive, and as was mentioned earlier, if you happen to get hurt and are able to regenerate your health (which you should be able to do by now), run away from the enemy and let yourself heal as much as you can before reengaging the foe.



«	Mission 15	Mission 15 (II)	Mission 16	Mission 16 (II)	»
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Mission Sixteen: The First Monster

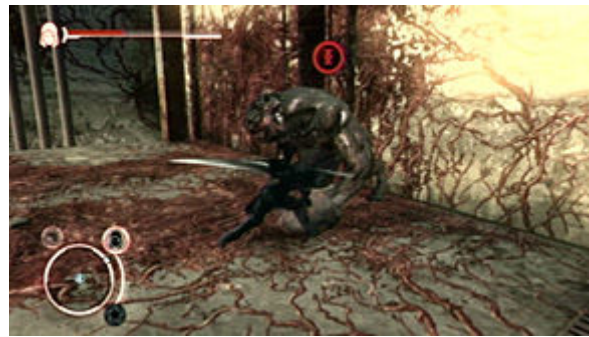
Objective I: Enter the abandoned military base.

From the outset of this mission, which begins at Dr. Ragland's morgue at the hospital on the eastern end of Manhattan, it will quickly become apparent what you're supposed to do to help Ragland (and yourself) out. The trapped, currently-incoherent Hunter Leader is still in the nearby abandoned military base hangar. It's coming to now, and Alex will finally be able to absorb it. But first, you have to head back to the base, so do so now. Once at the base, enter as you normally would, and we'll get down to business.



Objective II: Consume the Leader Hunter.

Ragland informs you of some intriguing information; that the Hunter Leader has two brains and two spinal columns. That's not *useful* information, though. What's useful to know is that it won't take much to whittle away at this foe's health before you're able to consume him. The usual Armor/Blade setup will do just fine here. Keep an eye on your health and avoid him if you need to regenerate strength. Otherwise, go at him with everything you've got, and grab him as soon as he appears stunned. This will give you the chance to absorb him, and when you do, you'll earn the final skill in the game you've yet to earn, Infected Vision.



«	Mission 15	Mission 15 (II)	Mission 16	Mission 16 (II)	»
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Mission Sixteen: The First Monster (Continued)

Objective III: Consume the infected carrier among the group of Marines. | Objective IV: Exit the base.

When equipped, the Infected Vision skill allows Alex to see what humans are infected with the virus and which ones aren't. And naturally, after you've learned a little bit about it in the game, you'll have an opportunity to use those skills on a group of Marines that show up in the hangar to take you out (like they'll be able to take you out if you just survived a battle with a Leader Hunter -- pshaw). Immediately equip Infected Vision and you'll spot the infected enemy, who will be glowing red. Once you've identified the appropriate soldier, run up to him, grab him, and consume him. It's that simple. After successful consumption, you'll be ordered to leave the base, but you'll only be able to do so once all of the non-infected soldiers that were accompanying the infected carrier are killed.



Objective V: Go to the base to find infected carriers.

Your run to the nearby base where more infected carriers can be found will be a completely safe one, so long as you switch into civilian or military garb en route. While you're not guaranteed to run into any enemy forces en route, making sure you're not dressed as Alex will ensure that you have no problems. When you arrive at the base, you'll want to switch on your new view (if you haven't already done so) and get going on finding infected military personnel that will help fill up the new gauge in the corner of your screen. You'll need to consume five enemies to fill it up all the way, and though you'll be constantly bombarded by enemy bullets, tanks are the only tangible threats you really need to worry about.



Objective VI: Go to the Mutated Hunter's location. | Objective VII: Consume the Mutated Hunter to locate Dana.

The final leg of this mission will (not surprisingly) pit you against the Mutated Hunter once more. This one knows the location of Alex's kidnapped sister Dana, so it's important that it's injured and consumed. You'll be able to track it on your HUD, so you'll know precisely where it is. Expect it to be accompanied by plenty of infected, including lesser Hunters and other enemies. Of course, you'll want to focus your attacks when possible on the Mutated Hunter exclusively, that way you can end this mission quickly and without too many problems. You'll have to whittle away its health and injure it enough to where the game will prompt you to consume it. Your blades and armor will work wonders, as usual. Once consumed, Alex will immediately know what to do next, but before you're able to do anything else, this mission concludes.



«	Mission 17	Mission 17 (II)	Mission 18	Mission 18 (II)	»
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Mission Seventeen: Making the Future

Objective I: Go to the military base.

At the end of Mission Sixteen, you saw the military ramping up to go after an especially infected hive with an unusually thick outer hide. They have just the weapon to apparently puncture this outer skin, and Alex hypothesizes that perhaps he can use those very weapons to get through the Hive and rescue Dana on his own. And that's where this mission begins. At this point, you'll be ordered to the nearby military base, which will appear on your HUD. Head over there posthaste, and as usual, you'll want to keep a low profile by changing into a civilian or military garb, so you don't attract any unwanted attention.



Objective II: Protect the Thermobaric Tank

When you reach the military base, you'll see the Thermobaric Tank in all its glory. This black-colored, heavily-armored tank will be accompanied by many lesser tanks, and the idea here is to simply get it to its first destination, which is at the northwestern corner of Central Park, in one piece. This is actually an easy task for the time being. The accompanying tanks should be able to take care of business for the most part (though they'll be shooting at you with regularity as well), and you should run into a minimal amount of Hunters, which are the only real threat to the Thermobaric Tank. When you finally arrive at the hive, the place will be blown to hell, scoring a huge victory for the military. But your job isn't quite over yet.



Objective III: Escort the tank to the second armored hive. | Objective IV: Clear the hive area of the marked infected forces.

You'll have to escort the tank to another armored hive, this one deep in West Harlem. Getting there, again, shouldn't be too much of an issue for you, though you'll need to concentrate on defending yourself both from military fire (which is technically friendly fire in this particular circumstance) and from the increasing numbers of infected enemies that appear. When you finally get to the second hive, the tank will do its dirty work, but only after you've managed to clear the area surrounding the hive of all infected forces. The game is sure to differentiate between the literal meaning of *all* and rather all *marked* infected forces, which means enemies that appear as icons on your HUD. This is going to require you to do battle primarily with Hunters, though lesser infected enemies will need to be dealt with if the military doesn't do an efficient job on their own.



«	Mission 17	Mission 17 (II)	Mission 18	Mission 18 (II)	»
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Mission Seventeen: Making the Future (Continued)

Objective V: Escort the tank to the third armored hive. | Objective VI: Clear the hive area of the marked infected forces.

Surprise, surprise. After the second hive is shelled and destroyed, you'll need to escort the tank to a third and final location. If you haven't noticed, things in this mission have been getting increasingly more difficult, and thus, you'll need to deal with more and more enemies en route to the final hive. Be sure to keep an eye on your HUD in order to identify threats -- red skulls equate to a Hunter being nearby, so prioritize killing them, as they pose the only tangible threat to the tank. When you arrive at the hive, you'll again have to clear marked infected forces from around it, just like at the last hive. So get to work, and remember, more Hunters are here than ever before.



Objective VII: Enter the tank. | Objective VIII: Destroy the armored hive.

Now that the thermobaric tank has done most of the work for you, it's time to let you take control of it. It's taken quite the beating at this point, even if you successfully protected it so far, and now you need to wield the steering wheel (or whatever controls a tank) and destroy the next armored hive on your own. Since you're hijacking a military tank, expect to have both the infected and the military on your tail for quite some time. That's okay, though! You're made for just such dilemmas.



Objective IX: Breach the core hive with the thermobaric tank.

From here, things get a little repetitive, and you should be well-armed to deal with the problem at hand, since you've rinsed and repeated so many times on this mission already. Within the thermobaric tank, which is hopefully still in good shape, you should be able to reach the final hive and, as the game prompts you to do, breach it. This will segue into the next mission, which is in essence just a difficult boss fight. But at least you got there in one piece, and more importantly, struck a checkpoint in the process.



Mission Eighteen: Children of Blacklight

Objective I: Defeat the Supreme Hunter.

This entire mini-mission, of sorts, revolves around destroying the Supreme Hunter that's running willy-nilly around the breached hive. This might sound like an extremely difficult task; after all, defeating robust enemies like the Leader Hunters earlier on gave us considerable difficulty. Believe it or not, though, this mission is a simple one, and the battle with the Supreme Hunter is nothing you should worry too much about. It is, however, a multi-faceted battle that changes often, so read on to gain an edge in the battle before you get going.



The Supreme Hunter is quite distinguishable from his more lowly friends. While he has a seemingly-identical body structure and color, he's much larger than his lesser friends. Furthermore, you'll know how much damage you're doing to the enemy when you strike him, as he actually has a health meter in the right corner of the screen. This gives you some encouragement, since you aren't just blindly striking in hopes that you're doing damage (though by targeting any enemy directly, you can always see their health). The results of your hard work can be clearly seen with every successful hit.



Mission Eighteen: Children of Blacklight (Continued)

For starters, equip blades and armor on Alex, and join the fray. We mentioned earlier that the battle is multi-faceted; what we mean by that is simple -- the environment in which the battle occurs is constantly changing, along with accompanying enemies. At first, you'll be dealing with the Supreme Hunter accompanied by only a few lesser infected. Before you know it, though, the military shows up on the scene and begins to help you in the fight (and hinder you as well; remember that they hate you too). And then, Hunters and more and more infected enemies show up to help the Supreme Hunter, and you're going to have to be smart in order to stay alive.



Overall, the best technique to employ is as follows. The Supreme Hunter will get more and more aggressive the more he's injured, so in the early-going, strike him with combos until the game tells you that he's weakened. It's at this point that you can grab onto him and start doing more damage, though you'll never be able to consume him. At the point that more infected enemies and the military both show up in the crumbling hive, you'll have to keep moving to avoid being damaged by all of the peripheral enemies, as you heal up with dropped essence from the hive (or from dead enemies), and conduct a more guerilla-style hit-and-run campaign against the increasingly-agitated Supreme Hunter.



«	Mission 19	Mission 19 (II)	Mission 20	Mission 20 (II)	»
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Mission Nineteen: Men Like Gods

Objective I. Observe the rooftop where the helicopter is parked.

Along the docks on the southeastern edge of the borough in between the Lower East Side and Chinatown, you'll be able to undertake this mission. Alex will find a cell phone affixed to the under-section of a pay phone. A mysterious voice will talk into it and give him a new location to head towards. And thus, objective one appears on-screen. You'll need to head westward and slightly to the south, towards the Financial District. When you reach the top of the skyscraper designated, you'll see a Blackwatch helicopter on an adjacent rooftop, guarded by a contingent of heavily-armed soldiers.



Objective II: Consume a rooftop Blackwatch sentry. | Objective III: Steal the helicopter.

Alex remarks to himself that he's going to want to avoid setting things off here, and thus, changing into your backup military garb at this time is a good idea, indeed. Once you've changed into a military uniform, jump over to the very roof where the helicopter and the Blackwatch contingent are located. From here, you can seek out a soldier with his back turned to you and consume him while none of his friends are watching (thus, you get to keep your incognito status). Then, simply get into the helicopter on the roof and, after learning a thing or two about controlling the chopper (which you should be familiar with by now), you can take off towards your next objective.



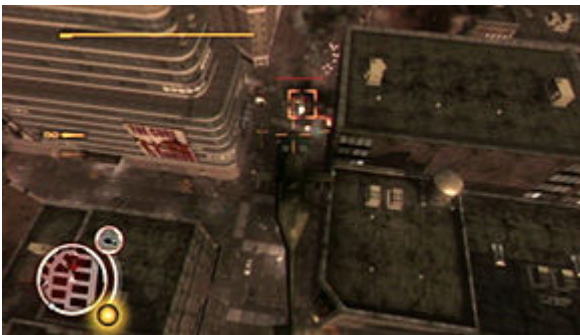
Objective IV: Evacuate the military units at the assigned waypoint. | Objective V: Destroy the hive.

Once you've gone airborne in your chopper, your next couple of tasks are extremely easy to execute without even the slightest of issues. The first thing you'll have to do is head forward from where you retrieved the helicopter. At that point, you'll see a blue aura emanating in the distance. The rooftop where that aura is coming from is where you must land the helicopter in order to evacuate some stranded Blackwatch troops. Thereafter, you'll be asked to go to a nearby hive in order to destroy it from the air. Remember -- stay elevated and you won't have to worry about any Hunters coming at you. You can easily shoot the roof of the hive to destroy it without having to worry about using your heavy weapons.



Objective VI: Destroy all marked infected targets. | Objective VII: Deploy the military units at the designated waypoint.

When the hive is destroyed, the game will then ask you to clear all infected enemies from around the obliterated hive that are specifically marked on your HUD and in real time with red icons. Don't go down to street level, or even hover around the tops of buildings. Both leave you susceptible to attack from Hunters and other infected enemies. Instead, stay hovering above the buildings and use auto-aim to lock-on to enemies from above. Remember that your weaponry isn't heat-sinking, so you'll have to remain in front of enemies in order to have a realistic chance of striking them, even if you're locked-on to them.

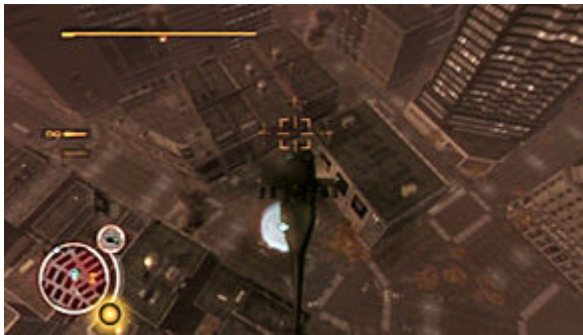


«	Mission 19	Mission 19 (II)	Mission 20	Mission 20 (II)	»
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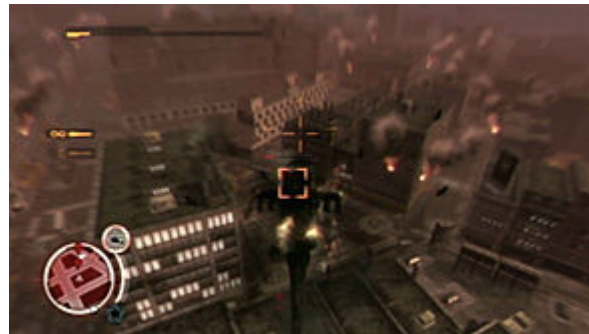
Mission Nineteen: Men Like Gods (Continued)

Objective IX: Evacuate the military units at the designated waypoint. | Objective X: Destroy the Hydras.

When you bring your chopper to the next location designated on your map, you're going to be in for a rather rude awakening. This seemingly-simple and straight-forward mission has suddenly gotten a whole lot harder. When you drop down to pick up some more stranded military units, Hydras, those mysterious clawed tentacles you've seen popping out of the ground during several missions, show up and want a piece of you. Immediately get back to the air and fly, for the time being, as high as you can, while we give you some information on surviving this surprise encounter.



Hydras are harmless, in premise, as long as you're far away enough from them that they can't directly strike you. However, Hydras aren't simple-minded creatures that just waggle around a lot in hope that they can cause some tangible destruction to those around them. No, Hydras instead work with what's around them to hit enemies even from afar. That's why, as you circle around and target each of these foes, you need to keep an eye out for flying debris, especially in the form of wrecked cars. These kinds of attacks are the Hydras' bread-and-butter, and while they are easy enough to dodge, a few strikes on your helicopter will send it careening towards the Earth *real* quick. Be mindful.



Objective XI: Evacuate the military units at the designated waypoints. | Objective XII: Infiltrate the military base without compromising your disguise.

Not surprisingly, when your encounter with the Hydras has come to a close, you'll be summoned to yet another random part of Manhattan, where even more Blackwatch soldiers need to be evacuated. Hopefully your chopper is in good enough shape still that you can get there in one piece. When you arrive, Alex will land the chopper, and then all you'll have to do is enter the military base nearby without changing your costume. This is easy enough to accomplish -- just stay in your Blackwatch uniform and you'll have no issues whatsoever.



Objective XIII: Eliminate all Blackwatch forces.

Now it's time for the mission finale. Things will begin innocuously enough as random well-armed soldiers surround you. Immediately go into Alex's normal form, equip armor (as usual), and go for your blades to clean up this mess extremely quickly. Eventually, Super Soldiers will begin to appear, and these guys will demand more of your attention than you might normally give to their weaker brethren. Not only are they capable of taking much more than the prerequisite one hit normal soldiers take to kill, but they can deal some serious punishment as well. Evading these guys' attacks while doing away with them is no laughing matter.



When the first foe of this variety appears, he'll be by himself, accompanied by a slew of lesser enemies. Use this opportunity to get to know the enemy well, preparing for random counterattacks that you'll be eligible to perform as the battle rages. When four more of these enemies show up with a whole battalion of backup, you're going to be in some considerable trouble. As best you can, wipe out the lesser enemies from the picture completely so you can focus on the real threat. Then, do away with these enemies one at a time, being sure to collect health when it's around, and to dodge as many attacks as possible. When the last Super Soldier falls, Alex will then find himself outside. To finish things up from here, all you'll have to do is escape from the military base in one piece. Keep in mind that if a Strike Team is on you at this point, you'll need to evade or destroy them for the mission to conclude.



«	Mission 19	Mission 19 (II)	Mission 20	Mission 20 (II)	»
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Mission Twenty: A Dream of Armageddon

Objective I: Go to the Bloodtox Staging Area. | Objective II: Destroy all Bloodtox Blowers.

This is a rather straight-forward mission, one that you should be done with rather quickly if all things go according to plan. Begin the pre-mission by heading to the predetermined location on your map, where Alex will again find a disposable cell phone to use, so that he can speak with his still-unknown contact. It's at this point that you'll be able to undertake your mission. What has to be done? Well when you go to the Bloodtox Staging Area shown on your map, you'll see the havoc being unleashed on Manhattan, as the military has set up nine Bloodtox Blowers, identical to the one you had to deal with in the warehouse a couple of missions ago.



Naturally, it's up to Alex to destroy these blowers, but that's not quite as easy as it sounds. The Bloodtox Blowers, as you no doubt know by now, are lethal to Alex. The red-colored gas they emit are toxic to him if he sticks around them for too long. Thus, Alex is going to have to move quickly and efficiently if he wants to get to the location of each blower to destroy it, before turning his ire on the next one. While there are a couple of checkpoints in between destroying these devices, we'll attempt to allow you to avoid the frustration in having to repeat the mission by giving you some helpful tips below.



Mission Twenty: A Dream of Armageddon (Continued)

For starters, the Bloodtox Blower on the building in front of you from the staging area should be your first target. That's because this is one of only two blowers that aren't on street-level. Destroying it first and foremost will give you a leg-up on the rest of the mission, because once that blower is destroyed, you can then head down to street-level, commandeer a military tank (or two, or three as needed) and use it to destroy seven more blowers with ease. The armor from the tank will help you survive the massive combined onslaught of military and infected types, which when combined with the gas from the blowers, would otherwise be almost entirely unsurvivable (no, that's not a word).



Remember to switch to different tanks if the one(s) you're using manage to find themselves destroyed. And of course, when you reach the pesky ninth and final blower after destroying the initial rooftop one near the staging area and the seven along the streets, you'll have to get out of your safe armor, climb up the tall skyscraper containing the final blower, and lay into it with enemy soldiers surrounding you on all sides. With the ninth blower destroyed, however, your task is essentially complete. All that's left to do now is to flee to a safer part of the city, away from the ever-vigilant military. Once you've lost your military tail, this mission will conclude.



«	Mission 21	Mission 21 (II)	Mission 22	Mission 22 (II)	»
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Mission Twenty-One: The World Set Free

Objective I: Consume the Bloodtox Facility Commander. | Objective II: Go to the west guard post and start the convoy.

As usual, this mission will begin in an identical location, the pay phone used in the last few missions. And as usual, Alex will find a cell phone affixed underneath the pay phone box so that he can speak to his unknown informant via a secure line. Alex's informant will give him new information that leads him, automatically, to the Bloodtox Facility at the far northern end of Manhattan, in West Harlem. Once you find yourself on the rooftop next to the facility, overlooking it, the game will prompt you to consume the facility commander, who will be marked both on your HUD and in real time. Consume him stealthily by following him around, but be quick about it, since the Bloodtox spewing into the air will damage Alex rapidly. Then, run to the next marked point next to the guard post to begin the pre-planned convoy.



Objective III: Escort the Bloodtox Pumper to Times Square.

The entire mission from here is all about protecting the Bloodtox Pumper as it travels from West Harlem southward to Times Square. This is quite the arduous trek, though it's easily survivable, especially if you go about things in the proper way that doesn't draw any unnecessary attention to you. The first and most important thing to mention is that you never, ever want to change into Alex's normal clothing. Stay in your military garb throughout this mission, or you're basically guaranteed to fail. In addition, for the early-going, simply stand atop the Bloodtox Pumper to get around. This will ensure that you're headed in the right direction with a minimal amount of effort.



«	Mission 21	Mission 21 (II)	Mission 22	Mission 22 (II)	»
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Mission Twenty-One: The World Set Free (Continued)

As you move forward, the game will prompt you multiple times to protect the pumper. If the pumper begins to sustain damage, the game will let you know that the pumper itself is under attack. This is when you have to spring into action, because it's integral that you protect the pumper at all costs. If it's destroyed before you arrive at your destination, you'll have to restart from the previous checkpoint. With all of that out of the way, you're now going to be able to deal with this mission with ease. For starters, wield the assault rifle you should start with once you assimilated the commander, and use it to deal with the lesser infected that will swarm the tanks and the pumper in the mission's early-going. You'll be able to extinguish those threats with ease while riding atop the pumper itself.



About halfway through the mission, things get markedly more complicated. Instead of dealing with just lesser infected foes, Hydras will begin to pop out of the thick Manhattan concrete in attempt to derail the convoy. At first, these foes will begin appearing one at a time, and half of them can be ignored entirely. But later on, as you learn, as the mission comes to a close, you'll be assailed by two, three and four at a time, and that will force you to deal with the problem rapidly. For the time being, however, you can stand around and let your accompanying tanks deal with the threat, or better yet, get off of the pumper and begin to toss cars and other objects at the Hydras for massive damage.



The fray you run into at the end of the mission will necessitate different tactics than the ones you've been employing thusfar. When you start running into multiple Hydras at once, and when the pumper starts to face some serious damage, you'll need to get into one of the military tanks and drive it yourself. Since you're already in military gear, and since the consumption happens within the confines of the tank itself, no one will be privy to this, so no worries on that front. Use the tank's heavy weapons to shell the Hydras rapidly, and minimize the pumper's exposure to damage as much as you can. After dealing with a few sets of multiple Hydras, the mission will conclude. Relatively easy, right?



«	Mission 21	Mission 21 (II)	Mission 22	Mission 22 (II)	»
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Mission Twenty-Two: Things To Come

Objective I: Defend the Bloodtox Pumper.

During the last mission, you successfully delivered the Bloodtox Pumper from Harlem all the way southward to the heart of infected territory in Times Square. During this difficult-yet-brief mission, you'll be asked to defend it as it does its work. Naturally, the infected aren't just going to sit around and let you pump the Bloodtox into the ground, and they'll come out in droves here to lay the killing blow to the pumper and put an end to the military's shenanigans once and for all.



Though you've been doing battle with both sides of the infected-vs-military conflict throughout the duration of the game, you'll now be working on the military's side for the duration of this battle. At first, things will be easy. All you'll have to do is defend the pumper against a slew of infected, led by standard Hunters who, at this point in the game, are complete pushovers. Wield your blades and have your armor equipped to lessen the blow of any enemy attacks. Yes, the military might turn on you here and there as drove after drove of infected foe comes to try to destroy the pumper, but overall, you don't have to worry about any member of the military. Simply focus on the infected to make your life much, much easier.



Mission Twenty-Two: Things To Come (Continued)

Objective II: Defend the perimeters.

Eventually, multiple objectives will begin popping up on your screen, one after the other. Each of them has to do with defending the perimeters of the intersection where the truck pumping the gas is located. It's at this point that pesky Supreme Hunters and their obnoxious lesser Hunter friends show up on the scene. Making matters even more complex is the last stand the enemies put up here, when you won't only have to deal with Supreme Hunters, but Hydras that pop through the blacktop as well. Get ready for a battle here. And just a word on the most important aspect of this outside of battle -- be positive you head to the rooftops surrounding the intersection after each subsequent wave of enemies is defeated. That's because without the infected to turn their ire on, the military will begin shooting at you instead.



Any hostility the military shows Alex during this mission, thankfully, is short-lived. The only task you and your new military comrades have to deal with is the task of protecting the pumper. And it's that final wave of enemies that makes things most complex, when you have two Supreme Hunters and two Hydras to deal with. Ignore the Hydras and go straight for the Supreme Hunters first, dealing with one until it's dead, and then the other. Dealing with one exclusively will allow you to compound the damage you deal to it, and the health it explodes with when dead will be enough to heal you in order to deal with the other. Once they're both felled, you can then turn your attention on the Hydras. This is the first time you've had to deal with them up-close like this, and while you can launch cars and other objects their way at will, the easiest way to deal with them, believe it or not, is to run up to them and slash them endlessly with your blade. You'll be hit multiple times by each Hydra when you do this, but it will make the battle last a much shorter time.



Mission Twenty-Three: On Instinct

Objective I: Defeat Elizabeth Greene.

By the time you manage to defeat Elizabeth Greene, one thing is certain -- you're going to be one angry person. This is not an easy battle. In fact, it's extremely long, hard and tedious, and if it weren't for the save points that happen a couple of times during the battle, you'd be likely to throw a controller clear across your house. Here's the deal -- Elizabeth Greene isn't in her human form. Or even in a humanoid form of any kind. Rather, the creature that emerges from the center of Times Square is, well, quite monstrous. Armed with three tentacle-like protective apparatuses and a slew of dangerous attacks, you'll have to do away with the three protective apparatuses before doing damage to Elizabeth Greene herself. Those apparatuses' health meters are the small ones located below Elizabeth Greene's main health bar.



Now, the beauty of this battle (if you can call it that) is the numerous options you have in going about your business. For the most part, we relied on Alex's blades and armor to slowly (and we mean *slowly*) whittle away at the foe's protective tentacles before going all out on the enemy's base itself, which falls to the ground each time you do away with its primary protection. If you choose to explore other options, and there's no reason not to, consider trying to use tanks that the military has roving around to do damage from afar. While the military's tanks can't take much damage before being destroyed by this deadly creature, you can do an impressive amount of damage by shelling Greene, possibly doing simultaneous damage to all three apparatuses before your tank is obliterated. Another option, albeit an extremely difficult one, is to try to skyjack a helicopter and attack the creature from the air.



Mission Twenty-Three: On Instinct (Continued)

No matter which option you choose, this fight is rife with problems for Alex, and *only* patient players have any hope at all of making it through this battle. Alex is going to be hurt with regularity, not only by the powerful Elizabeth Greene, but by her infected cohorts as well, endless amounts of Hunters among their ranks. It's the Hunters, however, that are the key to survival during this mission. Whenever you're hurt and in danger of dying, immediately flee to the top of one of the buildings surrounding Greene. This will allow you to automatically heal to a point, while you await Hunters to scour the rooftops looking for you. When they do, you've scored a major victory for yourself, because you'll be able to fight off the Hunters and consume them to heal yourself completely, which will allow you to get back into the heat of battle in an attempt to whittle away more and more health from Greene.



Like we said, this battle is a long and complicated one, and is fraught with issues. Nonetheless, you will persevere if you are disciplined enough not to overextend yourself. Keep in mind that when the protective layers of Elizabeth Greene's monstrous form are eliminated, you'll only have a finite amount of time to do damage to the orb-like head of the creature, which is the only way to deal lasting damage. When the creature revives itself, its tentacles will be more powerful than the previous excursion, and you'll have to repeat the process all over again. Dodge its airborne attacks, run away to heal if it executes its fiery attack that will obliterate your health, and of course, keep an eye on your own health. Diversify your plan of attack and keep on this foe, and after a half an hour or so, you should be good to go. We're almost to the end of the game now.



«	Mission 23	Mission 23 (II)	Mission 24	Mission 24 (II)	»
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Mission Twenty-Four: Shock and Awe

Objective I: Go to the Bloodtox Facility.

Alex will undertake this mission when he heads to an all-new location to speak with his still-unknown informant. This guy has more information for Alex, and quickly sends him on his way, this time towards the Bloodtox Facility the military has been utilizing located at the far northern end of West Harlem. It's from here that you will begin your assault on the facility itself, and Prototype's endgame essentially begins. After the phone call, all you have to do is head northward to your next destination. Just keep in mind that you should switch to military garb to avoid being seen, and avoid military installations that will give away your identity with their pesky sensors.



Objective II: Destroy the filter units to disable the facility.

From here, getting through the facility in one piece is a bit of a gambit for you. The Bloodtox Facility, not surprisingly, is letting loose deadly gas that Alex isn't equipped to protect himself against (even if, cleverly, you switch to your soldier alter-persona). Furthermore, the gas is covering the locations of all of the filter units, meaning that you essentially have to put yourself in harm's way one way or another to get the job done. For starters, head down to the tank in front of the facility, which should be right below you from where you first lay eyes on the facility itself.



«	Mission 23	Mission 23 (II)	Mission 24	Mission 24 (II)	»
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Mission Twenty-Four: Shock and Awe (Continued)

Once inside the tank, you can rove around with general immunity, so long as you don't go firing any shells or killing any soldiers needlessly. There are a few types of destructible items of note here, including the filters, the gas emitters, and even machinegun nests. There's a way to "cheat" here that will help you immensely, because otherwise, this is a startlingly hard mission to undertake. There are save points present here after you destroy two filters and six filters. The idea is to "suicide" your way to the destruction of two filters, restart after dying, suicide your way to the destruction of four more filters (equaling six total), and then finishing the job after respawning yet again.



