



Introduction

There may not be a haunted mansion, and Cthulu is no where to be found, but Edward Carnby is back, and that's all that really matters. Atari's latest revival isn't too worried about aping the Resident Evil formula like their last try. This time Eden Games has thrown in the kitchen sink to create a completely original take on survival horror.

There's a lot of nastiness lurking around in the shadows, and not a lot of help going your way. There's even a lot of those old fashioned adventure game puzzle we missed so much. When you're back's to the wall and your flashlight is flickering, you know where to turn: IGN Guides.

In this Alone in the Dark strategy guide you'll find:

- **Basics:** Get adjusted to the new Central Park with our general strategies.
- **Items:** We show you how to improvise your way through unexpected fights with our item guide.
- **Walkthrough:** Solutions to every puzzle and tips for all those tense combat situations.

Guide by: Tavis Fahs

Alone in the Dark Basics

Fight or Flight: In the tradition of the classic Alone in the Dark series and its many imitators, ammo conservation is a major issue. In early parts of the game where you have plenty of supplies and the path is fairly linear, it's not as much of a concern, but in later free-roaming parts where supplies are scarce it's best not to kill everything you see. You can often get away with hit and run tactics when taking out roots, and enemies will lose interest pretty quickly if you run away.

Check your pockets: Inventory management was a big part of the 1992 original and it has an even bigger part here since your jacket is compartmentalized. Sprays, bottles, and glow sticks fit on the right side, and ammo, bandages, blood, tape, and handkerchiefs go on the left. Permanent items like the lens and lighter will cut into your left side real estate, too.

Glowsticks are generally a waste of time. In the rare occasions where they are useful they tend to be available, so there's little incentive to hang on to them. Likewise for tape, though this depends on your fighting style somewhat. Bandages can be important when you get a severe wound, but this tends to be rare, and won't carry over if you hit a save point and load, so when you need to compromise further bandages can usually go with no major consequence. On the right hand side, it's usually good to keep two health sprays and two explosive bottles of either type when you can. This should get you through most tough times.

Finish him: Enemies will continue to get up when knocked down. The only way to destroy them (apart from rats, which can be killed with physical attacks) is with fire. You can douse the ammo in your loaded gun with flammable liquid, you can use a spray and a lighter as a flamethrower, or just wave around a burning stick, but those enemies aren't going anywhere until you toast them appropriately.

Attack weak point for massive damage: It's not so important with wimpier enemies, but more powerful enemies can deal with a lot of fire bullets and you'll burn through ammo quick if you aren't efficient. Rather than headshots, you need to attack the fissures on your enemies' bodies. If you have Spectral Vision you can close your eyes to illuminate them. A couple fire bullets in a fissure will take down an enemy several times more quickly.

Drive to survive: In the later half of the game you'll be doing a lot of driving through Central Park. Enemies can attack you while you're in your car. You can run over normal human enemies, but they can leap onto your car as well. A sudden change in direction or speed as they land will mess up their footing and spare you the effort of having to shake them off. Driving at high speeds is also a good way to keep enemies off your tail (or roof, as it were). They can't keep their footing once you get going fast enough.

Alone in the Dark Items

Inventory real estate may be limited, but most items in Alone in the Dark can be used in a number of ways, giving you a lot of room to improvise. Here are the most common pick-ups and how to use them.

Explosive Bottles: There are two kinds of explosive bottles: glass and plastic. These are largely the same for most purposes, but glass bottles will break on impact when thrown. You can combine bottles with your loaded gun to create fire ammo. You can then equip a bottle and a gun at the same time and lob the bottle to detonate it in midair. How full the bottle is will affect how powerful the explosion is.

It's possible to take an empty bottle (or empty any bottle you have) and fill it with gas from a car to replenish it as long as you have a knife. For this reason you may wish to hold on to your depleted bottles when playing outdoor parts.

If you find yourself with two half-full (or partly full) bottles, you can also combine them with each other to free up space in your jacket or refill the resulting empty.

Health Sprays: These are your only proper health pick-up. Sprays are unique from other video game health items in that you can choose how much to use or save for later. Despite this, it's generally good to use them as you get injured, because being badly injured can make things worse. They can also double as a flamethrower when equipped alongside a lighter, but this will, of course, deplete their healing potential. You can use them as a thrown explosive similarly to explosive bottles as well.

Mosquito Sprays: Other sprays are generally not as valuable. They can be used as a flamethrower or explosive, but they can't make fire ammo, nor can they be used to make a Molotov.

Bandages: Bandages are only useful if you suffer a deep wound where you begin rapid blood loss. If you find yourself in such a situation, a bandage will set you right, and with ten in a roll, they go a long way.

Handkerchief: These serve only one purpose: to fix Molotov cocktails. Combine with an explosive bottle of either type, and then equip it with the lighter. Throw it quickly; it'll mess you up if you take too long. Because handkerchiefs are useless on their own, we recommend combining them with bottles right away; the bottles can still be used to refuel your bullets and everything else they normally would, and you'll free up the space in your left pocket.