This tactic might seem a little cheap, but rest assured that it works beautifully. Furthermore, it allows you to not have to prioritize your targets, run away to heal and lure enemies away from you, and otherwise have a really long, difficult excursion through the mission. For starters, simply find two filters near one another, destroy them both, and then allow the enemy to kill you. From there, get back in a tank and repeat the process rapidly on four more filters (you can do this on foot as well, if you're really quick). And then repeat the process yet again on the final two filters. It behooves you to destroy filters near one another so that you don't have a long over-land trek between any remaining obstacles.



If you want to go about things more organically, you can do that, but you're going to have your hands full. The minute you open fire on *anything* military-based, whether it's a soldier, a machinegun nest, a filter or a gas emitter, you're going to have the military on you for the rest of the mission. This includes airborne bots and strike teams, and the only way to lose them, of course, is to run around the city to shake them, change your outfit, and repeat the process as you slowly-but-surely destroy the filters. Our technique works best, but of course, how you go about this is entirely up to you.



«	Mission 25	Mission 25 (II)	Mission 26	Mission 26 (II)	»
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Mission Twenty-Five: The Last Man

Objective I: Go to the first helicopter staging area.

This mission will begin at a new pay phone, this one along a dock at the southern end of Soho on the western edge of Manhattan. When you arrive and begin to scour for the cell phone you use to talk to your contact, the contact will instead show up in person. Alex and he speak briefly, and the informant will let him know that Taggart and his crew are attempting to use helicopters to get out of the city before they rain down ultimate destruction. Alex is then to scurry northward towards the first helicopter staging area, where you'll find the first of several choppers that are attempting to make a clean getaway.

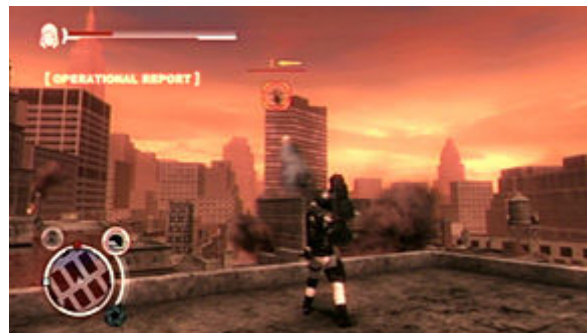
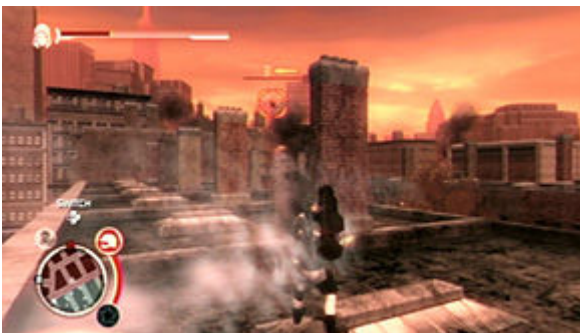


Objective II: Destroy Taggart's transport helicopters.

You have to act quickly here. As soon as the game prompts you as having arrived at the staging area, quickly get up to the roof of the warehouse nearby. You should find a lone soldier up there that's packing a rocket launcher. Do away with him and grab his weapon. Then, quickly aim at the helicopter and unleash the RPG's payload towards the chopper. One hit should do the trick. But your task isn't done, because two more helicopters are attempting simultaneous getaways slightly to the north.



You'll have options in how you want to deal with the military. The military and their entire arsenal are out in full effect here, so if you're quick and skilled enough, you can actually commandeer one of their tanks and aim its big guns at the slow-moving helicopters. However, there are also plenty of RPG-wielding soldiers on rooftops all over the area, and that should beckon you to the easier and more obvious solution to your problems -- more rocket destruction. Find two different rocket-wielding enemies at two separate locations and unleash destruction on both helicopters. You have to be fast here, but don't give up hope if one of the helicopters appears to be making a getaway. Alex is fast enough to catch up with fleeing choppers (to a certain degree anyway), even if he's holding a clunky rocket launcher all the while.



«	Mission 25	Mission 25 (II)	Mission 26	Mission 26 (II)	»
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Mission Twenty-Five: The Last Man (Continued)

Objective III: Go to the second helicopter staging area. | Objective IV: Destroy Taggart's transport helicopters.

After the third helicopter is downed, revel in your little victory, because it won't last long. You'll be ordered towards the second helicopter staging area. Since you now know what to expect, try to find an RPG to wield before you even get there. Once you arrive in the staging area's vicinity, you'll be free to go after more helicopters. There are at least seven or eight of them to destroy this time, not three, but as usual, things aren't too hectic. This is primarily because not all of the helicopters appear on-screen at once, but after a certain number of them have already been destroyed. As usual, keep an eye on your HUD for red skull icons, which in this case represent the helicopters you must go after.



A good point in which to spring off from through the duration of the fourth objective is atop the arena-like structure on the eastern edge of Chelsea. There are plenty of RPG-wielding soldiers here, and most of the helicopters fly over or around this very building. In fact, if you're disguised as a soldier yourself, it seems you can rough up any soldier you want to steal his rocket launcher and destroy their own helicopters with relative immunity. If a chopper or two seems to be getting out of your view, be sure to chase after it rapidly. Do depend on your rockets, though, as they can travel a great distance. If you can lock-on to a helicopter and launch your rocket, chances are it's going to strike its target.



Objective V: Go to the third helicopter staging area. | Objective VI: Destroy Taggart's transport helicopters.

At this point in the mission, you should be plenty used to what you need to do. Go to the third staging area. When you get nearby, helicopters will begin to take off, and you'll need to take them out as usual. For us, the military seemed to be more aware of our presence than ever, so this is going to necessitate that you keep moving to avoid being rapidly brutalized by their various heavy weaponry. Thankfully, there are only four choppers to deal with this time around, and all can be easily dispatched. For extra style points, glide towards a helicopter and shoot your rocket midair. When the fourth helicopter in this sequence has been destroyed, the mission will conclude. We're getting very close to the end.



«	Mission 25	Mission 25 (II)	Mission 26	Mission 26 (II)	»
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Mission Twenty-Six: Two Tickets

Objective I: Go to Taggart's base. | Objective II: Destroy Taggart's base.

It's time to smoke Taggart out of his hiding place once and for all. To do this, you have to get over to Taggart's specified military base, which will be marked on your HUD and map. But first, you have to meet up with your informant on the same dock on the west side of Manhattan where you met him on the previous mission. He'll give you instructions on getting Taggart out of the base, where you can thereafter follow him closely. He stresses not to let him escape. Now, this is no easy feat. To get Taggart out of his base, you have to quite literally destroy it around him. And that's where things get markedly complicated.



Taggart's base is like any other base or hive that you've destroyed in the game, except its health (known here as "integrity") is now on a large meter in the upper right corner of the screen. You can damage the building by shooting it with rockets, throwing cars and other objects at it, et cetera. But getting a clear shot is complicated, because the base is so well-guarded. And that's why you have to patiently whittle away at the health of the base's security before going in for the kill. This is a multi-faceted operation, which will require constantly running away to heal yourself as you destroy gun turrets, tanks, infected sensors, super soldiers and the like.



Destroying the sensors is probably the most integral piece of the puzzle simply because without them, no one will be the wiser to who you are if you're in your disguise. And this is key, since getting close to the base without being detected is what it's all about. Once you've managed to do that, seek out a tank (or, if you're *really* patient, a rocket launcher or ten) and begin to shell the crap out of the facade of the military base. As long as your tank is in good health (so to speak), you should be able to absorb the shelling you'll no doubt be subjected to as you do your dirty work. Before you know it, the base will crumble, and out of it will come Taggart in an armored tank.



Objective II: Keep pace with Taggart's tank. | Objective III: Destroy Taggart's reinforcements.

With Taggart's military base in shambles, his quick getaway from Alex in his tank is his only recourse. The game will, at this point, order you to follow him to a predetermined location at the north end of Chinatown, which you can easily do by flying, gliding, jumping and doing all of those other crazy, inane tricks Alex has up his sleeve. Finally, after a moment or two of chasing, Taggart's reinforcements will show up on the scene, and you'll be ordered to do away with them. While he'll be surrounded by myriad soldiers, including pesky super soldiers, it's the three accompanying tanks represented by red skull icons on your HUD that are of real concern here. Those are the only things that must be destroyed in order for you to get to the next objective, so equip your blades and armor and get into the fray immediately, concentrating exclusively on those three tanks. Retreat if you need to heal. Also, be sure to not focus on Taggart's tank, since you can't destroy it, nor would you want to.



Mission Twenty-Six: The Last Man (Continued)

Objective IV: Taggart's on the move. Follow him.

When the three tanks accompanying Taggart have been obliterated, you can move on to the next objective, which is again to follow Taggart. Switch into normal Alex mode and begin gliding and running towards him, keeping an eye on your HUD so you know where he's going. The distance meter in the upper right corner of the screen should also illuminate for you how far away you are from him at any given time. You don't want that meter to empty. Thankfully, the chase is a relatively easy one, though you need to keep a keen eye out for soldiers and tanks on your periphery, both of which can easily snipe you from midair during your trek. To avoid this all together, consider switching to military garb for the chase. They'll be none the wiser as to your identity if you do.



Objective V: Destroy Taggart's reinforcements.

You'll again be ordered to destroy Taggart's reinforcements at a specified location after chasing him for a while, towards the eastern coast of Manhattan. This, as it was last time, is a relatively easy assignment, considering the three tanks that are surrounding Taggart's armored vehicle are the only items of any consequence. For us, the tanks managed to destroy themselves in the crossfire, which is a possibility for you too if you constantly move around, forcing the tanks' guns to strafe and fire as best they can. If you want to do things more conventionally, however, then feel free to come down and take out the tanks as you did the last few times, being sure your armor is equipped to minimize all of the hazards.



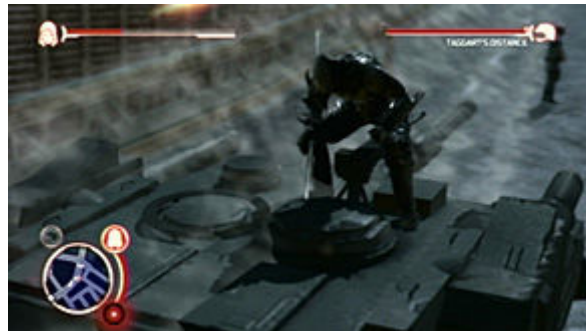
Objective VI: Taggart is on the move. Follow him. | Objective VII: Destroy Taggart's reinforcements.

Are you tired of this yet? You'll need to chase Taggart in his unusually-fast moving tank yet again. This chase is a little more difficult than the past chases in this mission since you won't have a lot of buildings to use to jump from, nor will you have much cover to work with. Immediately scurry up onto rooftops as soon as you can, and you'll eventually be able to descend onto the next location from above, where Taggart will put up his last stand. And believe it or not, this really will be his last stand. Unfortunately, he'll be guarded by twice as many tanks as he was at the other stops (six instead of three), and when you add in the soldiers and super soldiers also with him, this might be a little more difficult than usual for you.



Objective VIII: Taggart is escaping. Consume him now.

Nonetheless, when you've successfully dispatched Taggart's final group of guardians, he'll be running off on his own. All that's left to do is to catch up with him and hijack his tank, which will allow Alex to consume Taggart once and for all. The tank moves fast, though, and while it's easy to catch up to, it's exceedingly difficult to jump on top of. Consider gliding on top of it for the easiest time, and then quickly hijack to end this mission.



Mission Twenty-Seven: One Thousand Suns

Objective I: Defeat the Supreme Hunter and stop the nuclear weapon.

This is it -- the game's final mission. And the objective is simple -- eliminate the Supreme Hunter once and for all. The last third of this mission gets really complicated, and involves a nuclear bomb and a timer. But we'll get there eventually. For now, let's deal with the task at hand. The Supreme Hunter is an extremely aggressive foe. Though you'll have the military's help in fighting him, the Supreme Hunter is 95% focused on you for the entire battle. As a result, there are two ways you can go about this fight, and both work as well as the other, though one is much quicker and more to the point.



The first technique is to let the military do all of the work while you run around dodging the pursuing Supreme Hunter at all costs. This is a slow and tedious process, but one that works, believe it or not. Between the small arms and rocket launchers of the soldiers on deck, and the missiles of the choppers and fighter jets, the Supreme Hunter's health can be slowly-but-surely whittled away simply by letting the army do it all while you run around. Again, this is time consuming, but you may want to consider it. Have your armor on to avoid being devastated by attacks, equip your blades in case you can move in to do a little bit of damage of your own, and *keep moving*. The latter is perhaps most important of all.



Mission Twenty-Seven: One Thousand Suns (Continued)

If you want a more straight-forward and to-the-point technique, then equip the seldom-used Musclemass skill, and be sure that you have it upgraded all the way. You can use the missiles, bombs, pieces of scrap metal and concrete, and even parked helicopters to damage the Supreme Hunter. This is dangerous business -- you'll need to target the foe and throw objects at him while he's chasing you -- but this will make the battle go ten times faster than it would if you used the earlier, safer technique. It's absolutely integral you have the Musclemass power powered-up all the way if you're going to do this; otherwise, you'll find this technique a slow-going one as well. Nonetheless, if you don't want to feel like you're using a cheap tactic, we recommend exploiting this one.



Remember earlier when we said the battle gets difficult towards the end, and involves a nuclear bomb? Well, when you manage to peel off about 2/3 of the Supreme Hunter's health, the nuclear bomb's countdown timer, which is ninety seconds, will begin to tick. You'll have only that amount of time to finish off the Supreme Hunter. If you don't kill him within that time frame, you'll die automatically and have to do the *whole* battle again. There is no checkpoint during this battle, so that literally means *the whole battle*.



Because you're working with such tight time constraints, a fully-powered Musclemass technique is the only one you should turn to. Equip that, along with your armor, and begin chucking as much as you possibly can at the Supreme Hunter, as quickly as you can. Pieces of concrete and helicopters appear to do the most damage, but missiles, bombs, and other scraps will do the trick, too. Keep focused on the enemy, stay locked-on to him and let him have it. If you're especially talented with Musclemass and throwing items in general, you should be able to slay the beast with at least thirty seconds to spare. When he falls, the game is beaten. Congratulations!



Prototype Hint Orbs

Orbs 1-9	Orbs 10-19	Orbs 20-29	Orbs 30-39	Orbs 40-50
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1

In the park, on the ground in plain sight.

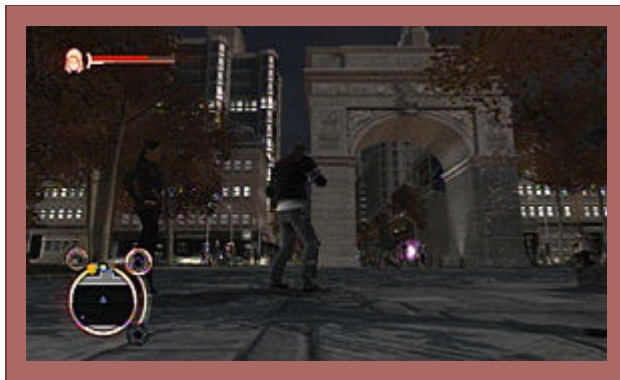
[CLICK HERE FOR MAP](#)



2

Under the Arc de Triomphe.

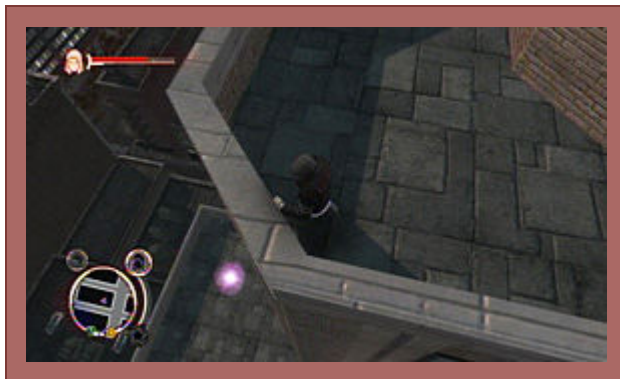
[CLICK HERE FOR MAP](#)



3

On the NE corner of the many-tiered building, about halfway up on a corner platform.

[CLICK HERE FOR MAP](#)



4

In the middle of the little triangular wedge.

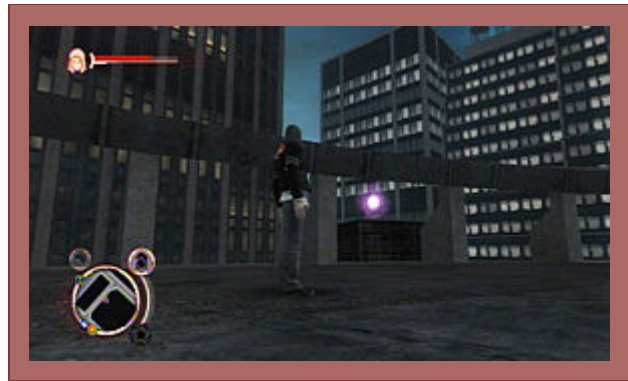
[CLICK HERE FOR MAP](#)



5

On the SE corner of the roof of the circular coliseum.

[CLICK HERE FOR MAP](#)



6

Near the top of the skyscraper on the S side.

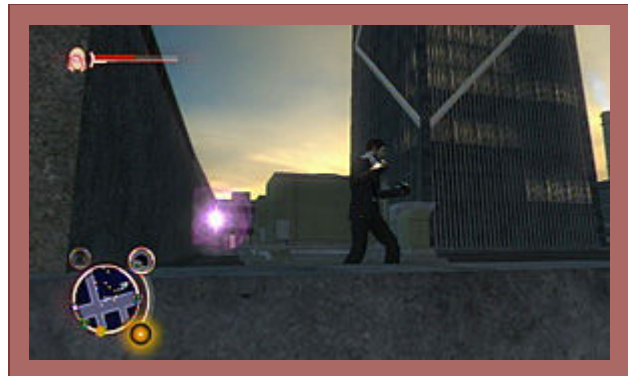
[CLICK HERE FOR MAP](#)



7

On the NW corner of the plaza behind an AC unit.

[CLICK HERE FOR MAP](#)



8

On the SW corner of the plaza, on the roof of a low building.

[CLICK HERE FOR MAP](#)



9

On the ground by a fence.

[CLICK HERE FOR MAP](#)






Orbs 1-9	Orbs 10-19	Orbs 20-29	Orbs 30-39	Orbs 40-50
----------	------------	------------	------------	------------

10

On the ground in a depression by a parking lot.


[CLICK HERE FOR MAP](#)




11

In the NE corner of the park by a green sandwich stand.


[CLICK HERE FOR MAP](#)




12

In the middle of the park.


[CLICK HERE FOR MAP](#)




13

By a sandwich stand along the southern edge of the park.

[CLICK HERE FOR MAP](#)




14



On the highway leading up to the bridge.

[CLICK HERE FOR MAP](#)



15

On the ground down some stairs.

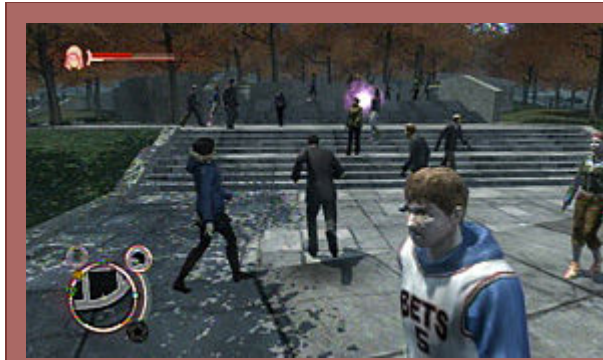
[CLICK HERE FOR MAP](#)



16

On some stairs in a park.

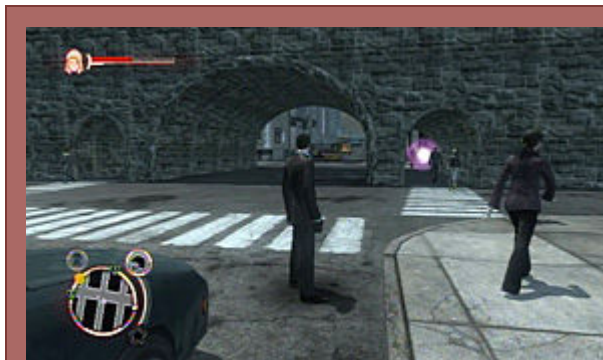
[CLICK HERE FOR MAP](#)



17

In a little passage under the train track bridge.

[CLICK HERE FOR MAP](#)



18

On the road sign over the train tracks.

[CLICK HERE FOR MAP](#)





19

On a sky bridge.


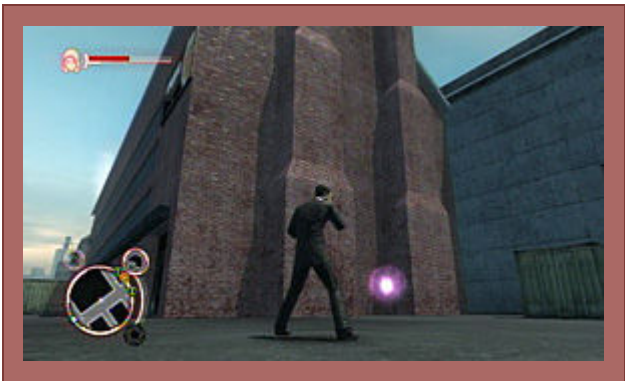
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20

On the ground at the base of the chimneys.

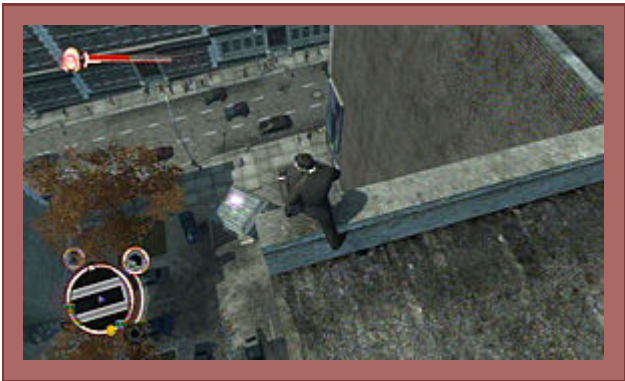
[CLICK HERE FOR MAP](#)

21

On top of the parking hut.


[CLICK HERE FOR MAP](#)

22

On a platform on the W side of the huge building with a green roof.

[CLICK HERE FOR MAP](#)




23

In the middle of the park on some sort of... art.

[CLICK HERE FOR MAP](#)

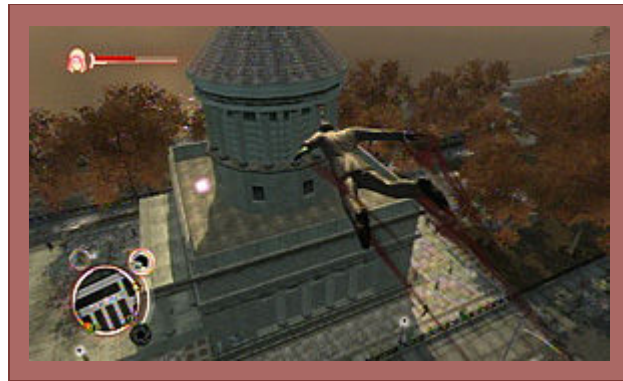



24



On a ledge on the little building with a dome and columns.

[CLICK HERE FOR MAP](#)



25

By a red brick bathroom building.

[CLICK HERE FOR MAP](#)



26

On the ground in the SW corner of the plaza.

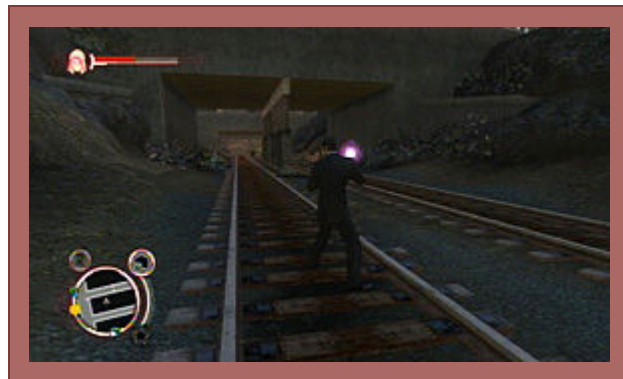
[CLICK HERE FOR MAP](#)



27

On the train tracks under the bridge.

[CLICK HERE FOR MAP](#)



28

On the round, red neon sign on the NW corner.

[CLICK HERE FOR MAP](#)





29

By some trash bins in a tiny alley.


[CLICK HERE FOR MAP](#)



30

On top of the building with all the neon signs.

[CLICK HERE FOR MAP](#)




31

On top of the Army Recruiting box in the middle of the street.

[CLICK HERE FOR MAP](#)




32

Over the "Supa Fresh" sign above the street on the E side of the block.

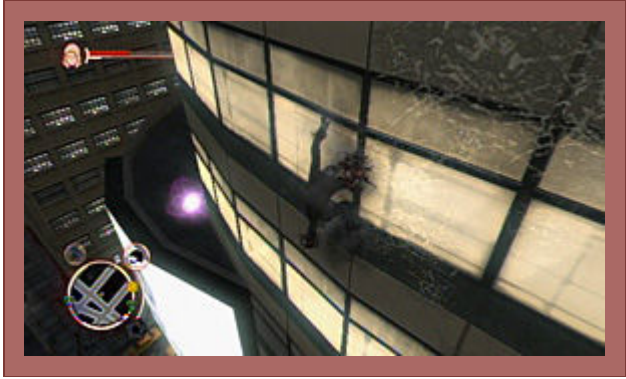
[CLICK HERE FOR MAP](#)




33

Above the signs on the SE corner of the block.

[CLICK HERE FOR MAP](#)

34



In an alley.

[CLICK HERE FOR MAP](#)



35

On the S face of a building.

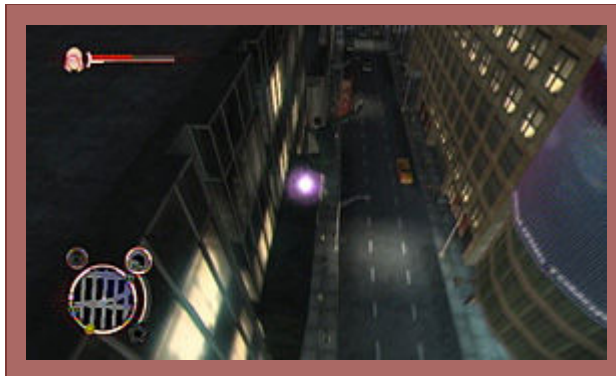
[CLICK HERE FOR MAP](#)



36

Above a sign on the S side of the block over the street.

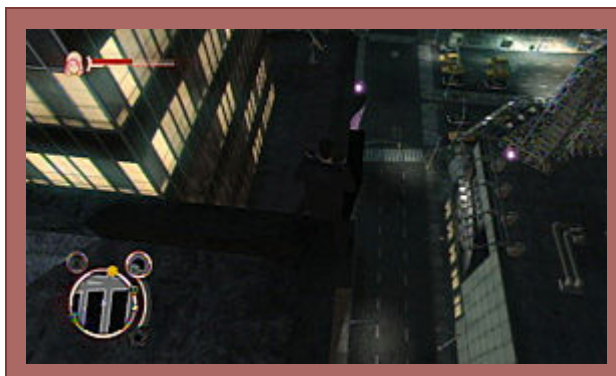
[CLICK HERE FOR MAP](#)



37

Above a sign on the NW corner of the block.

[CLICK HERE FOR MAP](#)

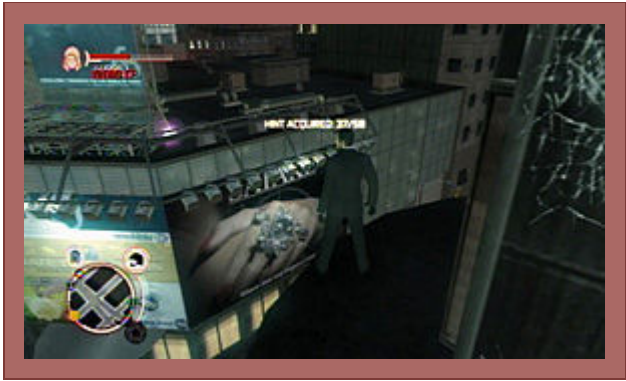


38

Above a sign on the SW corner of the block.

[CLICK HERE FOR MAP](#)

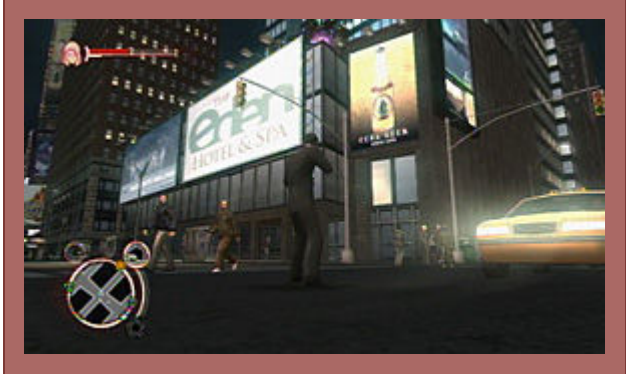




39

Above a sign on the NE corner of the block


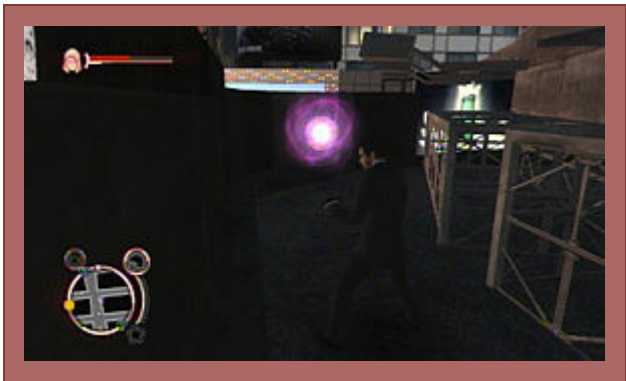
[CLICK HERE FOR MAP](#)



40

Above a sign on the NW corner of the block.

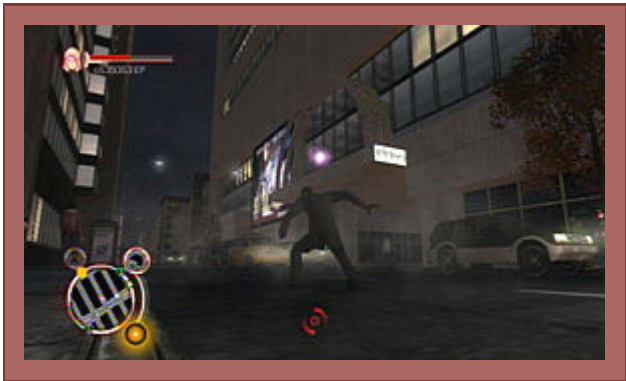
[CLICK HERE FOR MAP](#)

41

Under an arch above the street.


[CLICK HERE FOR MAP](#)

42

On a platform on the E side of the building.


[CLICK HERE FOR MAP](#)




43

In plain sight on a building roof on the SE corner of the block.

[CLICK HERE FOR MAP](#)




44



In a corner on the ground by some graffiti.

[CLICK HERE FOR MAP](#)



45

Near the street on some signs on the W side of the block.

[CLICK HERE FOR MAP](#)



46

Halfway up the tower of signs.

[CLICK HERE FOR MAP](#)



47

On the SW corner of the block on a ledge.

[CLICK HERE FOR MAP](#)



48

On the NW corner of a rooftop under sign scaffolding.

[CLICK HERE FOR MAP](#)



49

By some phone booths in an alley between the buildings.

[CLICK HERE FOR MAP](#)



50

On a grassy strip by the street on the S side of the block.

[CLICK HERE FOR MAP](#)


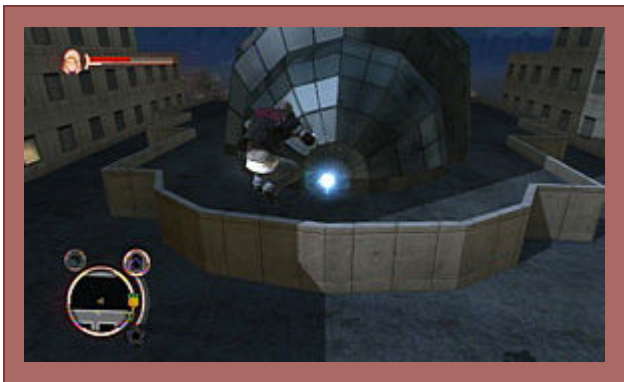


Financial

1

Between two tall buildings, by a glass atrium / dome.

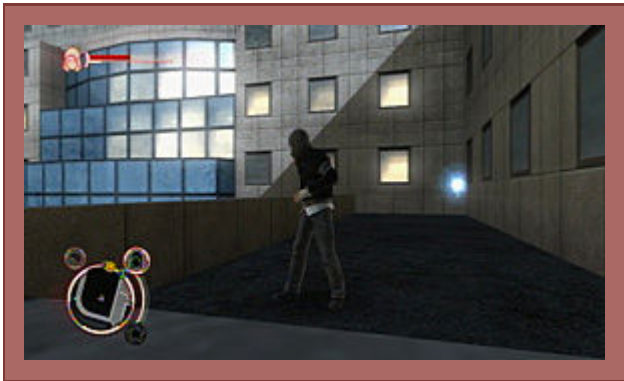
[CLICK HERE FOR MAP](#)

2

On a nook on the SW corner of a building.


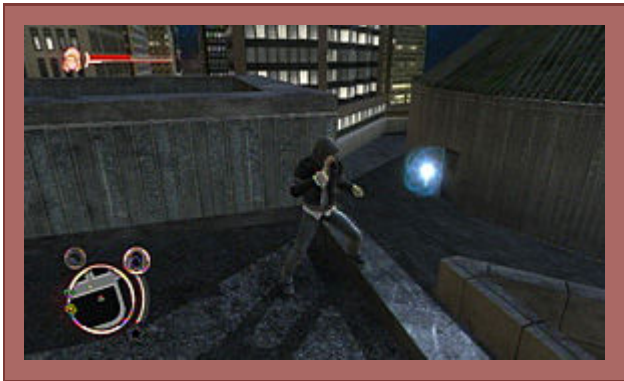
[CLICK HERE FOR MAP](#)

3

On top of a short building by a green domed roof.

[CLICK HERE FOR MAP](#)

4

In the middle of a small park on the ground.

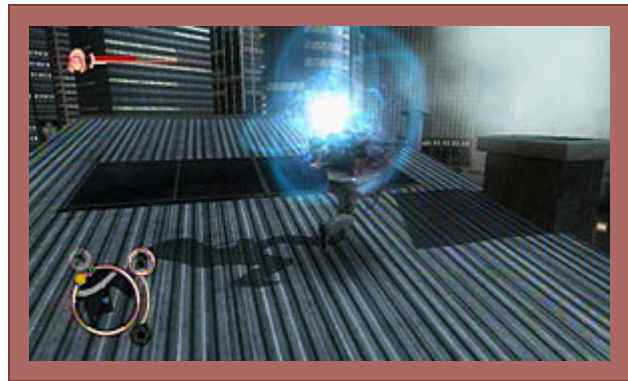
[CLICK HERE FOR MAP](#)




5

On a small building's roof by a chimney.

[CLICK HERE FOR MAP](#)



6

In a tunnel under a building.

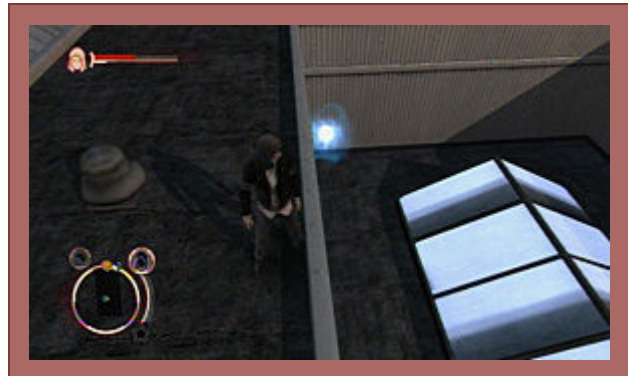
[CLICK HERE FOR MAP](#)



7

In a small depression in the roof of a building by a skylight.

[CLICK HERE FOR MAP](#)



8

Under the bridge in mid-air. *You will need jump, glide and speed upgrades to get this.

[CLICK HERE FOR MAP](#)



9

On the SW corner of a tall building on a platform halfway up.


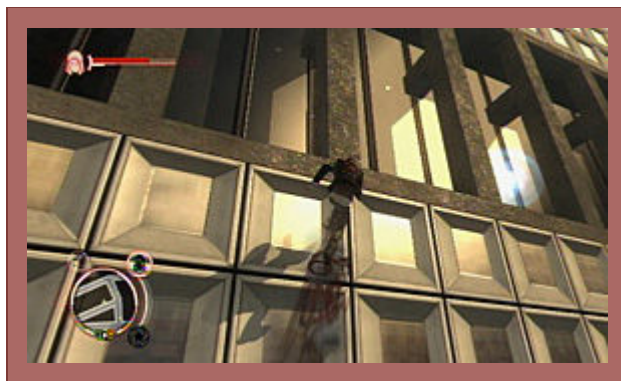
[CLICK HERE FOR MAP](#)



10

On the N face of a building, in a nook halfway up.

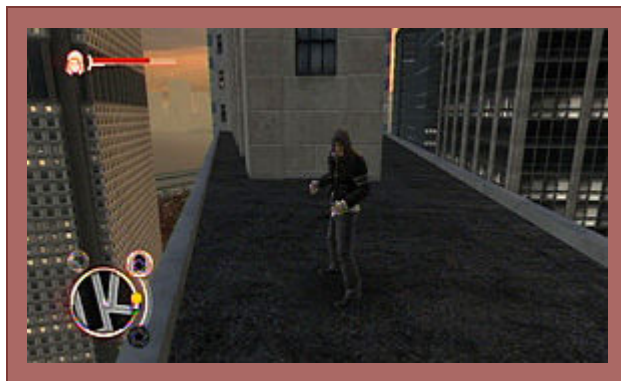
[CLICK HERE FOR MAP](#)

11

On the E edge of a building on a platform.


[CLICK HERE FOR MAP](#)

12

On the top of a building, in the corner of the recessed roof.


[CLICK HERE FOR MAP](#)




13

On the tip-top of a skyscraper.

[CLICK HERE FOR MAP](#)




14



On a ledge just above street level on the west side of a tall building.

[CLICK HERE FOR MAP](#)



15

On the spire of a tall building

[CLICK HERE FOR MAP](#)



16

At street level by some stairs into a classical-looking building.

[CLICK HERE FOR MAP](#)



17

On the roof of a building.

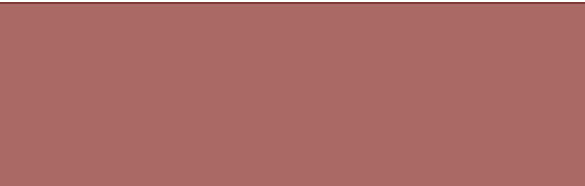
[CLICK HERE FOR MAP](#)



18

On the ground between two basketball courts.

[CLICK HERE FOR MAP](#)





19

On one of the bridge's support columns.

[CLICK HERE FOR MAP](#)


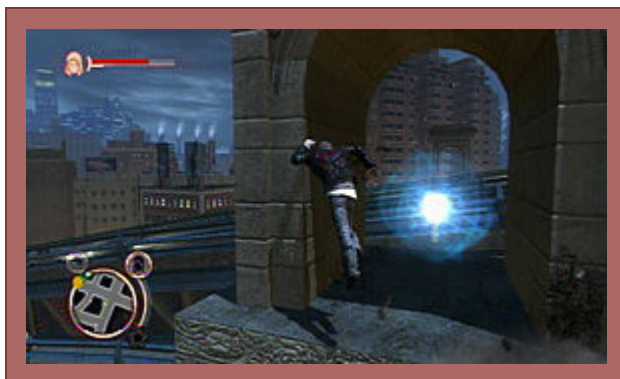


Chinatown

20

On one of the bridge support, under a tiny roof.

[CLICK HERE FOR MAP](#)

21

On the Arc de Triomphe-like structure.


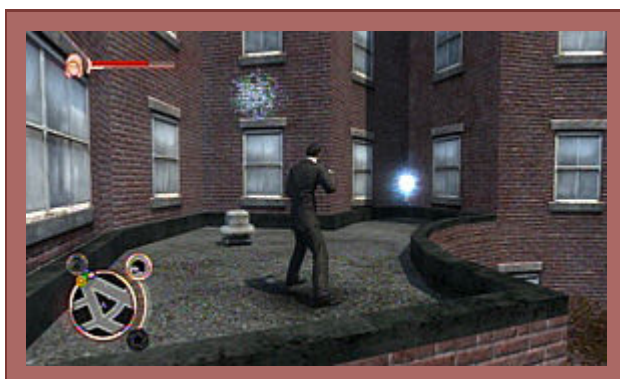
[CLICK HERE FOR MAP](#)




22

On a pocket on the S side of a brick building above some trees.


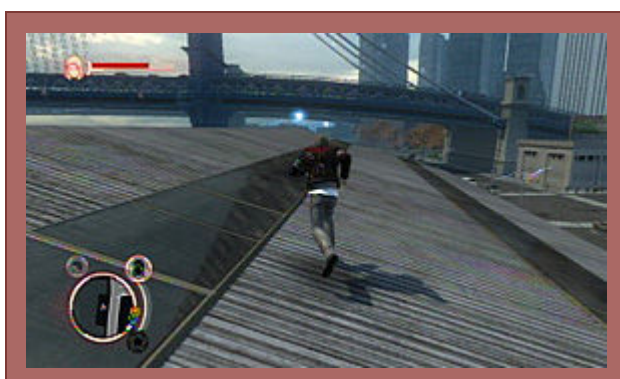
[CLICK HERE FOR MAP](#)

23

On top of a long building by the ocean.

[CLICK HERE FOR MAP](#)

24

On the Williamsburg Bridge sign over the street.

[CLICK HERE FOR MAP](#)



25

Near the top of a brick building on the southern ledge.

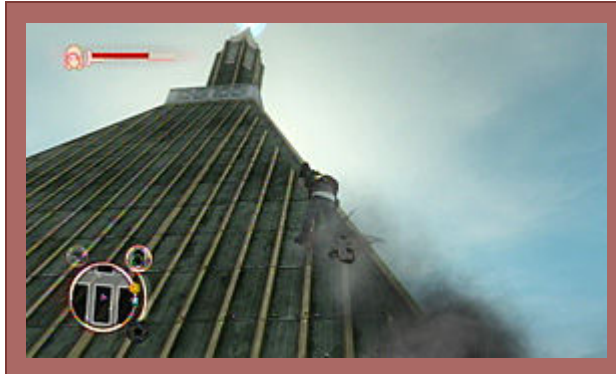
[CLICK HERE FOR MAP](#)



26

On the spire of a building with a green roof.

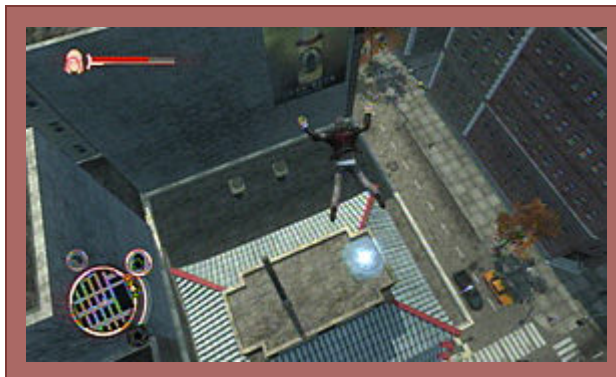
[CLICK HERE FOR MAP](#)



27

On a small dojo's roof.

[CLICK HERE FOR MAP](#)



28

On the N face of a Chinese-style building.

[CLICK HERE FOR MAP](#)

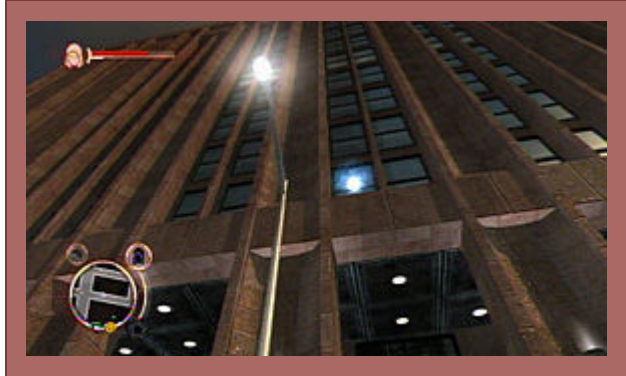




29

Just over the entrance to a red building on the N side.


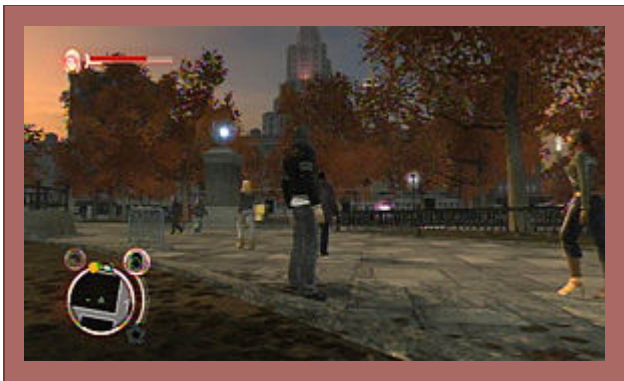
[CLICK HERE FOR MAP](#)



30

On a column in the dead center of a park.

[CLICK HERE FOR MAP](#)


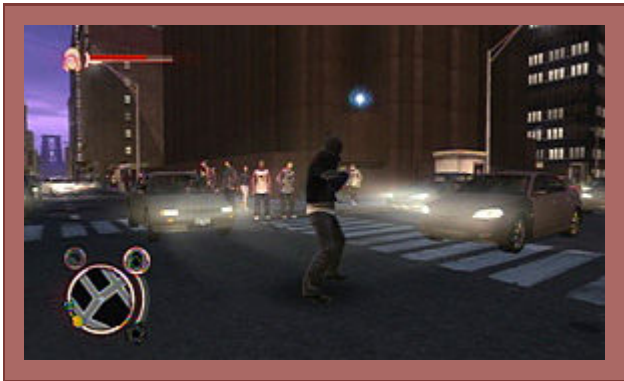



Soho

31

On the NE corner of a building near the ground.


[CLICK HERE FOR MAP](#)

32

On top of a building in a shadowy corner.

[CLICK HERE FOR MAP](#)




33

On a low building with a green pointed roof.

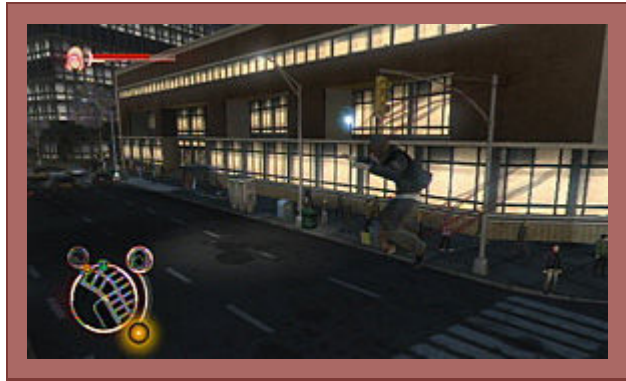
[CLICK HERE FOR MAP](#)




34

On the W side of the building just above the street.

[CLICK HERE FOR MAP](#)



35

On top of a tall building.

[CLICK HERE FOR MAP](#)



36

SE corner of the tall building, near to the ground on a platform.

[CLICK HERE FOR MAP](#)



37

On a round lip of a building roof in front of a sign.

[CLICK HERE FOR MAP](#)



Greenwich

38

On the ground amongst trees between some buildings.

[CLICK HERE FOR MAP](#)



39

On the ground amongst trees between some buildings.


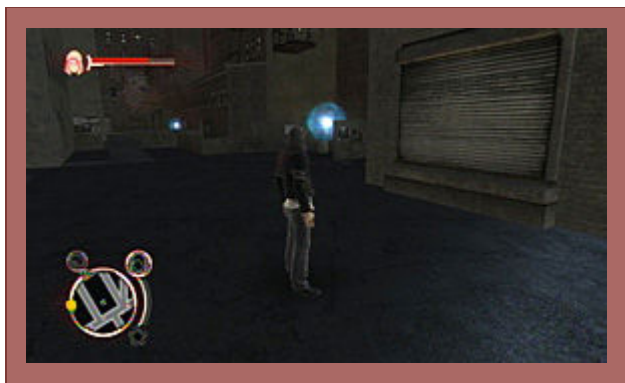
[CLICK HERE FOR MAP](#)



40

In an alley near some garbage.


[CLICK HERE FOR MAP](#)

41

By a door in an alley.


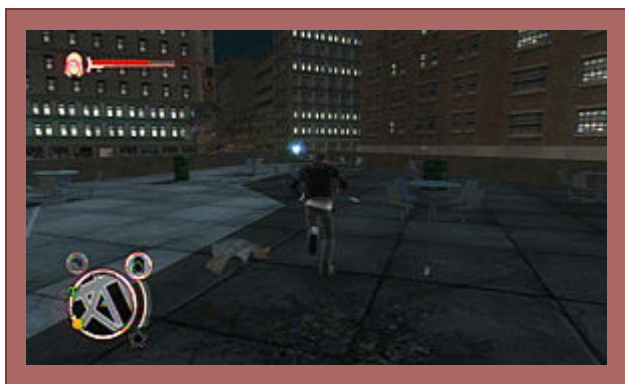
[CLICK HERE FOR MAP](#)




42

On top of a roof with tables and chairs.

[CLICK HERE FOR MAP](#)


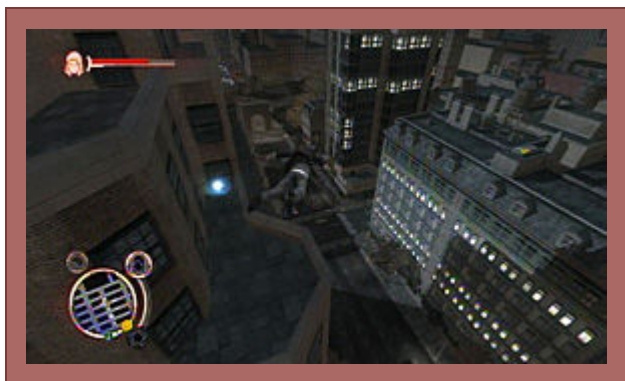



Little Italy

43

On a ledge in the NW corner of a tall building with a red top.

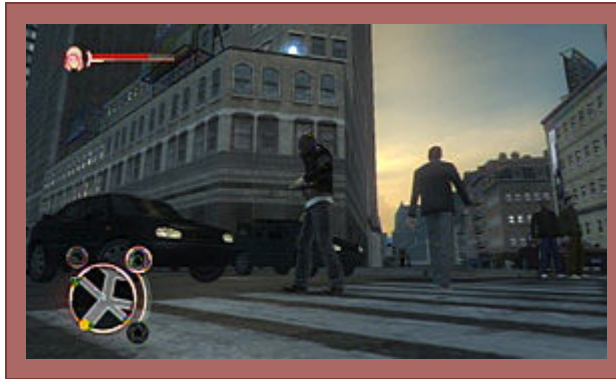
[CLICK HERE FOR MAP](#)

44

On the first ledge of a building on its west side.

[CLICK HERE FOR MAP](#)



45

Under a sky bridge over the street.

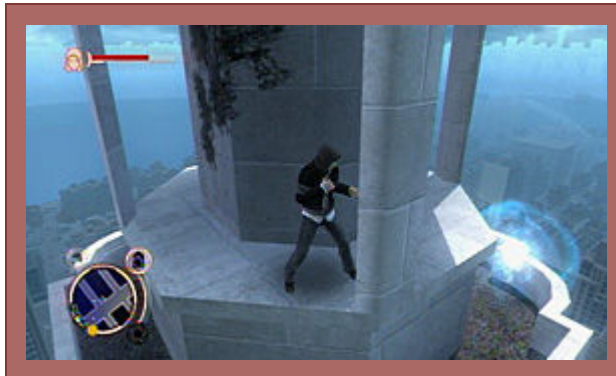
[CLICK HERE FOR MAP](#)



46

On the tip of a building top.

[CLICK HERE FOR MAP](#)



47

On the SW corner of a building top by a water tank.

[CLICK HERE FOR MAP](#)



East Village

48

In the middle of a park on the ground.

[CLICK HERE FOR MAP](#)



49

Between two smoke stacks up high. Climb the closer stack and leap to it.


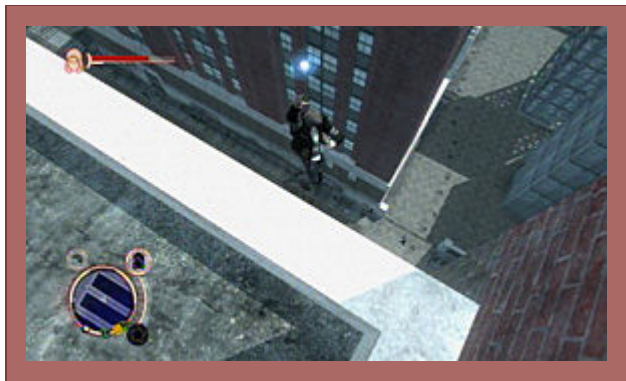
[CLICK HERE FOR MAP](#)



50

Between two buildings above the street.

[CLICK HERE FOR MAP](#)

Gramercy

51

On the N side of the Gentek building just south of the "No Trespassing" sign on a sky bridge.


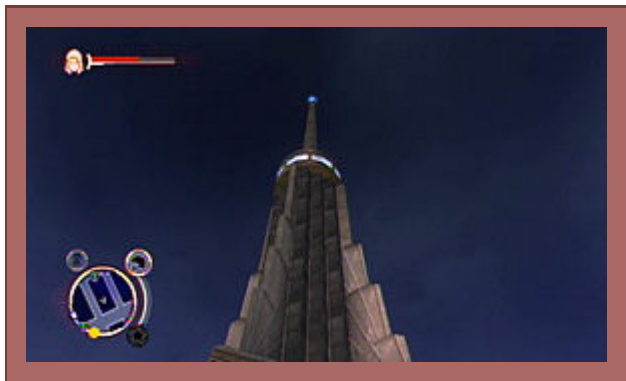
[CLICK HERE FOR MAP](#)




52

On the tip of the spire of the skyscraper. *You'll need a few jump upgrades.

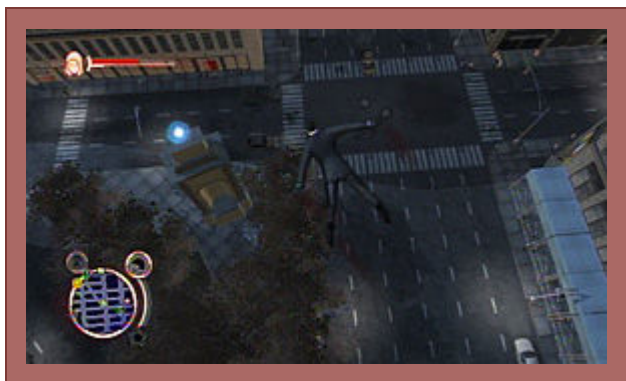
[CLICK HERE FOR MAP](#)

53

On a monument in the middle of the street, surrounded by trees.

[CLICK HERE FOR MAP](#)

54

On a ledge near the street on the southwest corner of a building.

[CLICK HERE FOR MAP](#)



55

On a ledge about halfway up a tall, red building on the S face.

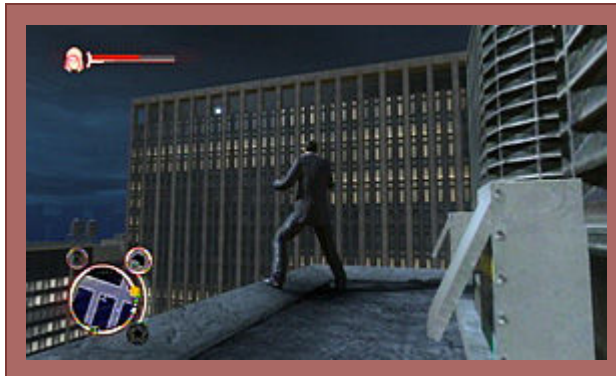
[CLICK HERE FOR MAP](#)



56

On the E face of a tall building near the top.

[CLICK HERE FOR MAP](#)



57

Under the building in a short tunnel on the W side of it.

[CLICK HERE FOR MAP](#)

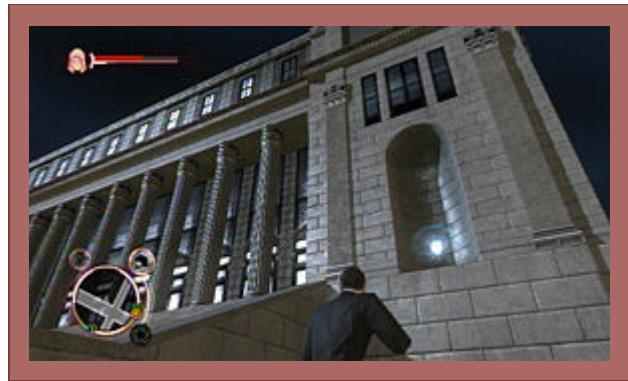


Chelsea

58

On the NE corner of the museum-like building in a nook.

[CLICK HERE FOR MAP](#)



59

On the E side of the museum roof.


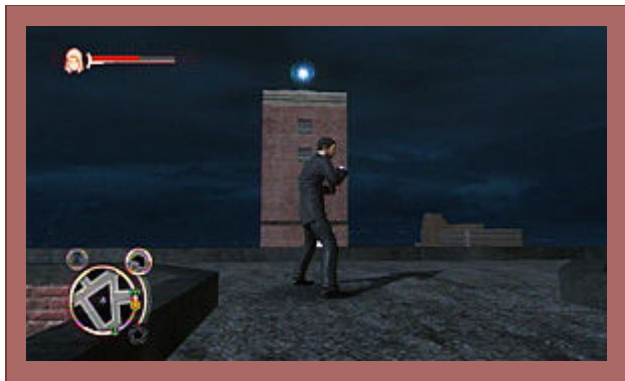
[CLICK HERE FOR MAP](#)



60

On a tall column above a brick building.

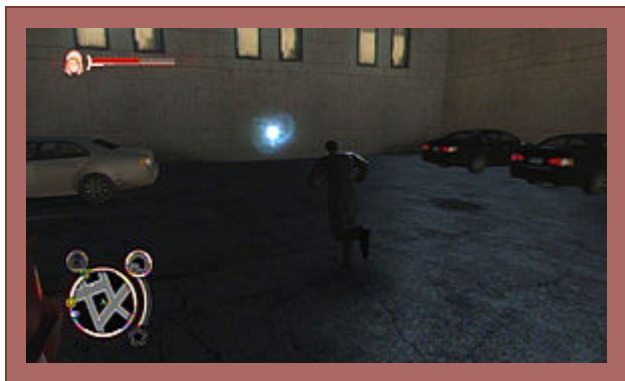
[CLICK HERE FOR MAP](#)

61

In a small parking lot in the middle of an apartment building.


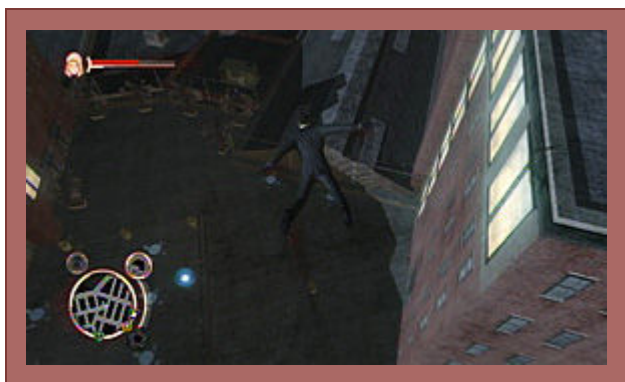
[CLICK HERE FOR MAP](#)

62

On a low rooftop amongst tables and chairs.


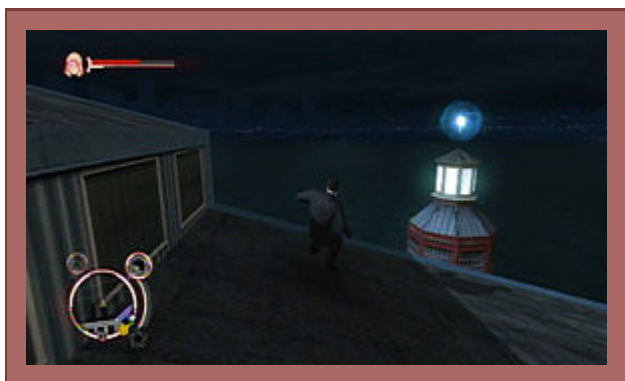
[CLICK HERE FOR MAP](#)

63

On the edge of the pier, above a spire on the NW corner.

[CLICK HERE FOR MAP](#)

64



In the middle of a soccer field

[CLICK HERE FOR MAP](#)



65

On the W edge of a building near the water.

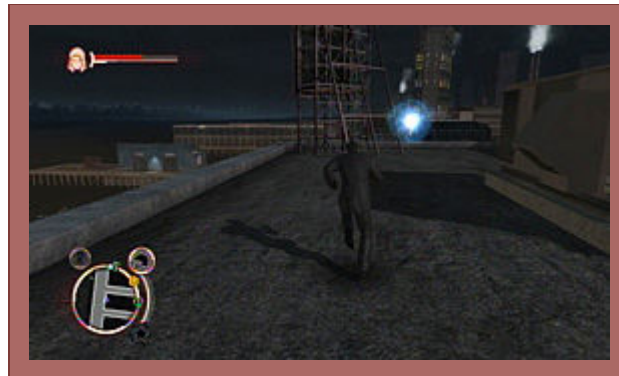
[CLICK HERE FOR MAP](#)



66

On the NW corner of a building under a sign.

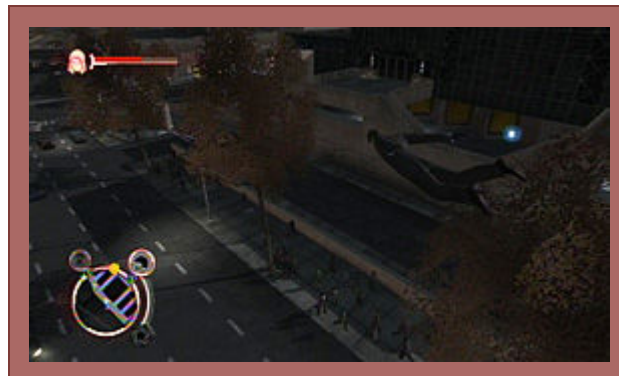
[CLICK HERE FOR MAP](#)



67

Under some stairs on the west side of the building

[CLICK HERE FOR MAP](#)

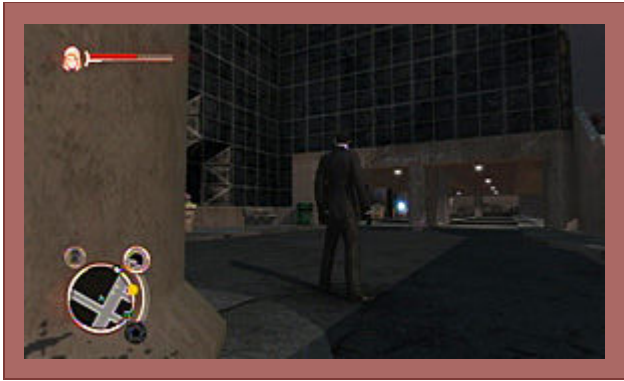


68

Under the E wing of a building in a tunnel.

[CLICK HERE FOR MAP](#)





69

On top of the building labeled "MCRUSTLE"

[CLICK HERE FOR MAP](#)


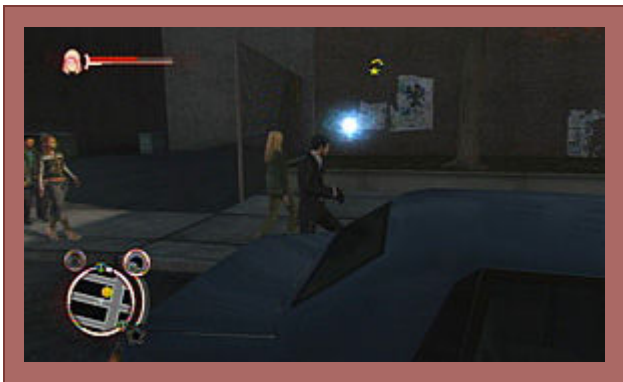


Midtown West

70

On the ground by a fence and some trees.


[CLICK HERE FOR MAP](#)

71

On the E side of the building obscured by a wall.


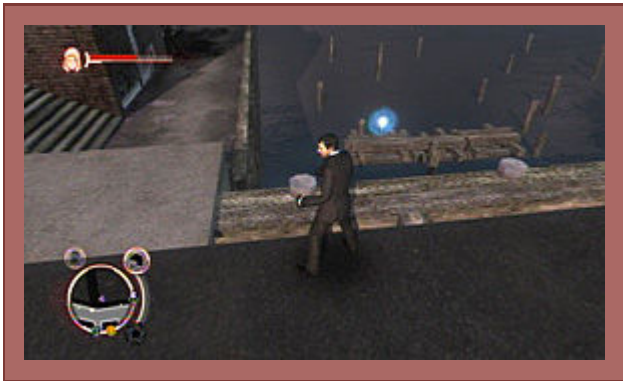
[CLICK HERE FOR MAP](#)




72

On some boards in the water


[CLICK HERE FOR MAP](#)

73

By some cargo containers at the very edge of the pier.

[CLICK HERE FOR MAP](#)




74

On a loading dock

[CLICK HERE FOR MAP](#)



75

On top of the tallest smokestack

[CLICK HERE FOR MAP](#)



76

In a nook on the SE corner of the building's roof.

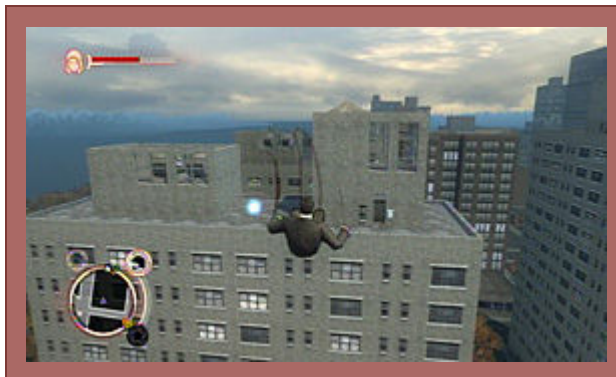
[CLICK HERE FOR MAP](#)



77

On the roof of a building.

[CLICK HERE FOR MAP](#)

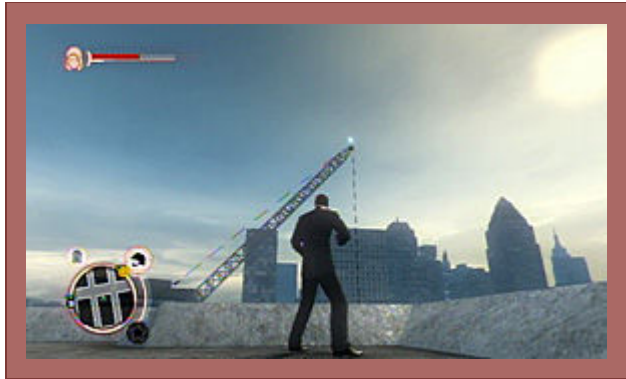


78

On the tip of the crane. Walk up the crane arm to get it.

[CLICK HERE FOR MAP](#)





79

Between two columns on the E face of the building, across from the park.

[CLICK HERE FOR MAP](#)




Upper West Side

80

At the NW corner of a building in this lot, on the ground.

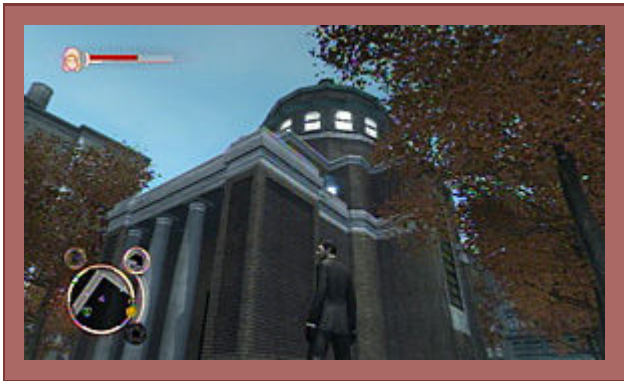
[CLICK HERE FOR MAP](#)




81

On the SW corner of the strange little building with a green roof.


[CLICK HERE FOR MAP](#)

82

In the building windows along the E side.


[CLICK HERE FOR MAP](#)




83

On the N side of the building with the columns.

[CLICK HERE FOR MAP](#)




84

In the plaza on a raised platform.

[CLICK HERE FOR MAP](#)



West Harlem

85

On the roof of a white building.

[CLICK HERE FOR MAP](#)



86

On the roof along the E side of the building.

[CLICK HERE FOR MAP](#)



87

In an alley by some graffiti.

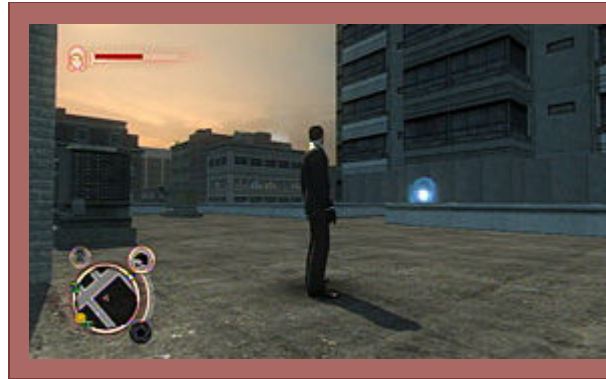
[CLICK HERE FOR MAP](#)



88

On the roof of a low building.

[CLICK HERE FOR MAP](#)



East Harlem

89

On a basketball court.


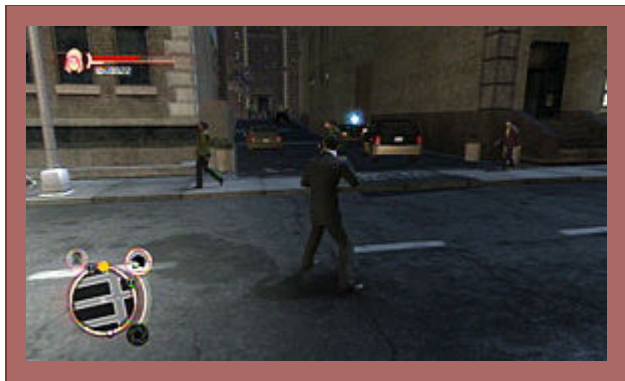
[CLICK HERE FOR MAP](#)



90

In an alley.

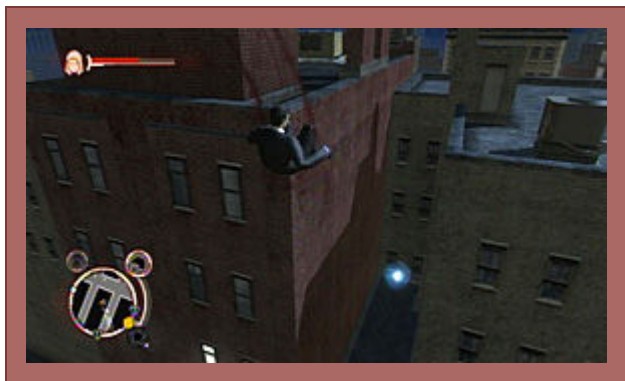
[CLICK HERE FOR MAP](#)

91

Fairly obscured on a rooftop crevasse. Look for the chimneys in the SE corner of the block -- it's under them.


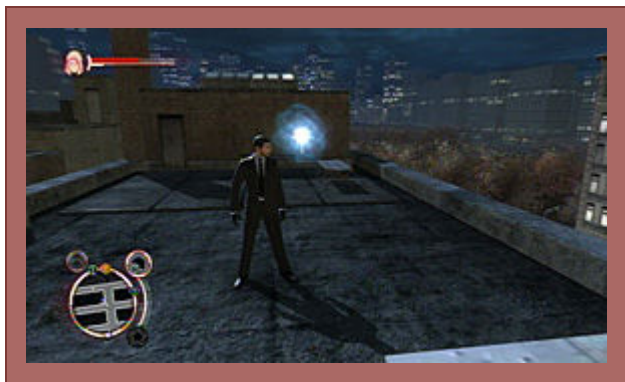
[CLICK HERE FOR MAP](#)

92

On a rooftop on the W side by a bench.

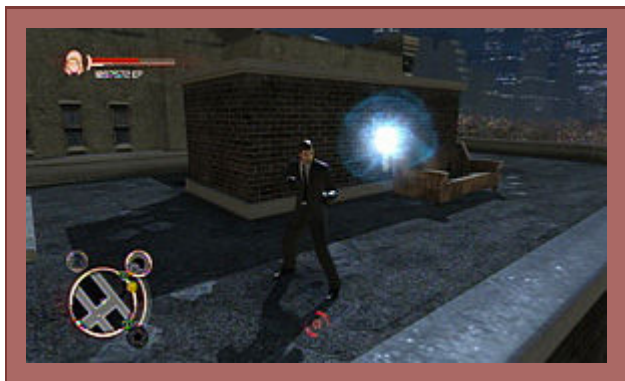
[CLICK HERE FOR MAP](#)

93

On a rooftop on the W side by a bench.

[CLICK HERE FOR MAP](#)

94



In a depression in the middle of the rooftops on the block.

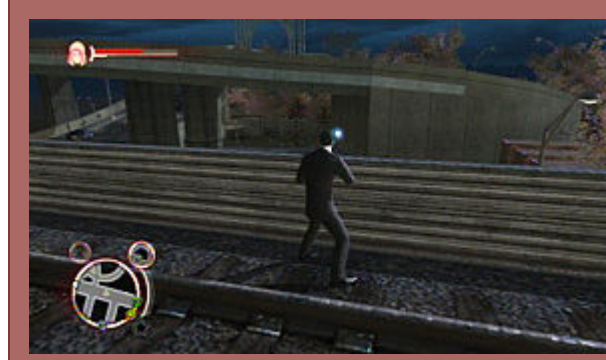
[CLICK HERE FOR MAP](#)



95

Under the curve in the highway.

[CLICK HERE FOR MAP](#)



96

In an alleyway.

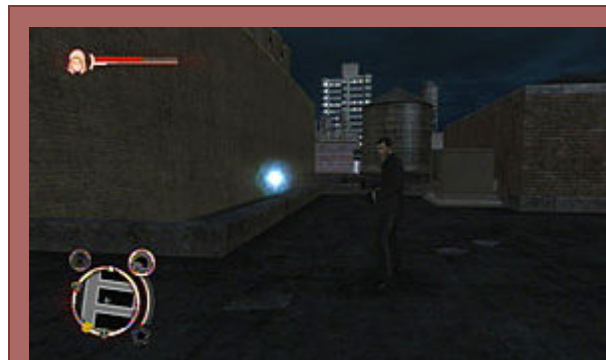
[CLICK HERE FOR MAP](#)



97

On one of the lower buildings by a water tank.

[CLICK HERE FOR MAP](#)



98

On top of the tall building in a walled-recession.

[CLICK HERE FOR MAP](#)



99

On the tip-top of the tall shaft.


[CLICK HERE FOR MAP](#)



100

In the tunnel under the buildings along the coast.


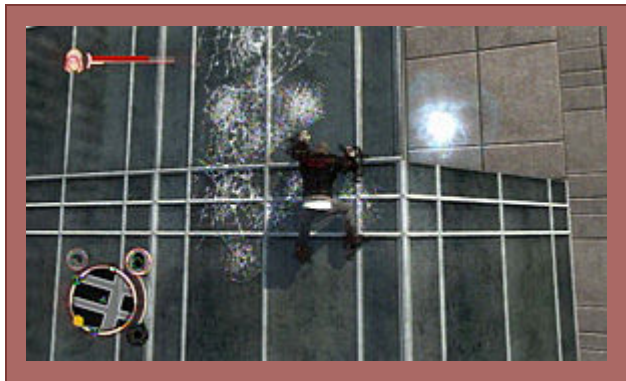
[CLICK HERE FOR MAP](#)




101

In a nook far up on the SW corner of the tall building.

[CLICK HERE FOR MAP](#)





Midtown East

102

On a grassy ledge near the bridge.


[CLICK HERE FOR MAP](#)




103

On a dome on a low building

[CLICK HERE FOR MAP](#)




104

In the corner of the roof of the "UN Building"

[CLICK HERE FOR MAP](#)



105

Above the sign near the street that reads "Huang Earth Tower"

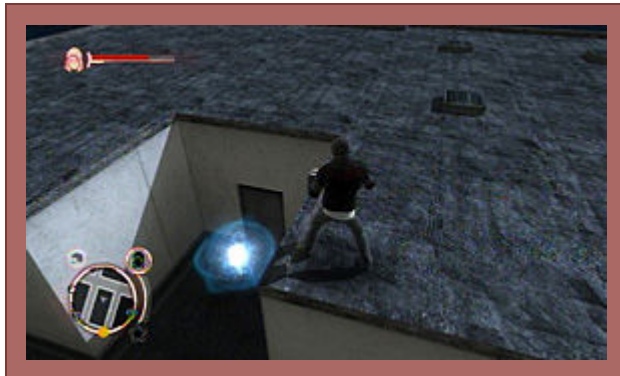
[CLICK HERE FOR MAP](#)



106

On top of the extremely tall building, on the W side of the roof.

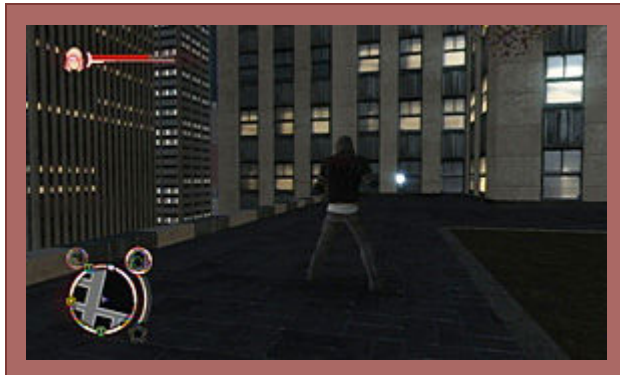
[CLICK HERE FOR MAP](#)



107

On a low platform to the SW of the tall building.

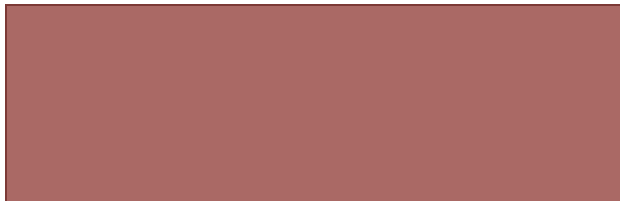
[CLICK HERE FOR MAP](#)



108

On the NE corner of the building, near the street on a low ledge. It's behind a little wall.

[CLICK HERE FOR MAP](#)





109

In the corner of the depressed roof on the tall black building.


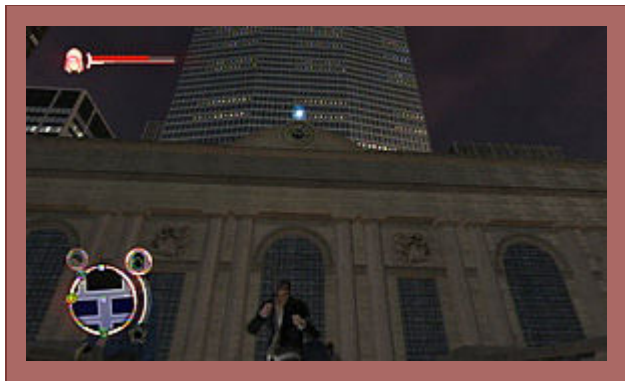
[CLICK HERE FOR MAP](#)



110

On top of the fancy building.


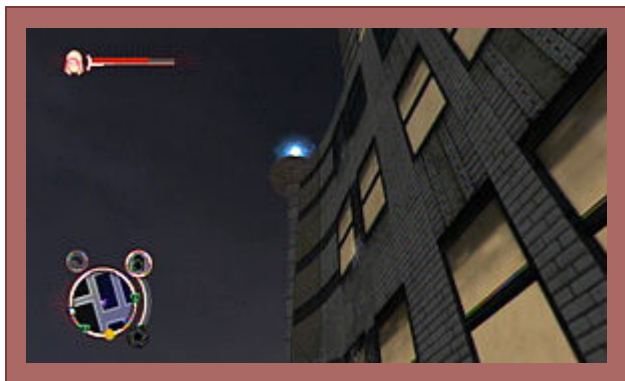
[CLICK HERE FOR MAP](#)

111

On the NW corner of a building, on a round ledge halfway up.


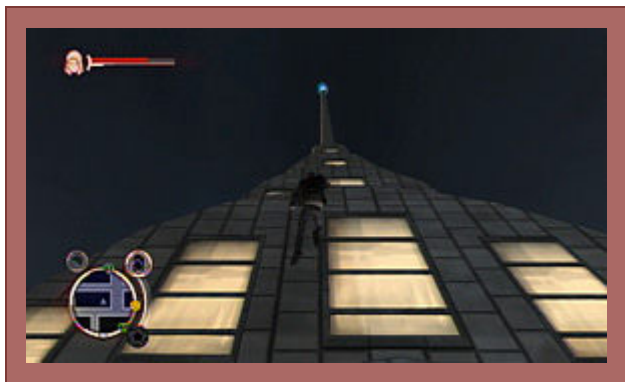
[CLICK HERE FOR MAP](#)

112

On top of the tall skyscraper's spire. *You'll need jump upgrades.

[CLICK HERE FOR MAP](#)





Central Park

113

Along a rocky ridge under trees in the park.

[CLICK HERE FOR MAP](#)




114

Under the bridge at the road crossing.

[CLICK HERE FOR MAP](#)



115

On the E side of the lake.

[CLICK HERE FOR MAP](#)



116

On the E side of the lake.

[CLICK HERE FOR MAP](#)



117

On the W side of the lake.

[CLICK HERE FOR MAP](#)



118

On the rocky shore on the south side of the lake.

[CLICK HERE FOR MAP](#)





119

By a door on the NW corner of the stone castle structure.


[CLICK HERE FOR MAP](#)



120

In a nook along the W side of the castle.


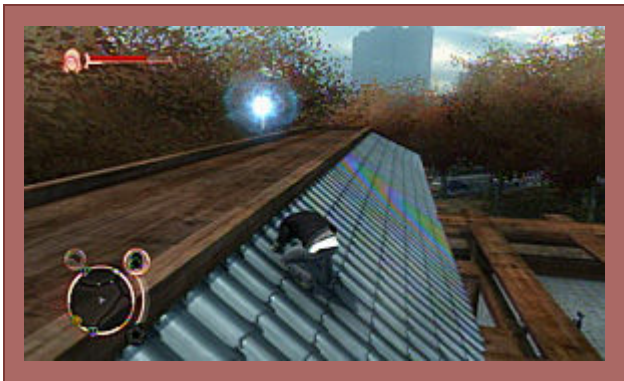
[CLICK HERE FOR MAP](#)




121

On top of the covered platform


[CLICK HERE FOR MAP](#)

122

On some stairs by the covered platform.


[CLICK HERE FOR MAP](#)




123

In the NW corner of the covered platform.

[CLICK HERE FOR MAP](#)




124



In the middle of the sidewalk.

[CLICK HERE FOR MAP](#)



125

On a rock in the middle of the grass.

[CLICK HERE FOR MAP](#)



126

Under the bridge on the W side of the park.

[CLICK HERE FOR MAP](#)



127

Under the bridge.

[CLICK HERE FOR MAP](#)



128

Under the bridge.

[CLICK HERE FOR MAP](#)



129

By a rocky ridge.


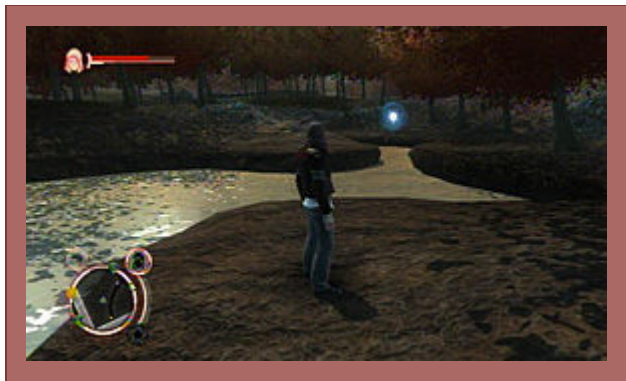
[CLICK HERE FOR MAP](#)



130

Over the water in the SE corner of the park.

[CLICK HERE FOR MAP](#)





Times Square

131

On a platform on the W side of the building near the street.


[CLICK HERE FOR MAP](#)




132

On the tall roof by some AC boxes.


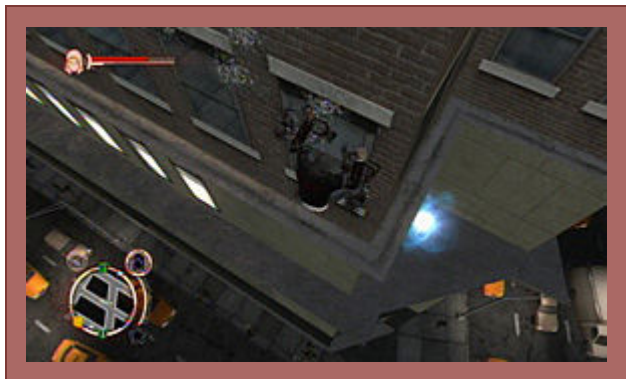
[CLICK HERE FOR MAP](#)




133

On the SE corner of the building, just above the street.

[CLICK HERE FOR MAP](#)

134

On a ledge on the E side of the roof.

[CLICK HERE FOR MAP](#)



135

Under a little roofed structure on top of a building.

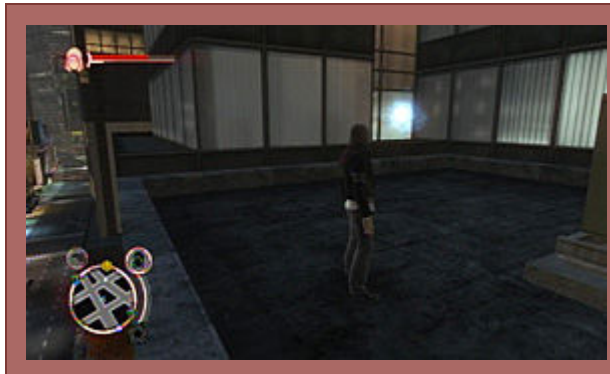
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136

On a platform on the E side of the building block.

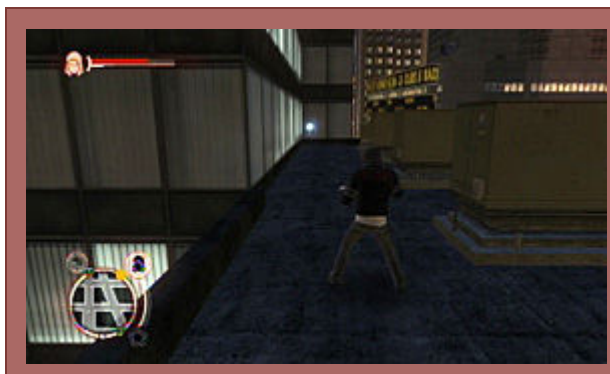
[CLICK HERE FOR MAP](#)



137

On a platform on the W side of the building block.

[CLICK HERE FOR MAP](#)



138

On top of the tall building.

[CLICK HERE FOR MAP](#)





139

In the NE corner of the tall building's roof.

[CLICK HERE FOR MAP](#)



140

Behind the rubbish bins in an alley.


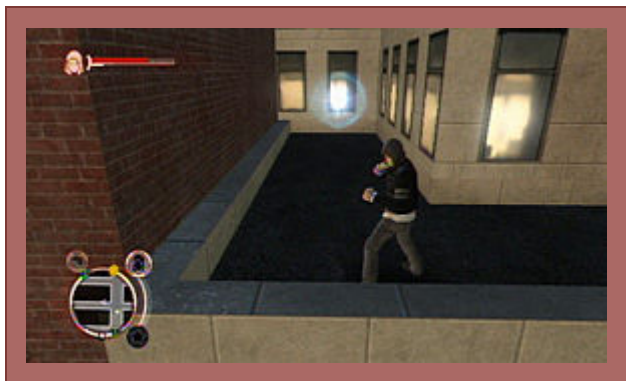
[CLICK HERE FOR MAP](#)




141

In a nook on the N side of the building block -- near the street.

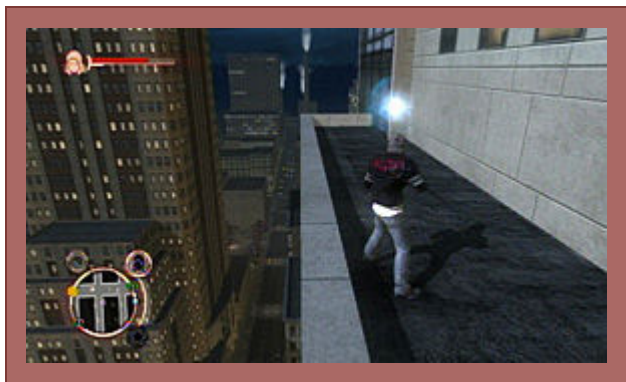
[CLICK HERE FOR MAP](#)

142

On a ledge on the SW side of the tall building.


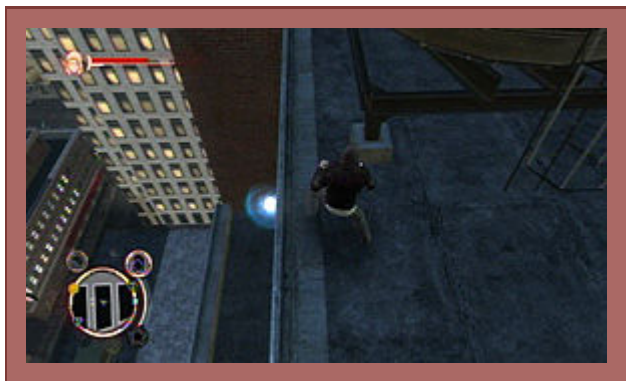
[CLICK HERE FOR MAP](#)

143

On a ledge on the S side of the building in the middle of the block.

[CLICK HERE FOR MAP](#)

144



On a ledge on the SE corner of a building.

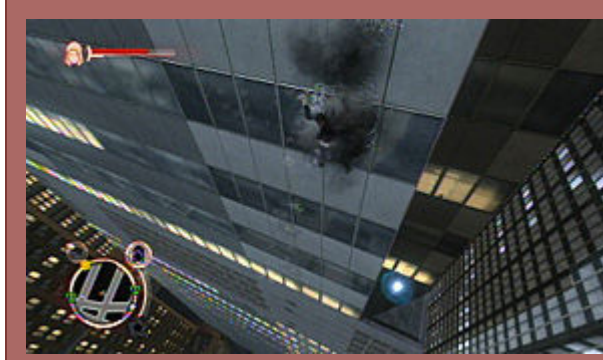
[CLICK HERE FOR MAP](#)



145

On a corner ledge on the NE side of the building very high up.

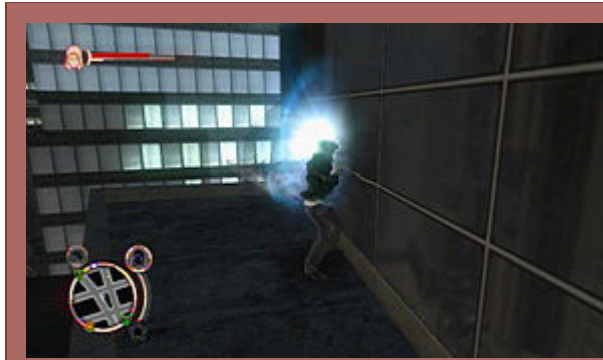
[CLICK HERE FOR MAP](#)



146

On the NW corner ledge about halfway up the building.

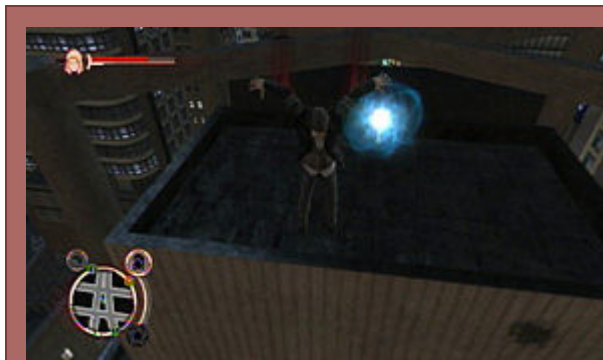
[CLICK HERE FOR MAP](#)



147

Behind the neon signs at the top of the building.

[CLICK HERE FOR MAP](#)



148

On a nook on the N face above the street.

[CLICK HERE FOR MAP](#)





149

On the SW corner of the block on neon signs.


[CLICK HERE FOR MAP](#)



150

On the roof of the tall building.

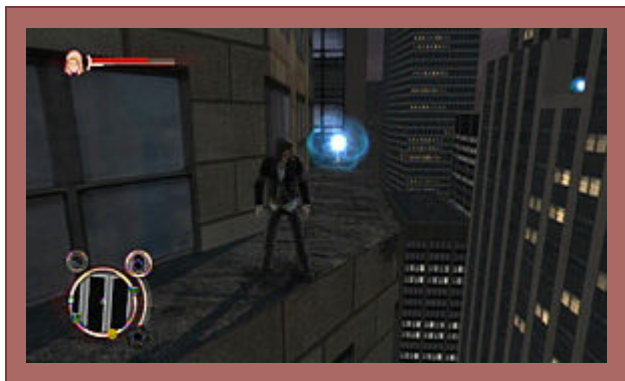
[CLICK HERE FOR MAP](#)




151

On a ledge high up on the south face of a building.


[CLICK HERE FOR MAP](#)

152

On a nook on the N face above the street.


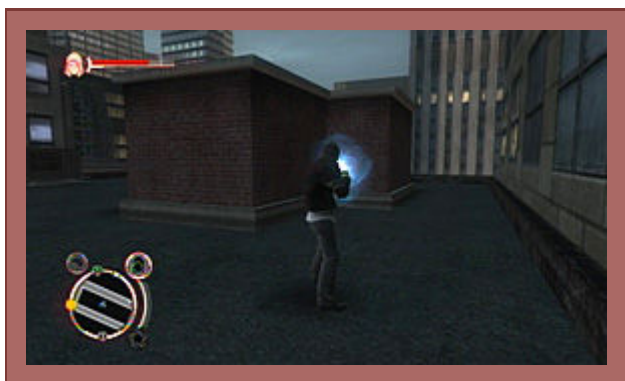
[CLICK HERE FOR MAP](#)




153

Behind a brick outcropping on a low roof.

[CLICK HERE FOR MAP](#)

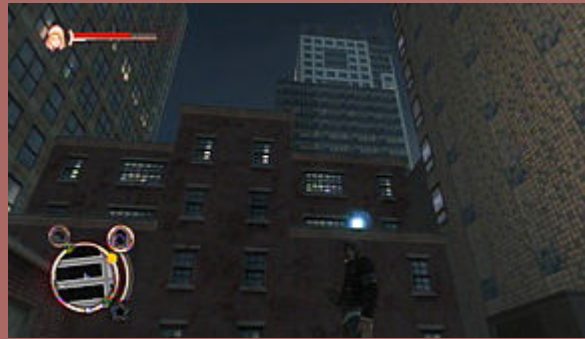



154



On a ledge on the north face of a brick building.

[CLICK HERE FOR MAP](#)



155

On a ledge on the S face of a building.

[CLICK HERE FOR MAP](#)



156

On the NW corner of a high rooftop next to a satellite.

[CLICK HERE FOR MAP](#)



157

On the NW corner of the block on a building ledge.

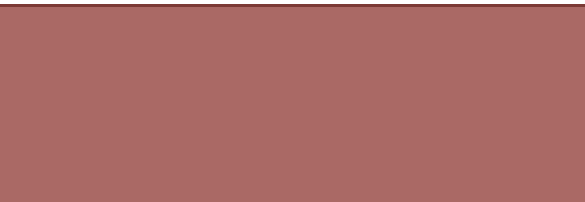
[CLICK HERE FOR MAP](#)



158

On top of a sign on the west side of a building.

[CLICK HERE FOR MAP](#)





159

On the W face of the building almost all the way up above a sign.

[CLICK HERE FOR MAP](#)



160

On the very top of a tall building with many signs.
On the western sign.

[CLICK HERE FOR MAP](#)




161

On a round structure on a roof.


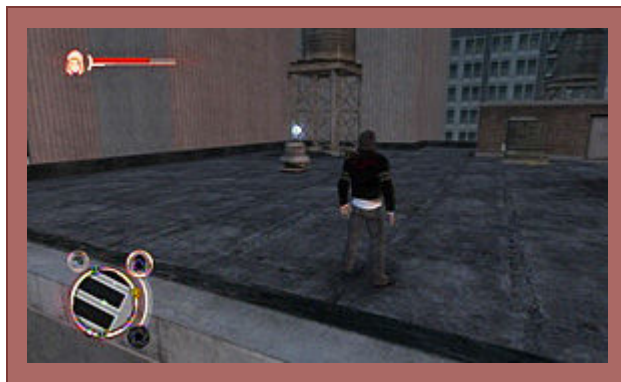
[CLICK HERE FOR MAP](#)




162

By a water tank on a shorter building.

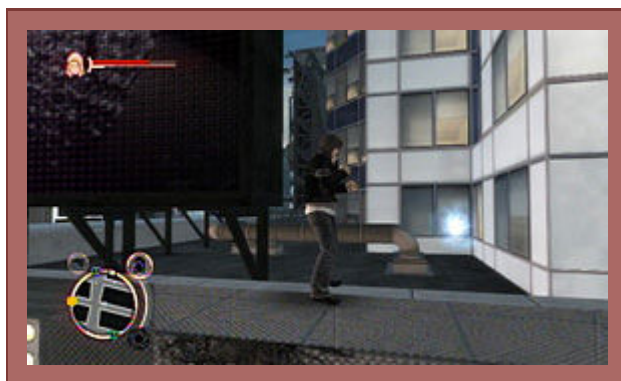
[CLICK HERE FOR MAP](#)

163

Behind the purple sign on the SW corner of the block.

[CLICK HERE FOR MAP](#)

164



Under some scaffolding on a blue building's rooftop.

[CLICK HERE FOR MAP](#)



165

On the NW corner of the building near the top -- by a satellite dish.

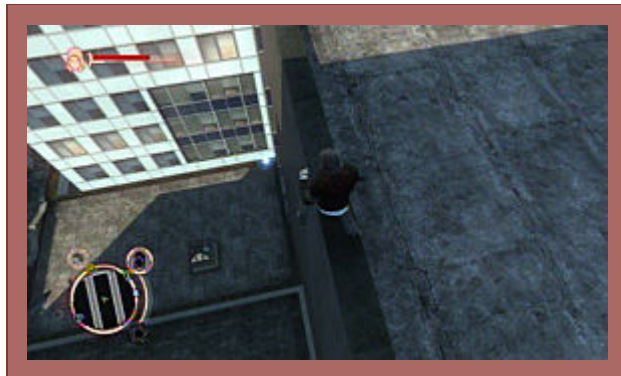
[CLICK HERE FOR MAP](#)



166

In a low pocket on the south face of the building block.

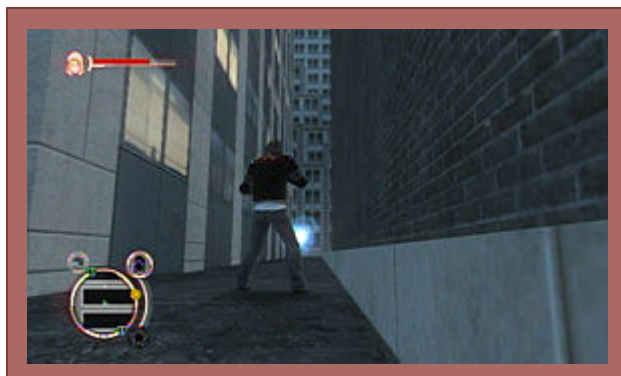
[CLICK HERE FOR MAP](#)



167

Between two buildings in the middle of the block.

[CLICK HERE FOR MAP](#)



168

On a platform on the N face of a building near the top.

[CLICK HERE FOR MAP](#)





169

On a tall building's roof.


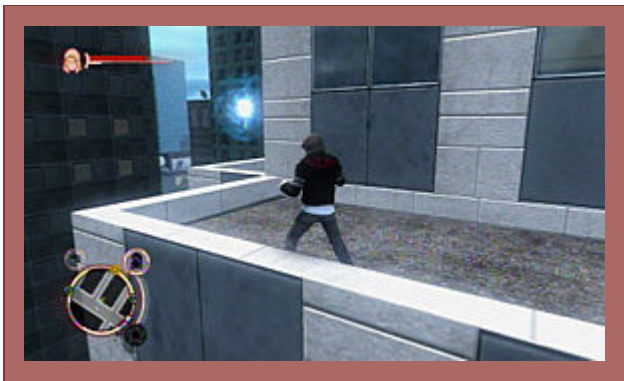
[CLICK HERE FOR MAP](#)



170

On the SW corner of a building, near the top on a ledge.


[CLICK HERE FOR MAP](#)

171

Amongst AC units in a depression on the roof of a building.

[CLICK HERE FOR MAP](#)




172

On a platform on the south face of a green building.


[CLICK HERE FOR MAP](#)




173

On a sign on the W edge of the street.

[CLICK HERE FOR MAP](#)




174



On the E side of the building block behind some signs. In a corner by tables and chairs.

[CLICK HERE FOR MAP](#)



175

Near the top of a building in the NE corner.

[CLICK HERE FOR MAP](#)



176

On the roof of the tall building.

[CLICK HERE FOR MAP](#)



177

On one of the ledges on the S side of the building with many ledges.

[CLICK HERE FOR MAP](#)



178

In a shadowy corner on a platform on the S side of the block.

[CLICK HERE FOR MAP](#)





179

In a nook under a water tank on the W side of a low building roof.


[CLICK HERE FOR MAP](#)



180

In a nook on the N face of a building near a water tank.


[CLICK HERE FOR MAP](#)




181

In a corner of a roof facing the N side of the block by some graffiti.


[CLICK HERE FOR MAP](#)




182

On the N ledge of a building with many ledges.


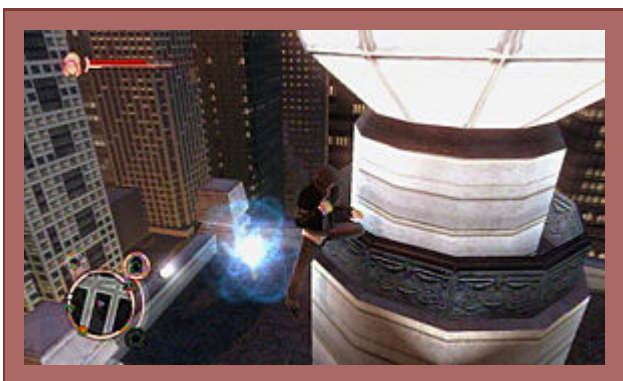
[CLICK HERE FOR MAP](#)




183

At the top of the building with a glowing glass orb.

[CLICK HERE FOR MAP](#)

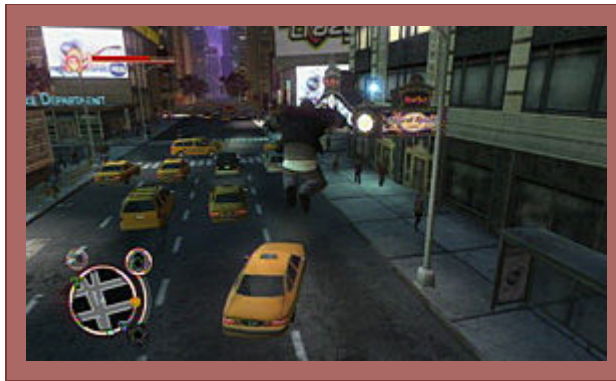



184



Above the Hard Rock sign on the E side of the building block on the street.

[CLICK HERE FOR MAP](#)



185

Between two buildings.

[CLICK HERE FOR MAP](#)



186

On the N face of a building, halfway up.

[CLICK HERE FOR MAP](#)



187

On the roof of a building.

[CLICK HERE FOR MAP](#)



188

On a ledge on the S face of a building.

[CLICK HERE FOR MAP](#)





189

Behind a water tower on a lower roof in the middle of the block.

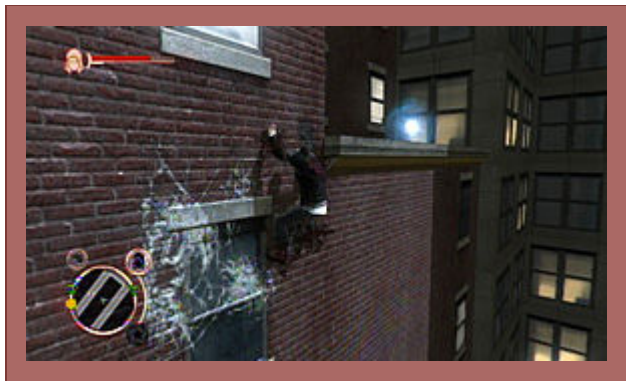
[CLICK HERE FOR MAP](#)



190

On the S face of a brick building -- on a ledge near the top.

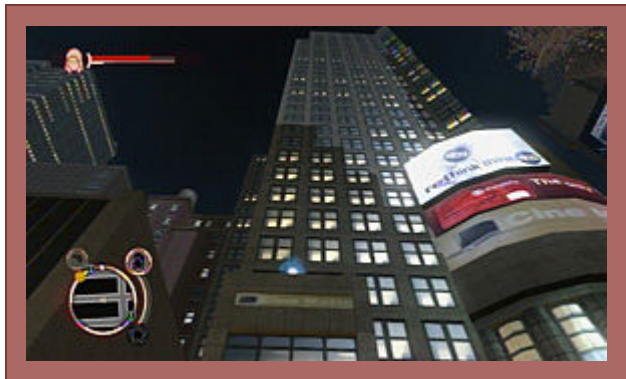
[CLICK HERE FOR MAP](#)

191

On a ledge near the street on the S face.

[CLICK HERE FOR MAP](#)

192

On the NE corner of a building -- on a ledge near the top.

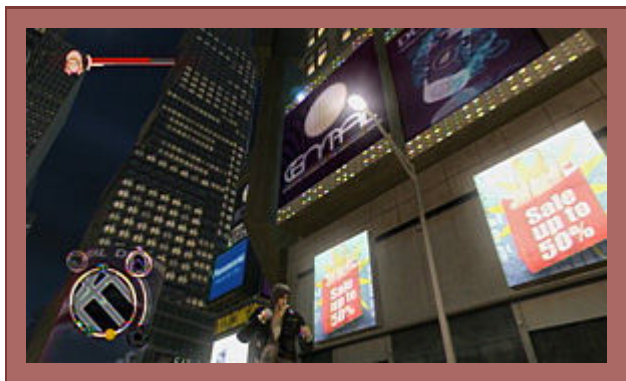
[CLICK HERE FOR MAP](#)




193

Above a purple sign above the street on the E side of the block.

[CLICK HERE FOR MAP](#)

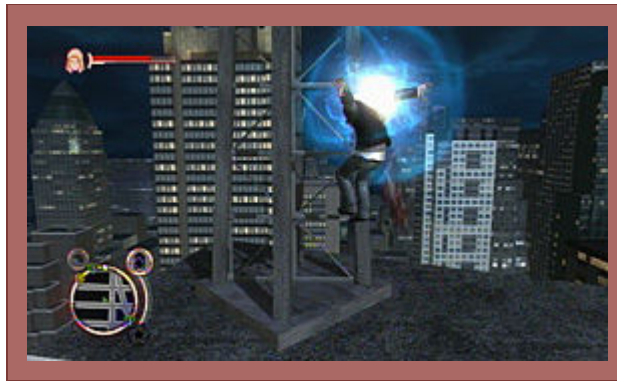



194



On the highest portion of the building that juts out over the SE corner. Under an antenna.

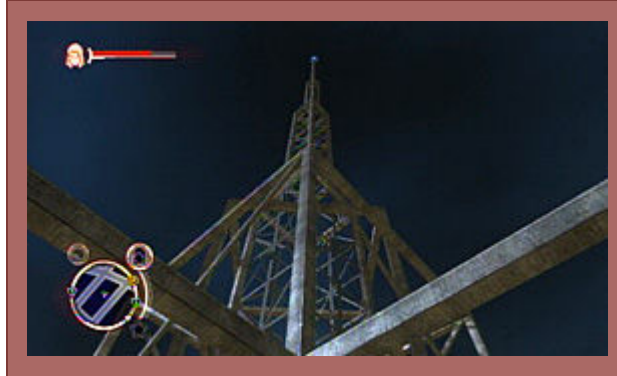
[CLICK HERE FOR MAP](#)



195

On the tip of the tall antenna. *You'll need jump upgrades.

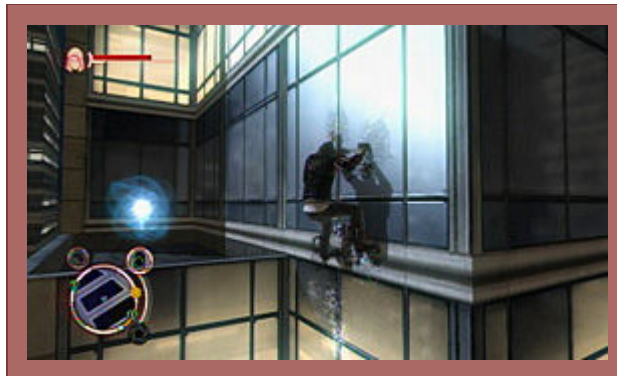
[CLICK HERE FOR MAP](#)



196

On the NE corner of the building with the tall antenna (Empire State).

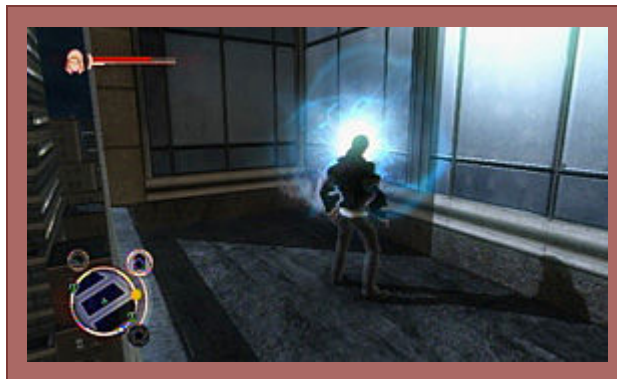
[CLICK HERE FOR MAP](#)



197

Also on the NE corner of the building with the tall antenna (Empire State).

[CLICK HERE FOR MAP](#)

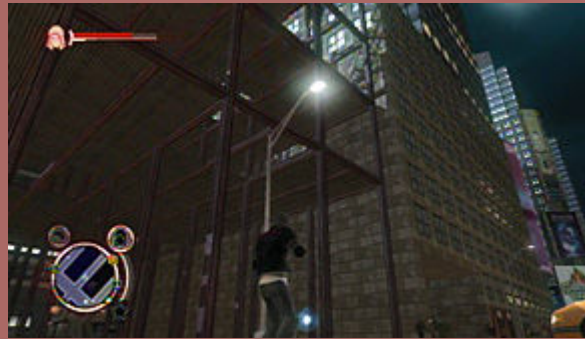


198

On the ground at the NE corner of the tall building with the antenna (Empire State), under the scaffolding.



[CLICK HERE FOR MAP](#)



Leftover Orbs

199

In the outdoor theater nook in the park.

[CLICK HERE FOR MAP](#)



200

In an alley on the ground in the middle of the block.

[CLICK HERE FOR MAP](#)



Prototype Events

Welcome to the Events section of our guide. Below, you can find links to Events in the game (*this is currently a work in progress*). We have numbered the Events, and do them in a specific order. Please keep in mind that you don't have to encounter them in this order, though they are in the order that they are unlocked throughout the course of the game.

Event One: Eaves-Jumping	
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Event Two: High Flying	
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Event Three: Disembowelment	
03	CLICK HERE
Event Four: Point to Point	
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Event Five: From On High	
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Event Six: Military Consume Events	
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Event Eleven: Over-Arching Triumph	
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Event Fifteen: Infected Consume Events	
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Event Sixteen: Street Sweeper	
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Event Seventeen: On A Pedestal	
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Event Eighteen: Irony	
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Event Twenty-One: Battlefield	
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Event Twenty-Three: Catch	
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Event Twenty-Four: Raid	
26	CLICK HERE
Event Twenty-Five: Overkill	
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Event Twenty-Six: Projectiles	
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Event Twenty-Seven: You Called the Thunder...	
29	CLICK HERE
Event Twenty-Eight: Curvaceous	
30	CLICK HERE
Event Twenty-Nine: Cloverleaf	
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Event Thirty: Final Combat	

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Event Thirty-One: Stone Skipping	
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Event Thirty-Two: A Walk in the Park	
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Event Thirty-Three: Go West	
35	CLICK HERE
Event Thirty-Four: Close Contact	
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Event Thirty-Five: Corners	
37	CLICK HERE
Event Thirty-Six: Death From Above	
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Event Thirty-Seven: Aerial Assault	
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Event Forty: Clear Cutting	
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Event Forty-One: Stairway	
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45	CLICK HERE
Event Forty-Four: Knuckle-Dragger	
46	CLICK HERE
Event Forty-Five: Friendly Fire	
47	CLICK HERE
Event Forty-Six: Power to the People	

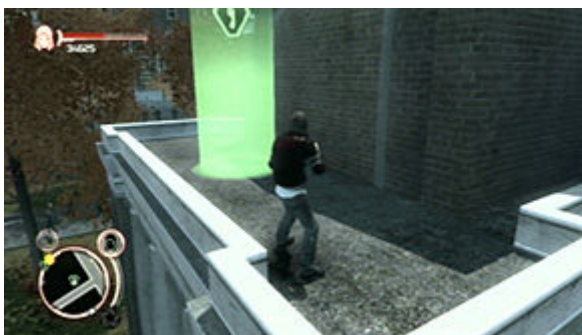
48	CLICK HERE
Event Forty-Seven: Rolling Thunder	
49	CLICK HERE
Event Forty-Eight: Nothing Left Alive	
50	CLICK HERE
Event Forty-Nine: Rooftop Runner	
51	CLICK HERE
Event Fifty: Center of Power	
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Event Fifty-One: Demolition	
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Event Fifty-Two: Fire in the Sky	
54	CLICK HERE
Event Fifty-Three: Free Running	
55	CLICK HERE
Event Fifty-Four: Skyscraping	
56	CLICK HERE
Event Fifty-Five: Raining Fire	
57	CLICK HERE

«	Event One	Event Two	Event Three	Event Four	»
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Event One: Eaves-Jumping (Located: West Harlem/Upper West Side border)

- **Bronze:** 1:05:00 Seconds (2,500 EP)
- **Silver:** 0:55:00 Seconds (4,000 EP)
- **Gold:** 0:45:00 Seconds (6,500)

This event, like all events in the game, can be a bit trying and a bit frustrating. Nonetheless, the gold medal on this particular event is one of the more achievable ones in the game. In order to have a prayer at it, however, you're going to have to lock down a few Movement-related upgrades, including Airdash, Glide, and Airdash Boost, all of which will give you the appropriate skills needed for fast actions. The event itself begins atop a low-lying building and works its way outward from there. The idea is to run into each of the green orbs placed before you in a certain sequence. You'll always be able to see the next three orbs that are to be acquired, but the one you're supposed to strike next will be aglow in a vibrant green color. These orbs *must* be struck in the order in which they are presented to you. You won't be able to get the next subsequent orb until the last one is acquired, and if you miss one, you'll have to go back and grab it before proceeding, which will essentially kill your time.



There are a few areas of note -- three, in fact -- that will require you to make the best use of your time to get through this event with a gold medal (or perhaps even better). The first area is the very beginning. You'll have to vault from the small tower you begin upon to an adjacent building that's both far away and much higher than the starting point. Try to jump and glide over to that building, landing as high atop it as possible, which will give you a good starting time to work with. The second point of consequence is about halfway through the race, where there's a sharp left turn after a series of orbs along a long, thin building's roof. Make sure to ease off of the gas (so to speak) when you get to this turn, so you can make it sharply without falling off the other side of the building, squandering a possible good time. And the final area of note is at the very end, where you'll need to vault from the location of the last orb to the end point of the mission, which is atop a similarly-styled building you began atop. This jump is crucial, since the final pink-colored orb is atop that spire. Try to use a similar technique you did at the beginning of the race to maximize your time here.



«	Event One	Event Two	Event Three	Event Four	»
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Event Two: High Flying (Located: Gramercy)

- **Bronze:** 0:38:00 Seconds (2,500 EP)
- **Silver:** 0:33:00 Seconds (4,000 EP)
- **Gold:** 0:26:00 Seconds (6,500 EP)

One of the easier events in the game, Gramercy's very own High Flying event sends you scouring for green orbs. But instead of looking for them on different rooftops in varying locations, as was the case in the first event we brought you across (Eaves-Jumping), you'll find these orbs all in a neat, vertical line, running up the same side of a tall skyscraper. This is an extremely easy event in premise, but in reality, you'll need to do your best to maximize your time spent to the fullest extent if you hope to even grab a bronze medal from High Flying.



Theoretically, one can travel in a completely straight line, vertically, going up the building to get each orb, but that won't do it for you if you're going for time (and what else will you be going for here). This event is all about using Alex's ability to jump up the side of the building rapidly, but making sure *not* to jump at specific times, where a jump would force Alex to travel back downward to grab an orb, thus losing momentum and forcing him to retrace paths he's already traveled down (or in this case, up). Another integral part to a good time is getting a decent turn around once at the apex of the building. The last orb isn't atop the building, but back at the starting point of the mission. Thus, once you grab that last orb, be absolutely certain you quickly turn around and plummet back down to the front of the building for a rapid turnaround, which should net you a great time, if you managed to get up the building quickly enough.



«	Event One	Event Two	Event Three	Event Four	»
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Event Three: Disembowelment (Located: Central Park)

- **Bronze:** 16 Kills (2,500 EP)
- **Silver:** 22 Kills (4,000 EP)
- **Gold:** 28 Kills (6,500 EP)

Compared to many events in the game, the Disembowelment event in Central Park is certainly one of the easier ones to finish with a gold medal. The idea in this particular event is to use the skill given to Alex -- in this case, his Claws power - - and use that to kill a specific amount of soldiers that will rush the scene as soon as the event begins. This might sound *really* easy, but we won't go that far. That's because you *must* use claw-based attacks on soldiers in order for the kills to count, *and* you can't turn your ire on any civilians. Well, you can, but it won't count towards your running total of kills, which will be tallied in the corner of your screen.



You'll be given a minute, from start to finish, to kill as many soldiers with Alex's claws as possible. If you get to one of the prerequisite kill counts (16, 22 or 28), you'll win a medal and some EP. What gives this event the potential to be tough isn't killing that many soldiers in the time given with the skill given, but rather surviving the soldiers' attacks long enough to get those kills in, while surviving the minute time limit. In other words, you're going to have to be really aggressive to get the kills needed for a gold medal, and this is going to put Alex in harm's way. A statistical upgrade to his health should do the trick nicely, as well as picking up health and retreating if necessary. Remember -- soldiers will show up as red icons on your HUD. Try to let them group together for easy kills on multiple targets at once. And if you reach the prerequisite number of kills for the desired medal, and still have time to spare, retreat! This will ensure that Alex survives the minute given, so your medal and EP can thereafter be awarded.



«	Event One	Event Two	Event Three	Event Four	»
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Event Four: Point to Point (Located: Convergence of Little Italy, East Village and Gramercy)

- **Bronze:** 0:32:00 Seconds (2,500 EP)
- **Silver:** 0:27:00 Seconds (4,000 EP)
- **Gold:** 0:21:00 Seconds (6,500 EP)

Point to Point represents another racing event, and this one is moderately difficult compared to other events of its kind. Point to Point is *quick*, especially when you compare its gold medal time to the gold medal time of the first race event we took you across, where a gold medal necessitated a time of forty-five seconds. Here, a gold medal will necessitate less than half of that time, a mere twenty-one seconds. So you're going to have to very carefully navigate the rooftops before you, maximizing your time to the utmost degree.



Remember -- the green orbs must be struck *in order*. You can't dodge them or otherwise acquire them out of order, because the game won't let you. Typically, especially in an event with such stringent time requirements, if you miss an orb, don't even bother going back for it, because you've already lost too much time. Instead, leave the scope of the event and try again. This, of course, is all about memorization, but there are a couple of tips to keep in mind as you attempt this event. The first tip is to maximize the time spent at the very outset of the mission. As opposed to simply running at the first orb, jump and vault towards it, so you can get there quickly *and* gain momentum for the next series of jumps. About midway through the run, you'll also encounter an orb on a tier of roof in front and below you. This one is easy to jump over and miss completely, so be sure to drop onto it as opposed to jumping over it, which will interrupt your flow, but is nonetheless necessary.



Event Five: From On High (Located: Financial District)

- **Bronze:** 25 Feet Away From Center (1,300 EP)
- **Silver:** 12 Feet Away From Center (2,000 EP)
- **Gold:** 5 Feet Away From Center (3,300 EP)

This is an extremely easy event to get a gold medal in, but sadly, it's not worth all that much EP compared to other events of its kind. So, the effort you're going to put into acquiring the gold medal here will be equivalent, generally, to the amount of experience you earn. The idea on From On High is to glide towards and subsequently drop onto a circular bull's-eye-like grid in the park below. After climbing atop the building where the event begins from, you can do a few jumps to get the hang of things. You *must* activate the glide technique here in order to be successful, and the closer you land to the center of the circular grid, the better the medal is that you will receive. Everything is measured in seemingly-arbitrary measurement units, but since we're silly Americans here at IGN, we went with the standard foot measurement (equivalent to twelve inches).



There's a very special trick here that many people won't even think of using. However, if you do this, you'll find this event to be even easier than it already is. After jumping off of the skyscraper's roof and using glide to head towards the bull's-eye below, deactivate glide and start falling. Yes -- you don't have to use the glide skill the *entire* way down. It only needs to be activated for the event's results to be valid. So you can theoretically glide for a millisecond, and then start falling if you want. But if you glide over the periphery of the bull's-eye, and then begin falling, your inertia should bring you towards the center of the bull's-eye with very, very little trouble. Voila! Gold medal.



«	Event Five	Event Six	Event Six (II)	Event Six (III)	»
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Event Six: Scientist Hunt (I)

The first of ten Military Consume-based side quests will be a rather easy endeavor for you to undertake. After all, it's essentially a primer for more difficult events to come. Head to the location given on your map (which may or may not be randomized -- we found this soldier in Central Park), and consume him, either stealthily or overtly. It really doesn't matter. This will give you the premise for the event, which involves a trio of scientists that must be consumed. Don't worry too much about the time limit here -- the time limit exists only to give you a sense of urgency in getting to the location of the three scientists you have to consume, as well as the two specially-marked soldiers guarding them.



Dash towards the location given on your map and HUD, which will give you the exact location of the five people that are of any importance during this side quest. The three scientists won't put up a fight at all, but their two soldier friends will, so you'll want to lay into both of them first and foremost. Killing them will bring down a world of hurt on you in the form of all of the military personnel around you, but it's a necessary task nonetheless. With the two soldiers killed right before their eyes, the scientists will hereafter scurry to different locations. You can track them on your HUD, and the green DNA icon above each of their heads will give them away in a crowd. Grab each of them and consume them, being sure not to kill them, since if you do, you won't be able to consume that scientist. You only need to consume a single scientist for the event to end in success, but try to kill both soldiers and consume all three scientists for a decent EP bonus.



«	Event Five	Event Six	Event Six (II)	Event Six (III)	»
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Event Six: Web Targets (II)

The next military-based event we'll have to undertake is called Web Targets, and in premise, it's much easier than even the very first event we just undertook. However, instead of a rather forgiving clock that disappears during the event, the two minutes and fifty seconds you're given at the outset of this event will be all you have to complete *the entire thing*. This shouldn't be *too* daunting for you, but it means you'll have to make haste in order to get everything done within the time constraint given. For starters, head to the location on your map of the event icon, and consume the soldier there. We found this particular soldier in Central Park, but this may differ for you.



Once consumed, the instructions for the event will come up. You'll have three military targets to head towards, which are outlined on your map with the red icons that represent Web of Intrigue participants (as it were). You can press Start and look at your map as a whole to see the locations of the three soldiers you have to consume. They are scattered from one another along the northern end of the city, and your two minutes and fifty seconds here is a precious commodity, indeed. Don't worry about stealth consuming them, as you likely won't be able to execute such a move anyway. Instead, consume them in a more overt fashion, and then quickly begin dashing to the location of your next victim. There's little time to waste here! Be sure to utilize all of Alex's flying, dashing and jumping skills to get from one location to the next as quickly and as easily as possible, since this will relegate any time-related issues you might experience during this event to the backburner.

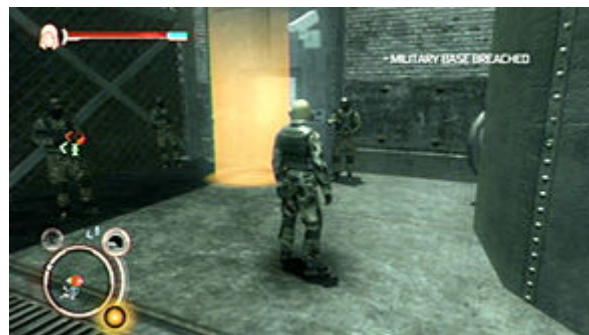


Event Six: Military Base Infiltration (III)

As we go onward with the military-based events, you'll find that one is just a little bit harder than the next. No place else is this more evident than during this particular event, where you have three minutes even to undertake quite a few tasks. Making matters slightly more complicated is the fact that this event's instructions don't tell you *everything* that must be done. For starters, find the military man you're supposed to consume to undertake this event. Then, when the three minute clock begins running on-screen, make a mad dash (or jump, or glide) towards the military base shown on your map/HUD. Getting there quickly will naturally allow you more time to dilly-dally around the base itself. And you just might need that time after all, so get moving!



Now this is where the event's instructions leave things a little vague. You have to find a commander at the base and consume him, and preferably, you're going to want to do that stealthily. Commanders can be told apart from their soldiery because they are wearing hats instead of helmets, and aren't necessarily heavily-armed. Think back to previous main quest missions to figure out who's who. After consuming the commander, you can then breach the military base itself. Within, you'll find numerous drivers with DNA icons over them. To be sure you consumed the proper driver, go ahead and stealth-consume everyone you can with an icon over his head. Then, with time to spare, you'll want to leave the base to successfully conclude the event.



Event Seven: Dismemberment (Located: Central Park)

- **Bronze:** 40 Kills (6,500 EP)
- **Silver:** 65 Kills (9,000 EP)
- **Gold:** 80 Kills (16,000 EP)

Dismemberment is another of the event-types which will force Alex to fight droves and droves of enemies using only a specific type of attack (in this case, claws). More specifically, Alex won't have to literally fight everyone with just claw attacks, but claw attacks are the only types of attacks that will count when enemies are killed. Thus, for a kill to count, any said enemy must be *killed* with the claws. Using other attacks, like kicks and throws, simply will not count, so avoid their use here. Thankfully, there's plenty of time to work with here (a full minute), so scoring the prerequisite amount of kills with your powerful claws to earn a gold medal, which is eighty kills, isn't as hard as it may seem... that is, if you employ the proper tactics.



Here, you're not going to want to run around and seek enemies out. Rather, you're going to want to stay within the confines of the space in which you begin the event, and button mash for the next minute. There are three primary types of enemies that will come at you here. Most of the foes you'll rack up kills by slaying are mindless zombies who can be sliced and diced with ease. Their more obese cousins have a robust health meter that may necessitate a few slices. And then there are the Hunters, pesky foes which will beat you up relentlessly. And while they count towards your kill total, you'll want to avoid them when you can, simply because they can be a bit of a menace when you're trying to do things quickly. As long as you keep button mashing and have a favorable mix up of enemies storming your position, achieving eighty kills (which isn't *literal* kills but rather points contributed from enemy deaths) within the minute given shouldn't be too difficult of an endeavor for you.



«	Event Seven	Event Eight	Event Nine	Event Ten	»
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Event Eight: Enemy of My Enemy (Located: Midtown West)

- **Bronze:** 3:10:00 (6,500 EP)
- **Silver:** 2:50:00 (9,000 EP)
- **Gold:** 2:30:00 (16,000 EP)

This is a fun brand of event that allows us to be placed on a specific side in a larger battle, where one side must eliminate the other side completely to win. Of course, there are time constraints during such an event, with those able to eliminate the other side completely in rapid amounts of time awarded with medals and EP. Here, you'll be automatically placed with the "Infected" group, meaning that you'll have to do away with about sixty "Military" soldiers, as well as their heavy equipment in the form of tanks. Believe it or not, this is an easy event to score a gold medal on with time to spare. We managed to do so on our very first trek through the event, and with a little skill and luck, you will be able to do the same thing.



The key here is to use your claws, and to go at the enemies in a very specific order. You'll begin this event atop the top floor of a yet-unfinished building. Let your infected friends take care of the enemies on the structure, and immediately make your way to the two buildings lining the starting point. Soldiers are lined up on the rooftops of both buildings, and their rocket launchers are potent weapons. Eliminate those foes, and then work your way to street level, where you can begin to engage infantry in more brutal combat. The Hunters on your team should be able to easily take care of the tanks, so leave those be, and concentrate fully on infantry. When rockets start raining down on you from the rooftops of those same two buildings again, head on up there and eliminate the threat posthaste. You shouldn't have much further to go from there.



Event Nine: Infected Patrol (Located: The four corners of Time Square, Chelsea, Gramercy and Greenwich)

- **Bronze:** 150 Kills (6,500 EP)
- **Silver:** 210 Kills (9,000 EP)
- **Gold:** 270 Kills (16,000 EP)

Another unique event, this one puts you inside a military tank, and gives you two full minutes to kill as many infected enemies all around you as possible. To obtain a gold medal here, you're going to need to kill 270 infected enemies in the 120 seconds given, which may seem difficult, but is in fact quite doable, as long as you keep in mind the one integral aspect of this event -- the health of your tank. Your tank isn't impervious to damage here, and the rabid, aggressive infected foes you'll be dealing with are going to chase you around relentlessly. Keep a keen eye out on the health of the tank at all times, and dodge enemy confrontation as much as possible during your two minute killing spree.



Though your tank can take damage here, every cloud has a silver lining. And that very lining is the fact that you have an unlimited amount of ammunition for both the tank's gun turret and its cannon. And while the game encourages you to use both weapons, and you should, you should also rely for the most part on the tank's cannon, which has an explosive strength and awesome radius. Those are both key to this event, since you're going to need to kill more than two enemies a second, on average, to get the gold medal. And not to state the obvious, but your kills only count if you're killing an infected foe, marked with a red icon above its head and on your HUD. There will be myriad other military infantry and plenty of civilians as well, and while you'll be unable to avoid killing them, keep in mind that their untimely deaths don't contribute to your kill count.



Event Ten: Grind the Bones (Located: Gramercy)

- **Bronze:** 60 Kills (6,500 EP)
- **Silver:** 80 Kills (9,000 EP)
- **Gold:** 120 Kills (16,000 EP)

Grind the Bones is a kill-type event in which you're forced to use one of your skills to kill groups of enemies, in order to get your kill count up. In this case, you're going to have to go crazy with the Hammerfist. The slow and clumsy Hammerfist may be a cumbersome weapon choice, especially at a time like this, when you're being hounded by mostly-fast moving enemies from all ends. But keeping in mind that these enemies are all worth multiple kills per kill (so, three kills for every standard infected kills, for instance), you'll be able to get through this relatively easily, even if you're not able to wield your weaker, faster claws in lieu of the Hammerfist.



From the starting point, dash slightly forward and to the right. This will bring you down an alleyway and towards a street, where a convergence of enemies can be found for the next minute (which is how much time you'll have to complete this event, one way or another). Then, endlessly spam your Hammerfist attack, over and over and over again. It doesn't matter who you're hitting, necessarily, because even the collision of the fist on the ground causes damage to nearby enemies and forces them to keel over. Hunters, the biggest threats here, are a bit of a pain to deal with, but they can't stand up for too long to the power of the Hammerfist. Plus, they're worth over a dozen kills apiece, so you might actually want to seek them out as you go through the motions of this event. Getting a gold medal here will only take a few tries for a skilled gamer, tops. And you get quite the nice EP award for getting through with said medal.



Event Eleven: Over-Arching Triumph (Located: Little Italy)

- **Bronze:** 25 feet away from center (3,300 EP)
- **Silver:** 12 feet away from center (4,500 EP)
- **Gold:** 5 feet away from center (8,000 EP)

This event is yet another glide-based event, so to undertake it, you'll need to have the glide skill purchased and ready to use. In fact, because of the inherent nature of this particular event, you'll likely also need the ability to Airdash, and better yet, have Double Airdash purchased for use as well. These skills, when combined, will help you easily win this event with little issue. When you arrive at the predetermined location shown on the map, which is high on a rooftop in Little Italy, you'll be ready to go. If you did the earlier event that was similar to this one (and you did, if you're going in the order we've given), you'll know what to expect here.



The basic idea is to jump and glide down towards the green-colored bull's-eye on the ground below. If you don't use Glide, you'll fail the event automatically, but the difference with this particular event as opposed to the last like one is that you literally *must* use Glide to reach the bull's-eye even remotely. Thus, employ glide as soon as you jump off of the roof, and you should be able to reach the bull's-eye. Airdashing comes into play for accuracy, and perhaps distance as well, if you didn't get a good jump-and-glide off of the roof to begin with. You'll want to have the option to Airdash and go back into a Glide here, as it will help you with precision. Nonetheless, as the EP doing suggests on this event, it's not hard at all to get a gold medal. So get going!



Event Twelve: Tower of Babel (Located: Upper East Side)

- **Bronze:** 0:40:00 (13,000 EP)
- **Silver:** 0:35:00 (16,500 EP)
- **Gold:** 0:30:00 (30,000 EP)

With the proper tools, the Tower of Babel event is extremely simple, and won't take you more than a couple of tries to run away with the gold medal (pardon the pun, of course). There are only *three* green orbs to find on this movement-based mission, and the fourth orb you run into will be the final orb. Unfortunately, with such a quick event as this, there's little room for error. With only ten seconds separating the bronze medal from the gold, you know that each second counts. We recommend you don't attempt this particular event until you have the third Jump Upgrade and Wall Jump Latch, as well as miscellaneous other movement-based skills that you undoubtedly have at this point in the game.



Getting through this event is simple. From the starting point, you're going to have to vault forward and upward, scaling a tall multi-tiered building. This might take a quarter of your time total, so make sure to charge your jumps and get up this building as fast as possible. After grabbing the orb on the roof, you can catapult and fly downward to the next orb, and then move quickly along to the next orb. From the third orb, the final orb is only a quick dash away, so you should have a good idea as to whether you're going to get a good finish or not from that point. The on-screen indicator icons mean more than ever on this event. Make sure to follow those green arrows so that you know the general vicinity that the subsequent orb is located in. You're going to be moving rapidly here, so there's little time to think apart from using those icons.



Event Thirteen: Strange Bedfellows (Located: Greenwich)

- **Bronze:** 2:45:00 (13,000 EP)
- **Silver:** 2:15:00 (16,500 EP)
- **Gold:** 1:50:00 (30,000 EP)

This event is an interesting one, because it's extremely frantic, and time is truly of the essence here more-so than in other events. So, let's get right into it, shall we? This event pits you and the military against a group of infected enemies. The infected enemies are rife with powerful Hunters, and you'll have a lot to deal with here. Now, there's no time limit per se, but you're going to want to do things as quickly as possible here. By killing the entire group of forty infected enemies of varying types under a certain time (listed above), you'll get awarded with a medal and some ever-valuable EP. Naturally, things are more difficult than this. Wantonly attacking, for instance, will ensure that you kill military "friends" along with the infected, so you'll want to be careful of that. After all, if the last military man dies before the infected is defeated, you'll lose the event automatically.



The best technique is to break out your Hammerfists and immediately get to work on the infected Hunters. Let the other military guys deal with the lesser infected enemies while you deal with the big guys. Fend the Hunters off, trying to keep your tanks alive for as long as humanly possible. These tanks are essentially the military's equivalent to the hunters, so without them, you're going to have a more difficult time. The key to a gold medal during this event is to balance time spent with careful, precision attacking. Make your hits count, and let them fly furiously, because you only have a minute and fifty seconds to kill all forty infected enemies if you want that gold medal... and we're sure that you do!



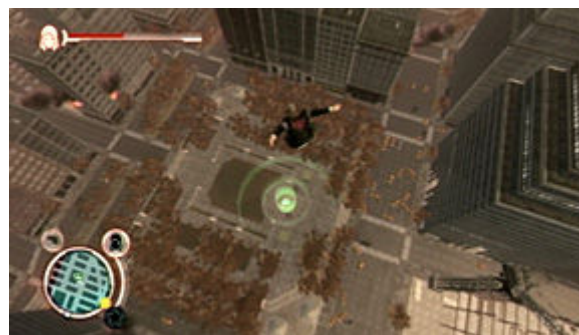
Event Fourteen: Fountain of Youth (Located: Times Square)

- **Bronze:** 25 Feet (6,500 EP)
- **Silver:** 12 Feet (8,300 EP)
- **Gold:** 5 Feet (15,000 EP)

The Fountain of Youth is another jump-and-glide event, but this one is certainly more difficult and more extreme than the ones you've encountered in the past. Unlike the other ones, where perhaps only Glide is necessary, the nature of this particular event necessitates that you have a few skills unlocked and ready for use. These are all Movement-based skills. Airdash Boost/Double/Double Boost are all necessary. As you'll see when you begin this event, the bull's-eye is located quite far off, and if you attempt to jump to another nearby building to get a better vantage point from which to jump, you'll fail the event automatically.



As a result, you have to jump from your starting point, and you have to make the most of your jump immediately if you have any hope of crossing the distance between the starting point and the bull's-eye. For us, the best way to go about this was to jump, immediately dash, and then begin gliding. As you approach the bull's-eye, dash again, glide some more, and then fall precisely on top of the bull's-eye. In premise, this isn't hard, but this will no doubt take some practice if you're going for a gold.



«	Event Fifteen	Event Sixteen	Event Seventeen	Event Eighteen	»
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Event Fifteen: Hive Destruction

The first Infected Consume-based event involves finding a man roving around in Central Park. Once you consume this violent, infected human, you'll be given a task. The task at hand this time around is to destroy a hive located in the Upper West Side portion of Manhattan. From the minute you accept this event, you'll have three minutes and thirty seconds to get to the hive and destroy it. If the time lapses before you're able to do this, you'll have to try again. While this sounds pretty difficult, it's actually quite easy. Half of the trouble is getting to the hive in a timely fashion. To have a realistic chance of destroying the hive, be sure you get there in only forty-five seconds or a minute.



Once you arrive at the hive (nice rhyme!), it's time to get down to business. None of your standard attacks are going to damage the hive, so you're going to have very limited options from here. This is what we did. First, seek out a military man or two packing RPGs. Kill them and grab their weapons, and immediately hurl the payload of the RPG into the side of the infected building. This should chip away nicely at the health of the hive. Eventually, a tank or two will show up. While dodging the Hunters stalking you here, hijack a tank, and you'll be home free. Aim the heavy weaponry of the tank at the hive and do away with it as quickly as you can. And if for some reason you're in need of health for Alex, the yellow orbs spewed out every so often by the hive should be all you need.



«	Event Fifteen	Event Sixteen	Event Seventeen	Event Eighteen	»
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Event Sixteen: Street Sweeper (Located: Between Gramercy, Times Square, Chelsea and Greenwich.)

- **Bronze:** 100 Kills (13,000 EP)
- **Silver:** 150 Kills (16,500 EP)
- **Gold:** 200 Kills (30,000 EP)

This is a surprisingly difficult event. While you should be able to achieve a kill level equivalent to a Bronze Medal, you're going to be hard-pressed to get much higher without both some serious luck and some serious time dedicated to studying just what this event is all about. The idea here is, once you've arrived at the predetermined location, to use your mandatory skill (in this case, it's the Whipfist power) to kill as many marked enemies as possible. You'll be fighting Infected enemies here. Standard enemies each count for one kill, but their more robust and difficult-to-defeat friends will count for more kills per defeat.



The fact is, the Whipfist power is weak, but it's got distance and the ability to strike multiple enemies at once, which is especially great against weaker enemies. It just doesn't seem like enough enemies show up at any given time to provide you with enough fodder for kills, and before you know it, your one minute time limit will have run its course with not enough enemies having showed up to kill, nonetheless having any expectation of having reached 200 kills. Your best bet is to keep a close eye on your HUD, which will help you identify incoming targets from all around you. Run towards groups of enemies as they appear and incessantly attack them (only with the Whipfist, no kicking or punching!), and you'll have a chance at the prerequisite 200 kills necessary to earn a Gold Medal. Just remember -- you're going to have to be outrageously aggressive here to reach that point.



Event Seventeen: On A Pedestal (Located: Midtown West)

- **Bronze:** 25 Feet (6,500 EP)
- **Silver:** 12 Feet (8,300 EP)
- **Gold:** 5 Feet (15,000 EP)

This event, once you choose to undertake it at its starting point in Midtown West, will reveal itself to be one of the easier events in the entire game. Granted, you're going to have to come to this event with a certain number of skills unlocked -- the ability to dash multiple times midair in between glides, for instance, is a necessity. But if you have the proper tools, achieving victory rapidly on this mission becomes nothing more than a walk in the park for you. As was the case with many other like events, this event forces you to jump from a predetermined location atop a building to a green-colored bull's-eye down below. The closer you get to the middle of the bull's-eye, the better your score will be, and the more experience you'll earn via a higher medal.



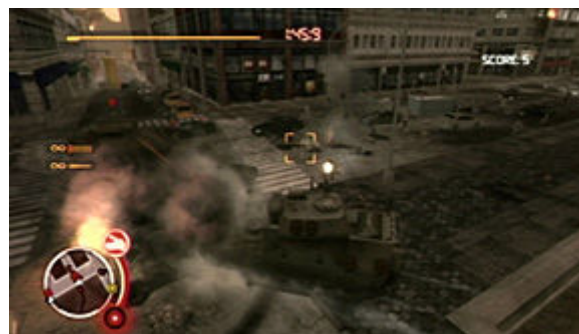
The catch here appears to be the relatively low-lying building you start atop. While you would usually start events like this on taller buildings that give you a greater ability to glide longer distances, the low-lying apartment building you start atop this time around forces you to act quickly and utilize multiple glides to reach your intended target without failing completely. However, this isn't as hard as you might think; we were able to achieve a gold on this event on our very first try. Glide from the starting point as far as you can. Then, use a midair dash to get some distance. This should allow you to fall right on top of the bull's-eye. For a precision landing, glide some while using another dash, if necessary, to land where you'd like.



Event Eighteen: Irony (Located: Central Park)

- **Bronze:** 45 Kills (13,000 EP)
- **Silver:** 65 Kills (16,500 EP)
- **Gold:** 85 Kills (30,000 EP)

This is a deceiving event, indeed. When you first arrive at the event's starting point off of Central Park and begin your romp in a tank, you'll think that you're in a dream. All of those EP up for such an easy endeavor as killing 45, 65, or 85 enemies while in a tank? Easy! But it isn't so. When you realize that other tanks show up and can obliterate your tank in a matter of seconds, you'll think twice about how easy this event is. And when you try to get out of your tank in order to hijack another, more intact one, you'll fail automatically. That means that you have to survive a whole two minutes of being assaulted by the military in a single tank, while killing enemies with the tank's machinegun and cannon.



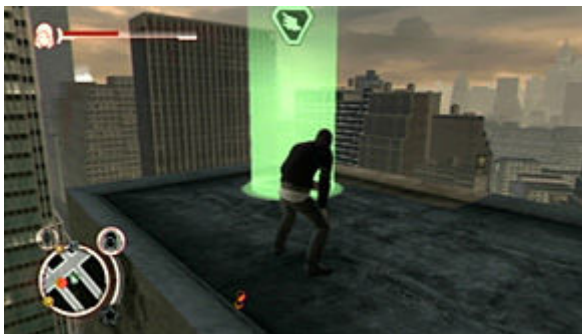
There are a couple of strategies that seem to work fairly well here, but you'll likely find yourself more attracted to the latter. The former strategy, however, is a bit of a stagnant one. From the starting point of the event, drive forward and work your way rightward down the path into Central Park. A group of enemies will almost certainly be running towards you. Kill them, turn around, and face the street, letting most of the threats come to you. This leaves your flank wide open, however. Thus, you'll want to likely follow the technique the game provides you with -- keep moving! Doing so makes it virtually impossible to get a gold medal without attempting the event a dozen times or so, but it's the only real way to ensure that your tank survives the full two minutes being shelled.



Event Nineteen: Bullseye (Located: Chelsea)

- **Bronze:** 25 Feet (6,500 EP)
- **Silver:** 12 Feet (8,300 EP)
- **Gold:** 5 Feet (15,000 EP)

Oh glorious day, what an easy event this is! You'll begin atop an extremely low-lying building in the Chelsea sector of Manhattan, and will have to glide carefully to a bull's-eye set atop another low-lying building across a couple of streets. While this seems like a pretty difficult event at first glance, it's actually not that difficult at all if you have the ability to dash midair multiple times. In fact, having just such an ability is absolutely a necessity if you want to get anywhere on this event.



You've no doubt done similarly-themed events before, so you know what has to be done here. The idea is to glide carefully to the bull's-eye ahead, trying to land in the center of it. The closer you are to the center, the better your results will be, and the better medal you'll earn (along with its attached EP). Your best bet is to glide, dash, glide, and then dash again. After the second airborne dash, glide carefully over the center of the bull's-eye and drop down atop it. Because of the low-lying nature of the building and the short distance you have to cover, the short height of the building actually works to your advantage.



Event Twenty: Explosive (Located: Times Square)

- **Bronze:** 40 Kills (20,000 EP)
- **Silver:** 70 Kills (26,000 EP)
- **Gold:** 100 Kills (40,000 EP)

As if the name of this event didn't give it all away to begin with, this kill-themed event will force you to take up a specific weapon against hordes of infected foes. In this case, that explosive weapon is the Grenade Launcher, and what a lovely and powerful weapon it is. This is an extremely easy event -- we managed to get our gold medal on the very first try. It all involves endless barrages with careful aiming. Since your weapon can't run out of ammunition, it doesn't matter how much you spam the fire button on your handy-dandy Grenade Launcher.



Here, you're given a minute, and asked to kill droves of enemies. As usual, standard infected enemies are only worth one kill, but their more powerful obese friends are worth several kills apiece. Thus, getting to one-hundred kills isn't as difficult as you might think. The idea here is to continuously aim at new enemies as you fire grenade after grenade. Since explosives like grenades have impressive blast radii, killing multiple enemies with a single grenade isn't too difficult. Do keep in mind, however, that in order to kill the larger enemies, multiple grenades are likely going to be needed. Also, be careful where you're aiming that thing! Alex isn't immune to the disastrous explosions of a grenade, so if you keep firing them too close to yourself, expect the damage to slowly-but-surely add up.



«	Event 19	Event 20	Event 21	Event 22	»
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Event Twenty-One: Battlefield (Located: Gramercy)

- **Bronze:** 2:00:00 (20,000 EP)
- **Silver:** 1:30:00 (26,000 EP)
- **Gold:** 1:15:00 (40,000 EP)

This is a pretty fun and fast-paced event that forces you to take the side of the military as you go around a set area and kill the forty infected enemies around you as quickly as you can. The quicker you're able to eliminate all of the foes, the better your time will be, and the higher likelihood it will be that you get a better medal, and thus more EP to spend. As you fight the foes, you'll be automatically armed with a Grenade Launcher with infinite ammunition. This is an invaluable weapon to have, and you're going to want to use it to its fullest advantage to whittle down your time and get a gold medal.



For starters, you'll want to stay within the courtyard you start in front of. The enemies will funnel to your location via staircases on either side of said courtyard. You'll be dealing with standard infected enemies and their much more powerful Hunter cousins, so you're going to want to be as quick as possible here, because you have a lot of thugs to deal with. If possible, Hunters should be concentrated on first and foremost, so as to avoid any large groups of them at the end of the battle, when time is most of the essence. Also, try to let the lesser infected enemies group together, so a single grenade launch takes out multiple foes at the same time. If you balance your time well and make sure you're killing Hunters as much as you're killing their weaker friends, getting in under the seventy-five second limit shouldn't be too much of an issue for you.



Event Twenty-Two: Armor (Located: Little Italy)

- **Bronze:** 60 Kills (20,000 EP)
- **Silver:** 90 Kills (26,000 EP)
- **Gold:** 125 Kills (40,000 EP)

If you don't go about this event in a very specific way, you're going to find things exceedingly difficult for you. For starters, you'll have two full minutes during this event to use the tank you start in to eliminate as many enemy soldiers and tanks as you can. What makes this event so difficult is the long two minutes you have to go about your business, because it's difficult to keep a single tank intact when it's being shelled from all directions. Your best bet here is to keep moving constantly while using the aim button to find viable targets to eliminate. Keep in mind that while soldiers are worth a single kill, destroying a tank is worth five. And you're going to have to destroy numerous tanks if you want to have any prayer of surviving long enough to see if you earned a medal or not.



While using your aiming ability, you will be wise to remember that the turret which contains your machinegun and cannon must slowly rotate to face their target. So if you're aiming at enemies behind you and firing, expecting that you're hitting them, you're in for a rude awakening. Thus, you'll want to concentrate on enemies in front of you, maneuvering the tank as opposed to the turret. Try to stay behind some cover if you can, which will help against the dangerous shelling you'll receive from enemy tanks. Speaking of enemy tanks, they're represented both on your HUD and in real time with red skull icons. If you see them on your HUD, immediately beeline towards them and take them out. While enemy soldiers will be firing their assault rifles at your tank, it's enemy tank shells that will obliterate your vehicle if you aren't careful.



«	Event 23	Event 24	Event 25	Event 26	»
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Event Twenty-Three: Catch (Located: Upper East Side)

- **Bronze:** 25 Kills (20,000 EP)
- **Silver:** 40 Kills (26,000 EP)
- **Gold:** 50 Kills (40,000 EP)

This event is frighteningly easy. You should have absolutely no problems, whatsoever, in achieving a gold medal status on this event, and well above it, in fact. The idea here is to kill as many military enemies as you can in the time given (a minute) with the weapon given (the grenade launcher). Any enemy that's not marked military person won't count if killed, and any kill executed without using the grenade launcher also won't be counted. Thus, it will seem you have your hands full. But nothing could be farther from the truth.



Each military personnel killed will net you a single kill, but you'll get even more than that for shelling and destroying military tanks and helicopters on the scene as well. However, even if you were to ignore the heavy artillery and airborne gizmos of the military, you can still find enough cannon fodder for a gold medal. And with the entire event worth well over 80,000 EP total, you'll not want to neglect undertaking this easy event as soon as it becomes available to you.



«	Event 23	Event 24	Event 25	Event 26	»
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Event Twenty-Four: Raid (Located: Financial District)

- **Bronze:** 2:45:00 (20,000 EP)
- **Silver:** 2:10:00 (26,000 EP)
- **Gold:** 1:45:00 (40,000 EP)

The Raid event is one of those events that forces you to take a specific side in a military-vs-infected confrontation. In Raid, you'll be on the side of the military, and you'll be automatically equipped with a grenade launcher with infinite ammunition, one that will prove to be your lifeblood throughout the course of this event. Now, there's no time *limit* on an event like this. Rather, the idea is to clear the enemy contingent from the field of battle *under* a set time, if you're aiming to obtain a medal. In this case, a gold medal can be obtained by clearing the infected foes in under a minute and forty-five seconds. Tag on a full minute to that time if you're shooting only for a bronze medal.



The action here is furious and fast-paced. You'll be dealing with three types of infected enemies here -- Hunters, the obese foes, and the normal run-of-the-mill enemies. All of them pose their own challenges, but the Hunters are obviously the biggest threat. They also take the most damage and are the most time-consuming to kill, so it's in your best interest to clear them from the field of battle first. Of course, fire should remain consistent on all of the enemies in your field-of-view, but if you have to choose between attacking a Hunter or something else, always go for the Hunter. That way, when you're grinding at the end of the battle to get in under a specific time, you'll have only weak enemies to deal with, and none of those pesky Hunters to contend with instead.



Event Twenty-Five: Overkill

- **Bronze:** 15 Kills (40,000 EP)
- **Silver:** 25 Kills (55,000 EP)
- **Gold:** 35 Kills (80,000 EP)

This event requires Alex to utilize his Whipfist attack (which will be automatically equipped at the outset of the event), perhaps his weakest attack, but the one with the longest range. Nonetheless, if you're left wondering why the kill counts are so low in order to score some medals here, the reason is that the Whipfist isn't only weak, but that it's relatively unruly as well.



From the event's outset, jump off of the roof and keep an eye on your HUD. Marked enemies that will count as actual kills here will be marked with red icons on both your HUD and in real time. Attempt to move to where clusters of these icons appear on your HUD, and wildly swing around your Whipfist to do as much damage as you can. Collateral damage isn't an issue here (though it can slow you down and waste time), but you'll nonetheless want to be absolutely certain you don't waste marked enemies with attacks that aren't of the Whipfist variety. They simply won't count if you do!



Event Twenty-Six: Projectiles

- **Bronze:** 80 Kills (20,000 EP)
- **Silver:** 120 Kills (26,000 EP)
- **Gold:** 175 Kills (40,000 EP)

This event is a straight-forward, fun and easy one to undertake. When you head to the predetermined start location for it in West Harlem, you'll see a helicopter parked next to the start point. This is no coincidence. Upon accepting the mission, you'll automatically find yourself in that very helicopter, where you'll have to use its three types of weapons to amass 175 kills for a gold medal. Obviously, you can earn less kills for a lesser medal, but why not shoot to be the best? And yes, pardon the pun.



As with other kill-based missions, the amount of kills you manage to get isn't contingent with how many people or objects you kill or destroy, but rather what those people or objects are worth. The tanks, helicopters and personnel running around on the streets below are each worth a differing amount of points, and obviously, the larger, more well-protected and robust something is, the more it's worth when destroyed in terms of kill count. Use your chopper's aiming ability and constantly toggle between targets, using powerful rockets to do the most damage. And remember -- your weapons aren't heat-sinking, so you need to be facing the proper direction to hit something, even if you're actively targeting it.



Event Twenty-Seven: You Called the Thunder...

- **Bronze:** 35 Kills (32,500 EP)
- **Silver:** 65 Kills (45,500 EP)
- **Gold:** 85 Kills (78,000 EP)

Do you like rocket launchers? Well that's great, because when you get to the predetermined location to undertake this mission in West Harlem, and when you accept the challenge, you'll find yourself automatically armed with a rocket launcher equipped with an infinite supply of ammunition. With it, you'll be charged with racking up kills on army personnel, tanks and helicopters that storm the area. This is a relatively easy event, and scoring 85 kills (or more) for a gold medal is child's play.



As usual in missions such as this one, kills using your automatically-equipped weapon are the only ones that count. And since you'll fail the event automatically if you attempt to drop the rocket launcher to use another type of attack, you won't have much of a choice but to keep the explosive fireworks going. Soldiers are worth one kill each, but to rack up the points, you'll need to aim at helicopters and tanks, which take multiple hits to down but are worth more than a single kill.



Event Twenty-Eight: Curvaceous

- **Bronze:** 25 Feet (16,500 EP)
- **Silver:** 12 Feet (25,000 EP)
- **Gold:** 5 Feet (40,000 EP)

Up to this point in the game, if you've been undertaking events as they've become unlocked for you, the glide-type events have been laughably easy up to this point. This one, however, is far from being easy. It takes expert planning and execution to have even a hope of getting a medal, because the bull's-eye you're attempting to land in the middle of isn't right in front of you. It's on the other side of two tall skyscrapers. And making matters worse, the building you're standing atop ensures that you won't make it over those skyscrapers in question. Rather, you'll have to glide your way around them.



This should go without saying at this point in the game, but you should make sure your jump and glide abilities are all maxed-out. That's because you'll absolutely, positively need the ability to dash midair twice in addition to your run-of-the-mill gliding. Get a good, solid jump off of the starting point and immediately start gliding. Dash when you go in between the buildings, and then when you see the bull's-eye on your right, dash again and glide towards the middle of it. Easier said than done, of course. This one will require practice.



Event Twenty-Nine: Cloverleaf

- **Bronze:** 25 Feet (16,500 EP)
- **Silver:** 12 Feet (25,000 EP)
- **Gold:** 4.5 Feet (40,000 EP)

Yet another glide-based event, this one is far easier than many you'll encounter later in the game (if you're undertaking events as they become unlocked, that is). You'll begin atop a building in East Harlem, a large building that overlooks a confusing highway below, along Manhattan's northern coast. The bull's-eye you'll have to drop onto from above is partially obscured by the network of on/off ramps flowing around the highway. You'll need to have a masterful jump-and-glide combination here to get a gold medal.



Believe it or not, your best bet here is to jump off of the building and wait a second or two before you activate glide. Since the bull's-eye isn't far away, you don't have to cross a great distance. This will help you gain accuracy when the time is right. Once you've glided, execute a couple of dashes in between your glides to cover the necessary amount of distance towards the bull's-eye. Then, drop on top of it. If you followed our advice, you should be practically skimming the ground, so scoring a gold medal here on your first try is totally doable.



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Event Thirty: Final Combat

- **Bronze:** 3:40:00 (25,000 EP)
- **Silver:** 3:20:00 (40,000 EP)
- **Gold:** 2:50:00 (65,000 EP)

This epic battle will begin brewing on the west side of Central Park, and will put you on the side of the military as you do away with a pre-set number of infected enemies of differing varieties. As is the idea in all like types of events, you have to do away with the opposing side in its entirety before your own side dies (in this case, the military). And to score a medal, you have to do it in a time under the ones given. Believe it or not, however, if you go about things properly here, you should be able to score a gold medal with ease on your very first go-around.



For starters, equip armor and blades on Alex, which will help you the most in both your offensive output and defensive capabilities here. Then, begin to go after the lesser infected enemies that first show up. Be absolutely certain you aren't killing any military personnel (or simply keep it to an absolute minimum), because if their numbers dwindle to zero, you'll lose automatically, no matter what kind of progress you're making. Ultimately, more robust foes will show up on-scene, including Hunters, and this is when they'll begin to really massacre the military. Let the military take care of the weaker enemies while you concentrate on the Hunters, which should get their attention enough that they leave your temporary military buddies alone.



Event Thirty-One: Stone Skipping

- **Bronze:** 60 Feet (12,500 EP)
- **Silver:** 12 Feet (20,000 EP)
- **Gold:** 4 Feet (33,000 EP)

This is an interesting glide-based event that has a rather unique and useful glitch that will allow you to score a gold medal each and every time you try to execute. The starting point for this event is located on the western edge of Central Park, and the bull's-eye itself is one that's located near the center of the park. How will you cross such a great distance, especially when the building you begin atop is fairly low-lying? It's easy -- you use the water.



Events are touchy, and this one is no exception. If you don't use glide to get to your location, you'll fail automatically. If you touch the ground and jump up again, you'll fail automatically. There are all sorts of ways to fail. But if you fall into water and bounce back out, you're essentially able to glide and dash again, as if you touched the ground but didn't. Since the bull's-eye borders some small bodies of water in the park, fall into them after gliding, and then ease yourself into the center of the bull's-eye using your newly-refreshed glide and dash meters. Nice!



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Event Thirty-Two: A Walk in the Park

- **Bronze:** 3:30:00 (32,500 EP)
- **Silver:** 3:00:00 (45,500 EP)
- **Gold:** 2:45:00 (78,000 EP)

Yet another military-type event that puts you on the side of the military, this particular event is anything but an actual walk in the park. After undertaking the event at its start point in -- you guessed it -- Central Park, you'll be given your mission orders. You have to maintain a military facade, which is easy enough, while using the grenade launcher you're automatically equipped with at the outset of the mission. If you use any other weapon or skill, or drop your grenade launcher, you'll fail the mission automatically, so do keep that in mind going forward.



You'll be dealing with the three normal types of infected enemies you've been dealing with the entire game; the weak zombie-like enemies, the fat enemies, and then Hunters. Your weapon will blow them all to smithereens, but when you're using this weapon, you have to be extra mindful of the fact that shooting too close to your target will blow you back and damage you too, which isn't only a dangerous proposition in the middle of a fierce battle, but a time suck as well. Use your aiming ability to lock on to enemies that are further away from you, and shell them. Each enemy will require at least two grenades to kill, but expect to pump a Hunter full of ten or more to get rid of them.



Event Thirty-Three: Go West

- **Bronze:** 15 Feet (12,500 EP)
- **Silver:** 7 Feet (20,000 EP)
- **Gold:** 2 Feet (33,000 EP)

This particular event is started by scaling the appropriate building in the Upper West Side, where the starting point can be found. The idea here is, as with all glide-type events, to reach the predetermined location, where a bull's-eye can be found on the ground. By landing closer to the center of the bull's-eye, you'll be able to score a better medal, and thus, more EP. There's a catch, of course -- the bull's-eye, in this case, is located in the middle of a building's courtyard. Thus, precise calculations will be required on your part to successfully achieve a gold medal ranking.



As always, you'll need fully-leveled glide and dashing abilities, because you'll have to dash twice midair in order to reach the location of the bull's-eye. Get a good running start and immediately glide when you've reached the top of your jump. This should give you plenty of distance, so that not more than a single dash may be necessary in order to progress towards the bull's-eye. You won't see your actual target until you've glided for quite some time, so be ready to drop down on top of the courtyard surrounded by a tall apartment building at the last second.



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Event Thirty-Four: Close Contact

- **Bronze:** 4:15:00 (46,000 EP)
- **Silver:** 3:55:00 (60,000 EP)
- **Gold:** 3:35:00 (105,000 EP)

Out of the game's many, many events, Close Contact is by far one of the most difficult ones. It's not that it's difficult in terms of execution -- you can easily survive, killing all of the enemies you encounter, without much of an issue. It's doing so in a manner that's timely enough to score *any* medal that will have you fumbling, because you're going to have your hands full in getting this event done in under five minutes, nonetheless the four minutes and fifteen second prerequisite to earn any medal at all.



You'll be fighting on the side of the infected here, but still expect to get attacked by Hunters with regularity -- they don't seem to care what side you're fighting on. This battle is exclusively Hunters vs. Super Soldiers, which is why your task is so difficult, because there's no variety of enemy at all. When they say there are twenty-five foes to kill, that's twenty-five Super Soldiers, and that is no easy task. Be quick to respond to button press prompts when you can avoid throws or counter-attack, and be sure to not turn your ire on the Hunters. Even if they attack you, they are necessary not only to win in general, since if they all die, you'll lose automatically. They're also useful in the heat of battle itself, since they are the infected version of Super Soldiers, and make a nice foil for your enemy type here.



Event Thirty-Five: Corners

- **Bronze:** 2:30:00 (32,500 EP)
- **Silver:** 2:20:00 (45,500 EP)
- **Gold:** 2:00:00 (78,000 EP)

You'll find out as soon as you undertake this speed-based mission just what they mean when they call the event Corners. You'll start at one side of Central Park and have to work your way to all four corners of the park in order to find the green-colored orbs that must be obtained for you to pass on to the next one. There are only four orbs to run into total, but the two minutes given for a gold medal here should indicate to you rather clearly that you're going to need all of the time you can get to get from one to the next.



In fact, the very first orb is far, far away from you. This entire event necessitates skilled use of the glide and airborne dash to get around from corner to corner around the park. Each orb is located on a building high above, overlooking Central Park. Arrow icons will indicate where you should go next both on your HUD and in real time, so you shouldn't ever be lost. You should *always* be rushing, though. This event doesn't take skill so much as it takes precision.



Event Thirty-Six: Death From Above

- **Bronze:** 80 Kills (32,500 EP)
- **Silver:** 120 Kills (45,500 EP)
- **Gold:** 160 Kills (78,000 EP)

You had to know as soon as you got involved in this event what it was about. After all, it's called Death From Above. During this kill-based event, you'll be ordered into a helicopter, where for the next two minutes, you'll destroy other helicopters that fly up to the skies over Manhattan to intercept you. This is a multi-faceted mission, because you'll have to worry equally about both offense and defense. After all, scoring the prerequisite amount of kills for a medal is great and all, but it won't matter if your helicopter is destroyed a minute before the event ends, forcing you down the road of failure.



Each chopper you down is worth ten kills, meaning you have to destroy sixteen of them in the time given to grab a gold medal for your troubles. This is totally doable, even when concentrating on the defensive end of the game as well. Enemy helicopters are marked by red skulls on your HUD, and they won't all appear at once. This is great, since you won't be inundated with enemy fire, but it's unfortunate as well, since you'll need to get through one wave before the next shows up, limiting the numbers you can put up. Keep moving to avoid enemy fire, and naturally, lock-on to your target for easy kills using your missiles.



Event Thirty-Seven: Aerial Assault

- **Bronze:** 120 Kills (25,000 EP)
- **Silver:** 200 Kills (40,000 EP)
- **Gold:** 270 Kills (65,000 EP)

Another cleverly-named event, this one won't put you in a helicopter, so don't get too excited. Rather, you'll be on top of a skyscraper being assaulted by enemy choppers from all sides while you use a rocket launcher with infinite ammunition to rebuff the assault. An easy event in premise, you'll find yourself challenged to achieve a gold medal status here simply because you aren't dealing with a lot of time, even if each helicopter is worth about a dozen kills apiece.



This should go without saying at this point in the game, but you don't want to drop your rocket launcher for any reason, or attempt to equip another weapon or skill, or you'll lose the event automatically and have to start all over again. Instead of doing that, strafe around the rooftop, using your auto-aim skill to launch rockets at helicopters all around you. They'll be represented as red skull icons on your HUD, and you'll find that they come from every angle, so you're going to need to keep turning and moving to see 'em all. Thankfully, the choppers don't use anything but machineguns to assault you with, so they don't provide too much of an offensive threat.



Thirty-Eight: Wrong Side of the Tracks

- **Bronze:** 25 Feet (16,500 EP)
- **Silver:** 12 Feet (25,000 EP)
- **Gold:** 5 Feet (40,000 EP)

Another glide-based event, this one is interesting because the bull's-eye you're aiming to land atop is located almost entirely underneath a trestle. You can land on top of the trestle if you want, but it won't count on landing on the bull's-eye even if you're directly above it. So just how are you supposed to get underneath the trestle while midair, without touching the ground? It's all about the skills you decide to hold until the very end, and you'll need those skills -- in particular, a midair dash -- to execute properly.



So you want a gold medal here? Well then, get a good jump off of the starting rooftop and immediately begin to glide. Use one of your midair dashes to clear the gap towards the trestle, but don't use both of them. Begin to fall down towards the near open end of the trestle, and while pointing downward and forward, utilize that final dash, so that Alex finds himself nestled below the trestle (see what I did there?) If done properly, you should be at the center of the bull's-eye, with a gold medal earned, and all of the EP that comes along with it.



Event Thirty-Nine: Among the Clouds

- **Bronze:** 1:25:00 (25,000 EP)
- **Silver:** 1:12:00 (40,000 EP)
- **Gold:** 1:02:00 (65,000 EP)

As if the name doesn't give it all away to you already, Among the Clouds is an event that will have you scaling the tops of skyscrapers as you go from one orb to another as quickly as humanly possible. From your starting point, the first of five orbs is in front of you. This is a tough event to score a gold medal on initially because, as with all like events in the game, it takes practice and memorization to get around as rapidly as possible. And Prototype's incredibly loose controls don't help the situation much at all.



Because the distances you'll be crossing are so great, and because such an amazing amount of time can be lost if you find yourself back at street level at any time during this event, you're going to need to use your glides and airborne dashes as cleverly as possible in getting from one location to the next. Don't waste them, but rather use them in spurts as you cross the geography of Manhattan below you. Trust us -- if you land on street-level even once, you can scurry back up to where you need to be, and perhaps even finish with a silver or bronze medal. But you'll never, ever get a gold medal if you don't glide and dash successfully from one building to the next. During this event, it's absolutely integral.



Event Forty: Clear Cutting

- **Bronze:** 55 Kills (25,000 EP)
- **Silver:** 85 Kills (40,000 EP)
- **Gold:** 110 Kills (65,000 EP)

In this fun and simplistic kill-based event, Alex will be forced to use his blade-based attacks on marked enemies to rack up a kill count high enough to score, you would hope, a gold medal. There are a few things to keep in mind in an event like this that we'll reiterate. First of all, attacking any marked enemy with an attack other than your blade won't count. In fact, if you unequip your blade, you'll lose the mission automatically. Secondly, speaking of marked attacks, killing *only* marked enemies with your blade will count. This means enemies marked on your HUD and real time with red icons. Any other kills won't count.



With that said, get to business. All three normal types of infected enemies will show up here, including zombies, obese thugs and Hunters. Concentrate on killing all three, since the more difficult an enemy is to fell, the more kills it's worth. Thus, you won't want to ignore Hunters, even if they are a pain, because they're worth many more kills than their weaker buddies. If you want an extra good tip to rack up lots of kills here, go towards the street, where the grass alongside of it is elevated. There should be a metal fence along the street, separating the grass from the sidewalk. If you stand on the far side of the fence, enemies will swarm towards you and, with the exception of Hunters, get caught on the fence. You can slaughter them en masse from there.



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Event Forty-One: Stairway

- **Bronze:** 3:30:00 (25,000 EP)
- **Silver:** 3:00:00 (40,000 EP)
- **Gold:** 2:30:00 (65,000 EP)

In this epic war-based event, you'll be ordered to fight alongside the military in rebuffing a huge contingent of infected enemies. This is actually a fairly easy mission at any point. We recommend using Alex's blades, as they are a powerful weapon indeed, and to also be sure to have his armor up to ensure that he doesn't take too much damage. When the fray begins, begin swinging your blades like a madman, which will usually take out most enemies, with the exception of the many Hunters you'll be dealing with, in a single swipe.



Speaking of Hunters, you're going to be dealing with a lot of them here. However, they aren't of your primary concern. What is are the two Hunter Leaders that will show up on-scene. Those guys are enemies you're going to have to pay close attention to, and they will only appear one after the other, which means that you're likely going to have to deal with them near the end of the event. As usual, concentrate only on infected enemies. You can have some collateral military damage if you want, but if all of the military personnel in the fight die, you'll lose the event automatically, so be careful!



Event Forty-Two: ...Now Reap the Whirlwind

- **Bronze:** 40 Kills (32,500 EP)
- **Silver:** 60 Kills (45,500 EP)
- **Gold:** 90 Kills (78,000 EP)

This is a difficult kill-based event that occurs around an active Hive in the Greenwich section of Manhattan, on the west end of the borough. When you arrive, you'll be armed with a rocket launcher and will have to use that weapon exclusively to kill marked enemies. You'll only have a minute to rack up the kills here, and since you're dealing with infected enemies of all varieties, you're not going to have an easy time getting a gold medal here. Yes, the rocket launcher is quite powerful, but it's also quite cumbersome and clumsy as well.



Your best bet here isn't to seek out enemies actively by using your HUD, but rather by planting yourself directly on top of the active hive, where the marked enemies will come to you in droves. From here, all you have to do is keep strafing, turning around and keeping an eye on all angles (with your HUD, if necessary), and let the enemies come to you. As always, when using explosives, it's best to aim at targets far away, because if you're in the vicinity of the explosion, you'll be knocked back and damaged along with the foe you were aiming at.



Event Forty-Three: Ordnance

- **Bronze:** 150 Kills (20,000 EP)
- **Silver:** 220 Kills (26,000 EP)
- **Gold:** 325 Kills (40,000 EP)

This is a fun, easy and straight-forward event. After heading to the predetermined location it begins at, you'll likely get an idea for what's going to happen. Since there's a tank right next to the starting point, and since the name of the event is called Ordnance, you'll garner that you'll be in a tank during this mission. Here, you'll have two minutes to rack up as many kills as you can in your gigantic armored vehicle. 325 kills for a gold medal might seem like a lot in just two minutes' time, but it's quite doable if you follow our foolproof tactics.



The idea here is to keep moving. A stagnant tank is an easy target for the only infected-type that can damage you here - Hunters. And remember, not only do you have to go on offense here, but you have to ensure that your tank survives the entire battle, or you'll fail automatically. If you attempt to bail from your tank to get into another one, you'll fail automatically as well. So, be astute about your defensive posturing here, while constantly moving to aim at new targets. And of course, you can aim at whatever you want with your auto-aimer, but the tank's weaponry will only hit targets in front of the barrel. None of your ordnance is of the heat-sinking variety, so if you're aiming at something in front of the tank but the gun turret is turned in the other direction, you'll hit nothing at all.



Event Forty-Four: Knuckle-Dragger

- **Bronze:** 25 Kills (25,000 EP)
- **Silver:** 35 Kills (40,000 EP)
- **Gold:** 45 Kills (65,000 EP)

How many of these event titles will be indicative of what you do in said event? Well, with the Knuckle-Dragger event, you'll have a pretty good idea of what you're going to be doing throughout its kill-based activities. Automatically armed with -- you guessed it -- Hammerfists, you'll have to kill as many marked military enemies as you can in order to get enough kills to qualify for a medal. Naturally, this is no easy task. Hammerfists are slow, clumsy weapons, but they are powerful, too. And we'll focus on the latter attribute to get you a gold medal here.



Try as you may, the well-armed soldiers running around the streets are hard to hit with the Hammerfist, though you can easily score some residual strikes here and there. Nonetheless, this isn't something you're going to want to focus on. That's the inherent trap built within this event. Since you only have a minute to rack up kills, focus on the heavily-armored tanks present on the scene. Hammerfists were made to destroy such vehicles, and since each is worth ten kills, you'll need to only destroy five tanks in a minute to get a gold medal. Or, four tanks and five soldiers. How you work the math is, as always, up to you.



Event Forty-Five: Friendly Fire

- **Bronze:** 75 Kills (13,000 EP)
- **Silver:** 110 Kills (16,500 EP)
- **Gold:** 150 Kills (30,000 EP)

It's hard to say why this event is named Friendly Fire. Is it because you're using a helicopter to destroy other helicopters? Regardless of what the reason may be, this particular event is an easy one to get through, so long as you keep the lone vital fundamental in your mind as you go about your business -- keep your chopper moving. If you stagnate in one place for too long, incoming enemy helicopters are going to obliterate you. And with a two minute clock counting down from the outset of this event, you have quite the lengthy amount of time to keep your helicopter in one piece. After all, if your helicopter is destroyed or if you bail for any other reason, you'll fail the event automatically.



What to do? It's simple. Keep an eye on your HUD, where incoming helicopters are represented by red skull icons. When a chopper shows up, quickly aim at it and send a stream of rockets hurtling towards it. Since your ammunition is unlimited, you aren't held back by anything here. Let the destruction rain down on your enemies. Stay ever-vigilant, and you should never be dealing with more than two choppers at once. Let a helicopter get close to you, though, and expect to go down quick.



Event Forty-Six: Power to the People

- **Bronze:** 4:00:00 (32,500 EP)
- **Silver:** 3:30:00 (45,500 EP)
- **Gold:** 2:40:00 (78,000 EP)

As is usually the case with war-based events, the Power to the People event will require an exceptional attention to time and detail. You'll be fighting on the side of the infected in this particular battle, meaning you'll have to deal with the military and all they throw at you here. Similar trouble will find you on this event as it has in prior events; that trouble being differentiating between your enemies and allies in the heat of battle. Wildly swinging Alex's blades around will fell enemies quickly, but it will eliminate your infected allies as well, so you need to be careful. After all, if the infected die before the military does, you'll lose the event automatically and be forced to try again.



The real problem here, if you're trying to do this quickly enough to get a gold medal, is getting rid of the sheer number of tanks that appear on the scene. No more than two tanks will ever appear at one time, and the Hunters will be able to help you with that heavy armor. But those are the biggest threats to the infected, and should be prioritized. Also keep an eye out for rocket-wielding enemies, which will pose a serious threat to the infected as well. The problem isn't so much killing the entire military in the time allotted, but making sure your team lives to see the end.



Event Forty-Seven: Rolling Thunder

- **Bronze:** 250 Kills (25,000 EP)
- **Silver:** 450 Kills (40,000 EP)
- **Gold:** 650 Kills (65,000 EP)

Ooooh, a tank-based kill mission! This event is a complete pushover. Once you're at the predetermined location, you'll be able to read the mission briefing. You might immediately be taken aback by the amount of kills you have to score to get a bronze medal (250), nonetheless a gold (650), but don't be discouraged. You can easily score 1,000 kills or more on this mission. After all, let's be serious for a minute -- you're using a well-armed, completely-armored tank! As long as you can keep that tank in one piece for the two minute duration of the mission, you'll be in great shape as far as getting 650 or more kills. It's almost impossible not to.



There's a great technique to utilize on this mission, and that is to keep the barrels of the tank's weaponry pointing behind the tank as you barrel down the street, letting enemies come to you. As enemies bunch together, they'll be taken out by the same shells, and you'll rack up kill after kill. You can aim at pesky enemies if you want, especially Hunters, who pose the only tangible threat to your tank, but even aiming in more than a general way isn't really necessary. Just remember -- even if you're aiming at an enemy, you must still be facing it to strike it.



Event Forty-Eight: Nothing Left Alive

- **Bronze:** 45 Kills (25,000 EP)
- **Silver:** 60 Kills (40,000 EP)
- **Gold:** 85 Kills (65,000 EP)

This is a pretty difficult kill event, not because of the amount of kills you have to score, but rather because of the seemingly-frantic environment in which the fray takes place. You'll need to rack up 85 kills for a gold medal, which is quite the feat here. Furthermore, you're going to have to use your blades only, which isn't actually a bad thing, though Alex tends to go a little crazy with his blade-based combos, which could make for some precious time being wasted.



You'll be dealing with the military here, and remember that only enemies marked on your HUD and in real time with red icons will count towards your kill count. Furthermore, you have to use the blade to kill enemies. If you use any other weapon or skill, you'll fail automatically, and if you don't fell an enemy with the blade while having it equipped, it simply won't count towards your overall total. The only prayer you have of reaching 85 kills is by going almost exclusively after large groups of soldiers and, more importantly, tanks. The latter are worth a staggering ten kills per actual kill, meaning that nine of them must be destroyed inside a minute for you to grab a gold medal. Good luck! You're gonna need it.



Event Forty-Nine: Rooftop Runner

- **Bronze:** 1:15:00 (32,500 EP)
- **Silver:** 1:00:00 (45,500 EP)
- **Gold:** 0:42:00 (78,000 EP)

Rooftop Runner is, not surprisingly, a running/gliding/jumping-based event that will require Alex to run into a vast series of green orbs in a certain order, one after the other. The quicker you can get through all of the orbs, the better your time will be, allowing you to earn, as always, new medals worth more and more EP. The best word that describes this particular event is frantic, because as the name of the event suggests, you'll be quite literally running from rooftop to rooftop in a small area. You have to be precise in your movements and pay very close attention to what orb is next.



It's important to keep an eye on which orb is next simply because if you don't, you'll risk wasting time running to a yet-inactive orb. They must be struck in a sequential order, there is no way around this caveat. Make sure Alex is encumbered by armor or anything of the like, so that he can easily glide, air dash and the like from one location to the next. This one is likely to take some practice in order to earn the gold medal, so stay with it.



Event Fifty: Center of Power

- **Bronze:** 1:35:00 (40,000 EP)
- **Silver:** 1:22:00 (55,000 EP)
- **Gold:** 1:15:00 (80,000 EP)

This is, in essence, a pretty straight-forward speed-based event that will require Alex to travel from glowing green orb to glowing green orb in a certain sequence. Doing so in the shortest amount of time will make you eligible for earning medals and EP. There's nothing really interesting about this specific event. Nothing makes it stand out. All of the green orbs are located high above towering skyscrapers that are quite the distance from one another, however, necessitating speed above all else.



Before you undertake the event, be sure Alex is unequipped of any skills, and be sure he doesn't have his armor or shield equipped, which will encumber him and not allow him to glide or air dash. Once the event is underway, there's no time to waste. Keep a mindful eye on your HUD so that you know where the next active orb is located, and begin to fly towards it. A useful technique to use here is the super jump. Charge your jump and then land on top of a building coming out of a glide or dash, and Alex will almost immediately fly back into the air, resetting your dashing and gliding abilities to use once more.



Event Fifty-One: Demolition

- **Bronze:** 110 Kills (46,000 EP)
- **Silver:** 150 Kills (60,000 EP)
- **Gold:** 180 Kills (105,000 EP)

The sheer amount of experience up for grabs by undertaking this event should indicate to you that it's more difficult than most other events in the game. Regardless, it's still easy after a few tries to get a gold medal, and along with it the EP that's available as well. The idea here is to indiscriminately slaughter your enemies without worrying too much about aiming. You'll still have to aim here and there, of course, but the name of the game throughout the two minutes you get for this event is to shell the streets as much as possible.



Shelling the streets allows the tank's explosives to take as many foes out in the explosion as possible. And since you have an infinite amount of ammunition to use during this event, you don't have to worry about running out of it. Exclusively use the heavy shells the tank is equipped with. The outset of the event will force you to take on some tanks and choppers in addition to normal military personnel, but after the initial helicopter is downed, you won't have to deal with any more aerial threats. Aim at tanks specifically to take them out (they'll be marked as red skull icons on your HUD, as always), and otherwise shoot into crowds to take out the infantry.



Event Fifty-Two: Fire in the Sky

- **Bronze:** 100 Kills (25,000 EP)
- **Silver:** 200 Kills (40,000 EP)
- **Gold:** 300 Kills (65,000 EP)

This is no easy event. Not only is the kill count inordinately high, but you'll be working with a helicopter, shooting at infected enemies that are tiny little ants on your screen if you go too high up in the air. Then again, if you stay too close to the ground, you risk being attacked directly by the Hunters in the group of infected foes. Oh, what to do!? The idea here is to strike a balance between altitude and offensive potency. And thankfully, there's a place where your chopper can glide that gives you the best of both worlds -- a good offense, and an impenetrable defense.



Hang out over the nearby water and let your chopper hover. You can take out the infected enemies below by letting them come towards the water. Remember to use your helicopter's rockets over any of its other weapons, since they are incredibly powerful, and since you have an infinite amount of them to use during this event (as in all events). You have to be facing the general direction of the enemies you're aiming at for your rockets to strike their targets, so be sure to aim appropriately as well. Practice this event if you're having difficulty. It's certainly one of the more annoying ones in the game.



Event Fifty-Three: Free Running

- **Bronze:** 1:45:00 (32,500 EP)
- **Silver:** 1:25:00 (45,500 EP)
- **Gold:** 1:18:00 (78,000 EP)

This speed-based event will require Alex to get from orb to orb in sequential order. There's no time limit per se, but to earn a medal, you must be able to complete the circuit in under a minute and forty-five seconds. There's nothing really remarkable or note-worthy about this event otherwise. If you've done like events throughout the game, and chances are you have (since this one is unlocked somewhat late in the game), you know what to expect.



As always, the key to success is to make sure Alex isn't encumbered by anything, including his armor, which when equipped won't allow him to glide. Also, all skills based on Alex's ability to jump and glide (and air dash) should be unlocked as well. The distance between the orbs is pretty great here, but you should be able to earn a gold medal here with just a little bit of practice. Your HUD is a great tool to figure out which direction to go in next, and the same icon that appears on the HUD representing the next green orb in the sequence will also appear on-screen in real time.



Event Fifty-Four: Skyscraping

- **Bronze:** 1:00:00 (25,000 EP)
- **Silver:** 0:50:00 (40,000 EP)
- **Gold:** 0:40:00 (65,000 EP)

Yet another unremarkable and straight-forward speed-based event, Alex will be required to run from orb to orb in sequential order. If you want to receive a medal here, you'll have to get from the first orb all the way through to the last orb in at least under a minute -- forty seconds is the prerequisite for a gold medal here. This means that this event is short and sweet, but believe it or not, even with its stringent time limits, a gold medal is far from being unattainable.



Use your HUD -- it's your best friend, and it will let you know where the next eligible orb is located. You don't really have to worry about hitting them out of sequence here, though, since they are so far separated from one another. Also, be sure Alex has nothing equipped on him so that he's at his quickest and most rapid, which will help you in getting from one orb to another in a timely fashion.



Event Fifty-Five: Raining Fire

- **Bronze:** 25 Kills (13,000 EP)
- **Silver:** 50 Kills (16,500 EP)
- **Gold:** 65 Kills (30,000 EP)

The final event we undertook required us to get into a helicopter and rain some destruction down on our nemesis, the military. This is a fairly difficult event not necessarily in execution -- you could easily survive the two minutes the event lasts -- but rather in scoring the number of kills you need to satisfy the medal requirements. Even getting the 25 kills for a bronze medal is no easy feat, but when you consider that you need more than twice that many for a gold medal, you know you're going to be in for a fairly difficult endeavor.



The catch here is simply that you don't have a lot of enemies to deal with that are worth much of anything. After downing an enemy chopper or two near the beginning of the event, you'll have to deal with infantry on the ground, some tanks, and those airborne enemies that track Alex with sensors and set off alarms. You might think the latter is worth more than one kill, but they're not. With such slim pickings, your best bet is to stay close to the ground, where you can clean up the enemies on foot with big explosions from your helicopter's cannons. If you choose to fly high up in the ground, rest assured you're going to have a harder go at this.



Prototype Web of Intrigue

The Web of Intrigue is a confusing part of the game for many players of Prototype, so we wanted to briefly talk about it so that you know what to do, what to look for, and ultimately, how to complete the entire web. Unfortunately, we're unable to include any succinct information about the Web of Intrigue in our guide, as all of the parts of the web are ever-roving and won't necessarily be found in a specific place at a specific time. Rather, we're out to give you some cursory information that will help you.

The Web of Intrigue surrounds Alex at all times. Random members of society can be consumed by him in order to complete more and more of the Web of Intrigue, which will in turn give him (and you, as the player) a better idea of just what's going on inside the conspiracy at the center of Prototype. It's also rife with other information, and completing it isn't only for those who are fans of the game's story, but for those who are fans of Achievements and Trophies as well.

So, how do you go about completing the web? It's easy. We recommend waiting until the end of the game to really try and complete it, but in the meantime, as you traverse Prototype's version of Manhattan, keep an eye out on your HUD at all times. If a red circular icon with the silhouette of a person's head shows up on your HUD, then someone who is part of the Web of Intrigue is nearby. Seek that person out (an identical icon should appear above that person's head in real time as well) and have Alex consume them. Doing so, stealthily or otherwise, will permanently add them to the web. Now you're one step closer to completion.

Now, a couple of notes before we bid you adieu on this subject. The first note is about our tip above, to wait until the end of the game to *really* go after the Web of Intrigue. That's because at the end of the game, when you're in permanent free roam mode, you'll be able to walk or fly around with relative immunity, seeking out the missing pieces of the puzzle without having to worry about incessant, heavy resistance from both the military and the infected. This is a much more wide-open and easy-to-traverse environment in which to do your work, so take this advice to heart. The other note is that much of the web will be completed during the course of the game's main events. So if you're confused as to why you have more of the web completed than you initially realized, that's the very reason why -- you have to consume a number of people who are part of the web to get through the game, and they are added to your Web of Intrigue permanently forevermore.

Prototype Skills

«	Combat	Disguise	Movement	Powers	»
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Air

- **Air Stomp** (50,000 EP) - Perform a quick drop to create a powerful shockwave. Useful to clear out a tight grouping of enemies, or stun a larger opponent for an immediate follow up attack.
- **Body Surf** (120,000 EP) - Don't stop moving with the Body Surf; turn your enemy into a new form of movement. Will only work with human-class enemies.
- **Bulletdive Drop** (1,500,000 EP) - From the Glide move, drop hard, drop fast for a maximum-impact splash effect with the Bulletdive Drop. The Bulletdive drop doesn't track well, but it hits extremely hard - your most powerful drop attack.
- **Flying Elbow Drop** (100,000 EP) - Drop from on high with a face full of hurt. The higher the drop, the bigger the impact. The elbow drop is useful against ground-based enemies, as you can move u p high, then drop with a punishing strike.
- **Flying Kick Boost** [Core] (10,000 EP) - Increase Flying Kick range, speed and damage with this upgrade. Great against Helicopters or UAVs.
- **Flipkick Launcher** (75,000 EP) - Flipkick Launcher turns your enemy into a projectile. Jump kick, and then charge for launch!

Area Effect

- **Air Groundspike Graveyard Devastator** (540,000 EP) - Drop from the sky and deliver a wave of deadly Groundspikes to impale nearby enemies. Very powerful against vehicles. Devastator Attacks can only be used when in critical mass.
- **Air Knuckle Shockwave** (380,000 EP) - Pound your fists together to create a powerful shockwave blast. Not the most damaging attack, but great for clearing the air. Use during jumps to clear away weak or damaged aerial opponents.
- **Groundshatter** (40,000 EP) - Pound the ground. This powerful area effect is great for clearing an area of weaker enemies by launching them into the air. Charge to increase area of effect and power of the attack.
- **Groundshatter Drop** (110,000 EP) - Drop from above and create a huge ground effect. Great for clearing groups of enemies or just creating destruction. Charge or increase the height of your drop for an increased area effect and attack power.
- **Groundspike Graveyard Devastator** (40,000 EP) - One of the most powerful moves available. Devastate with a cascade of deadly Groundspikes to everything nearby. Devastators can only be triggered when in critical mass.
- **Knuckle Shockwave** [Core] (24,000 EP) - Pound your fists together to blast opponents away from you. Not damaging, but can buy you a lot of time when you blast enemies out of your way. Great for clearing an area among weaker foes. Charge for power power.
- **Tendrils Barrage Devastator** [Core] (54,000 EP) - Deadly tendrils erupt from your body to impale all nearby enemies. Most powerful against biological foes. Can only be used when in Critical Mass.

Attacks

- **Air Combo** (135,000 EP) - Bash your target towards the horizon with a bone shattering combo! Follows right out of the Uppercut Launcher.
- **Breakdown Smash** (45,000 EP) - A devastating attack move with extra charge potential. Combo into this and charge for outstanding damage.
- **Curb Stomp** (120,000 EP) - Introduce your defeated enemy's face to the hell of your shoe.
- **Palm Slam** (75,000 EP) - Let your enemy know how you feel about them with a fast Palm Slam. Clears nearby enemies from your path with a directed force attack. Allows access to the Critical Pain Devastator.
- **Snapkick Launcher** (900,000 EP) - Use the Snapkick Launcher to launch a single enemy into the air. Charge to increase effect.
- **Uppercut Launcher** (Auto) - Launch your enemy with a chin-shattering Uppercut Launcher. Follow-up while in the air, or Air Stomp down as a followup.

Grab and Throw

- **Charged Throw** (30,000 EP) - Charge your throw before releasing for vastly increased range and power. Throw Charging is vital when engaging aircraft.
- **Hunter Dirtnap** (250,000 EP) - Grab and slam a Hunter to the ground. A good tactical option when you're

surrounded by a pack of infected, or want to get away from a single troublesome Hunter.

- **Long Range Throw** (50,000 EP) - Increase your object throw range; pick off opponents more than a block away when combined with targeting. Excellent against distant enemy groups, infected hives or military bases.
- **Sprinting Grab** [Core] (5,000 EP) - Sprinting Grab allows you to snag ammo or victims without sacrificing movement. Grab and run.
- **Sprinting Throw** (25,000 EP) - Allows Alex to throw objects while moving.

Grapple

- **Grapple Slam** (195,000 EP) - Whiplash any human into a shockwave knockout with the Grapple Slam, a powerful one-shot shockwave attack.

«	Combat	Disguise	Movement	Powers	»
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Artillery Strike

- **Artillery Strike** (Consume 1 Blackwatch Commander) - Drop ordnance from above and blow your enemies into the stone age. Upgradeable.
- **Artillery Strike Upgrade 1** (Consume 1 Blackwatch Commander) - Upgraded firepower, radius and duration. Upgradeable.
- **Artillery Strike Upgrade 2** (Consume 1 Blackwatch Commander) - Upgraded firepower, radius and duration. Upgradeable.

Consume

- **Consume Boost** (40,000 EP) - Gain increased health from those you consume. Upgradeable.
- **Consume Boost Max** (550,000 EP) - Gain more health from those you consume.
- **Disguise Power** (Acquired Automatically) - Mankind is your mask; use Disguise to conceal yourself as a perfect copy of the last individual you consumed.
- **Stealth Consume** [Core] (3,000 EP) - Consume an enemy without raising an alert. Particularly useful for infiltrating bases. Upgradeable.
- **Stealth Consume Boost** (100,000 EP) - Increases the speed of your Stealth Consume.

Patsy

- **Patsy** (100,000 EP) - Use your disguise to accuse another of being hostile. Upgradeable.
- **Patsy** (270,000 EP) - A range boost to the Patsy move.

«	Combat	Disguise	Movement	Powers	»
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Air

- **Air Recovery** [Core] (30,000 EP) - Launched by an explosion or attack? Use the Air Recovery to twist out early.
- **Airdash** [Core] (2,500 EP) - While jumping, redirect with the Airdash. Airdash can be used to avoid projectiles, get extra distance in a jump, or change your trajectory mid-flight. Experiment with this move - it's an important one to master. Upgradeable.
- **Airdash Boost** (20,000 EP) - Increase the speed and distance of your Airdash with this upgrade.
- **Airdash Double** (48,000 EP) - Add a second Airdash for each and every jump. Use Airdash Double to double dodge, or alternately avoid an attack - then dash toward your foe for a retaliation. Upgradeable.
- **Airdash Double Boost** (80,000 EP) - Increase the distance of the Airdash Double with this upgrade. Dash further and faster with each Airdash!
- **Glide** [Core] (15,000 EP) - Glide is a vital ability to increase your movement options. Perfect for covering a lot of real estate in short order, or dropping into bases without attracting attention.

Jump

- **Jump Upgrade 1** [Core] (10,000 EP) - Jump further and faster. Vital for high-speed, long-distance movement. A very important upgrade. Upgradeable.
- **Jump Upgrade 2** (30,000 EP) - Enhanced leg musculature means you can jump further and charge faster. This upgrade is vital for high-speed, long-distance movement. Upgradeable.
- **Jump Upgrade 3** (100,000 EP) - Jump further, charge faster. This second-level upgrade is vital for high-speed, long-distance movement. Upgradeable.
- **Jump Upgrade Max** (135,000 EP) - Max your jump charging capabilities. This upgrade is vital for high-speed, long-distance movement. Maximum upgrade level.
- **Wall Jump Latch** (32,500 EP) - Chain quick wall jumps together with the Wall Jump Latch upgrade. Useful for quick redirects and enhances overall movement control.

Sprint

- **Diveroll** [Core] (100 EP) - Use Diveroll to avoid projectiles and attacks. Diveroll is an important move to master.
- **Sprint Speed 1** [Core] (10,000 EP) - Boost your joints and streamline your body structure to sprint faster than ever before. Upgradeable.
- **Sprint Speed 1** [Core] (Automatically Acquired) - Boost your joints and streamline your body structure to sprint faster than ever before. Upgradeable.
- **Sprint Speed 2** (45,000 EP) - Sprint faster than ever before. A vital evolutionary edge. Upgradeable.
- **Sprint Speed Max** (100,000 EP) - Increase sprinting capability even more. An important upgrade.

«	Combat	Disguise	Movement	Powers	»
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Blade

- **Blade Air Slice** (1,000,000 EP) - Slice and dice from the air. Cleave your enemy in half with this drop-down cutting attack.
- **Blade Frenzy** (700,000 EP) - Unleash a series of slashing attacks from a standing start.
- **Blade Power** (Automatically Acquired) - The Blade is a powerful and deadly cutting and thrusting weapon; perfect for slicing and swiping through even the toughest armored vehicles or infected hides. This attack power allows access to the most powerful strikes available.
- **Blade Sprint Frenzy** (1,200,000 EP) - Slice your foes with a lunging blade sweep out of a sprint.

Claws

- **Claws Power** (Automatically Acquired) - Transform your hands into deadly edged weapons; slice and dice for up-close crowd control.
- **Dashing Slice** (65,000 EP) - Slice. Cleave. Slash. Gore on the move.
- **Groundspike** [Core] (50,000 EP) - Shift your mass into a deadly spike that erupts beneath your enemies. Combine with targeting for pinpoint spike precision. Upgradeable.
- **Groundspike Upgrade 1** (80,000 EP) - Improved damage and area effect of the Groundspike. Upgradeable.
- **Groundspike Upgrade Max** (500,000 EP) - Maximum damage and area effect of the Groundspike.

Defensive

- **Armor Power** (Automatically Acquired) - Armor increases damage resistance overall, at the cost of movement abilities such as Glide or Diveroll. Alex doesn't clear obstacles when Armored; instead, he will shoulder a path through vehicles and minor enemies.
- **Shield Power** (10,000 EP) - The shield will absorb damage on impact, preserving your health completely - until it breaks. Once broken, the shield must regenerate before it will once again repel damage.

Hammerfist

- **Hammerfist Elbow Slam** (675,000 EP) - Jump up, drop down. Deadly against armor. Add extra height to increase your damage and area of effect. With the right conditions, you can crack an enemy tank with a single blow.
- **Hammerfist Power** (48,000 EP) - Trade speed for power - shift biomass to your forearms to allow deadly area-effect attacks, crush guarding enemies and shatter armored vehicles. HAMMERFIST delivers the pain.
- **Hammerfist Smackdown** (48,000 EP) - Blast enemies out of your path with this powerful combo. It is slow, but powerful - especially effective against enemy armor. Be wary of using against faster opponents.
- **Hammertoss** (900,000 EP) - Sprint into a self-throw; put all your weight into a single, concentrated attack. The Hammertoss is dangerous when you miss - and deadly when you hit.

Musclemass

- **Musclemass Boost** (1,000,000 EP) - Greatly increase the damage of your Musclemass attacks, hitting for yet more increased damage with basic hand to hand attacks.
- **Musclemass Power** (80,000 EP) - Increases strength twofold. Throws go further and all strike attacks carry more damage. Upgradeable.
- **Musclemass Throw** (250,000 EP) - Greatly increase the range and damage of your Musclemass throws.

Sensory

- **Infected Vision Power** (Automatically Acquired) - See the world as the Infected see it; tune into the Hive Mine itself with Infected Vision. Use this to spot enemies at range, and pick out hostile characters from simple bystanders.
- **Thermal Vision Power** (30,000 EP) - Thermal Vision lets you see through obscuring smoke and other thin obstacles at the expense of a limited visual range. Use Thermal Vision to see enemies when smoke and debris fill your view.

Whipfist

- **Longshot Grab** (250,000 EP) - If there is an enemy at long range, use Longshot Grab to reel them in. Combine it with Skyjacking and zip your way up to a helicopter.
- **Street Sweeper** (57,500 EP) - Dismember all nearby enemies with a wide sweeping crack of Whipfist.
- **Whipfist Power** (55,000 EP) - The Whipfist is a thin, flexible blade-edged arm that can be used to attack at extreme range, or whip through entire crowds of enemies. Tame your foes from a safe distance.

«	Survive	Vehicle	Weaponry	--	»
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Critical Mass

- **Adrenaline Surge** [Core] (20,000 EP) - Adrenaline Surge is the ultimate survivability safety net. As your health is almost gone; you'll gain a moment of invulnerability and access to a single Devastator Attack. Use it wisely.
- **Critical Mass Ability** [Core] (15,000 EP) - Go beyond the constraints of maximum health, and enter critical mass mode for increased attack damage, and the ability to deploy devastator attacks.
- **Critical Mass Boost 1** (80,000 EP) - Critical Mass capacity increase. Go further into the zone, allowing for a maximum of two Devastator attacks. Upgradeable.
- **Critical Mass Boost Max** (400,000 EP) - Critical Mass Maximum. When health is maxed, this allows for up to three Devastator Attacks.

Health Regeneration

- **Regen Delay 1** (135,000 EP) - Some time after taking damage, you will automatically begin to heal. This upgrade reduces the delay required for Regeneration to begin the healing process. Upgradeable.
- **Regen Delay Max** (475,000 EP) - Some time after taking damage, you will automatically begin to heal. This upgrade further reduces the delay required for regeneration to begin the healing process.
- **Regen Rate Boost 1** (80,000 EP) - Outside of combat, your health will regenerate at a steady pace. With this upgrade your health will recover at an increased rate. Upgradeable.
- **Regen Rate Boost Max** (100,000 EP) - Outside of combat, your health will regenerate at a steady pace. With this upgrade your health will recover at an increased rate.

Health Upgrade

- **Health Boost 1** (36,000 EP) - Increased health allows you to absorb more damage. Upgradeable.
- **Health Boost 2** (130,000 EP) - Further increased health, increasing your ability to absorb damage from enemy attacks. Upgradeable.
- **Health Boost Max** (550,000 EP) - Maximum health. This is the maximum increase of health possible through upgrades.

«	Survive	Vehicle	Weaponry	--	»
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Armored Vehicle

- **Armored Vehicle 1** (Consume 1 Armored Vehicle Officer) - Increased effectiveness for armored vehicles. Upgradeable.
- **Armored Vehicle 2** (Consume 1 Armored Vehicle Officer) - Increased effectiveness for armored vehicles. Upgradeable.
- **Armored Vehicle Max** (Consume 1 Armored Vehicle Officer) - Maximum effectiveness for armored vehicles.

Helicopter

- **Helicopter 1** (Consume 1 Helicopter Officer) - Increased effectiveness for helicopters.

Hijack

- **Hijack Armored Vehicle** (Consume 1 Armored Vehicle Officer) - Hijack enemy armored vehicles. Rip open the hatch and commandeer. Drive with the left stick and aim with the right stick.
- **Skyjack Helicopter** (Consume 1 Helicopter Officer) - Skyjack enemy helicopters. Jump onboard and take control.

«	Survive	Vehicle	Weaponry	--	»
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Assault Rifle

- **Assault Rifle 1** (Consume 1 Base Weapon Master) - Increased effectiveness for the Assault Rifle. Upgradeable.
- **Assault Rifle 2** (Consume 1 Base Weapon Master) - Increased effectiveness for the Assault Rifle. Upgradeable.
- **Assault Rifle Max** (Consume 1 Base Weapon Master) - Maximum effectiveness for the Assault Rifle.

Grenade Launcher

- **Grenade Launcher 1** (Consume 1 Base Weapon Master) - Increased effectiveness for the Grenade Launcher. Upgradeable.
- **Grenade Launcher 2** (Consume 1 Base Weapon Master) - Increased effectiveness for the Grenade Launcher. Upgradeable.

Machine Gun

- **Machine Gun 1** (Consume 1 Base Weapon Master) - Increased effectiveness for the machine gun. Upgradeable.
- **Machine Gun 2** (Consume 1 Base Weapon Master) - Increased effectiveness for the machine gun. Upgradeable.

Prototype Q & A

You've got questions, we've got answers. If you need help with something you didn't find in our guide, please [shoot us an e-mail question](#) and we'll do our best to answer. We'll publish the best and most common questions here.

[Ask a question!](#)

QUESTION | **How do I get X power?**

ANSWER | Each power in the game is unlocked automatically during the course of the game. If you choose to play through a second time on the same save file (via New Game+), you'll be able to carry over all of the skills from the get-go. Otherwise, if it's your first play through, you have to wait until the predetermined time in the story, when said skill will become unlocked.

QUESTION | **X Event is too hard! What do I do?**

ANSWER | Return to it later in the game, or better yet, when you're done with the main quest entirely. You'd be surprised how easy some of those pesky events are when you have the right tools for the trade. For instance, a speed-based event in the beginning of the game may be difficult, but you'll ace it with ease once you've unlocked all of the speed-based skills for Alex.

QUESTION | **How do I get Platinum event times?**

ANSWER | This is easy... in premise, anyway. Once you've completed all of the games events and earned a Gold Medal, you'll be able to return to all of them in order to get a Platinum Medal for even more EP.

QUESTION | **What's a good way to earn EP?**

ANSWER | There are myriad ways to earn extra EP. The best ways to earn EP are, of course, have to do with the main quest, and all of the events you get to optionally undertake as well. However, if you're in need of even more EP, consider fetching the 200 Landmark Orbs and 50 Hint Orbs strewn around the city. If you find them all, you'll be able to earn a total of 3,201,000 EP. Now that's nothing to scoff at.

QUESTION | **What's the best set-up for Alex?**

ANSWER | This is a tough question to answer, but in my opinion (the author of this guide), Blades are the best weapon, and unless you're trying to move around rapidly, you'll always want to have Armor on.