Tape: Double-sided adhesive tape can be useful in certain situations. It can be combined with an explosive bottle or spray to make it stick to an enemy, wall, or any other surface. This can then be detonated with a fire bullet. Even better, tape can be used with a Molotov to create an improvised sticky grenade.

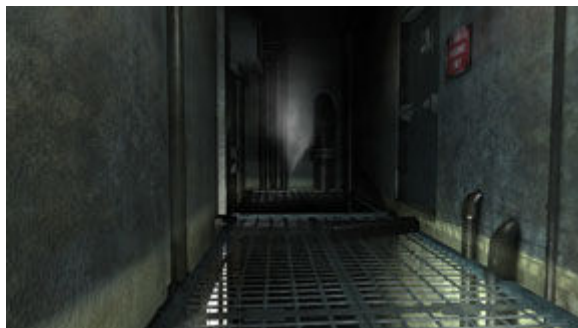
Glowsticks: These can be used to illuminate dark places and can occasionally be useful in repelling the light-fearing black gunk that you'll come across. Combine with tape to make them stick.

Batteries: Found in packs of eight, which should last a long time, these are used to power your flashlight and nothing more. Combine them with the light to replace.

Alone in the Dark Walkthrough

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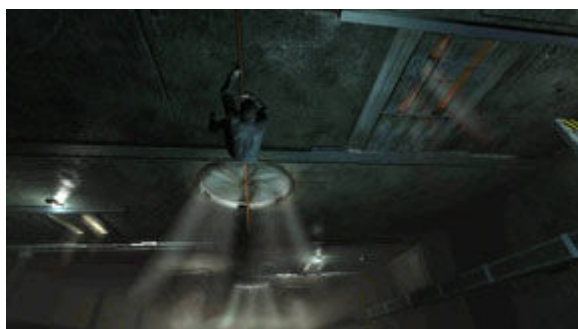
When you first come to, you're going to be feeling a bit underpowered. You'll have to blink manually to bring your vision into focus, and it's all you can do to stumble around like a zombie. Make two left turns to get to the stairwell entrance. If you go the wrong way your keeper will let you know.



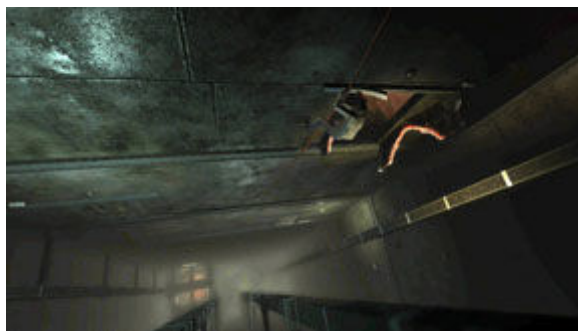
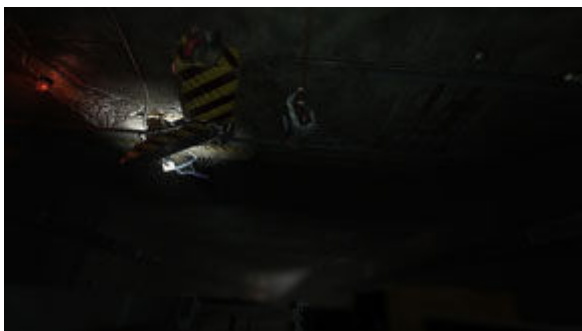
When you get to the top of the steps something uncanny happens, and you'll find yourself in the dark passages below. It's a linear path, so you can't get lost. You'll come to a mirror, after which you'll finally get to switch to third person view.



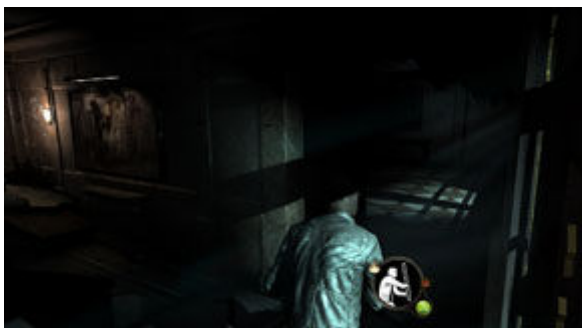
Walk down the path and hop on top of the elevator car to watch a brief cut scene. Now, take the walkway around to the ladder, release the rope at the end of the catwalk, and repel down. It'll take a little practice to get used to the controls here.



You'll come to a large dangling electrical box that is electrifying the metal grating below. Swing back and forth and push the box so the dangling cable gets caught on the protrusion to the left and continue down. Near the bottom of the rope, a door will burst open, giving you access to a hallway. Two ways are blocked by fire, so head through the door.



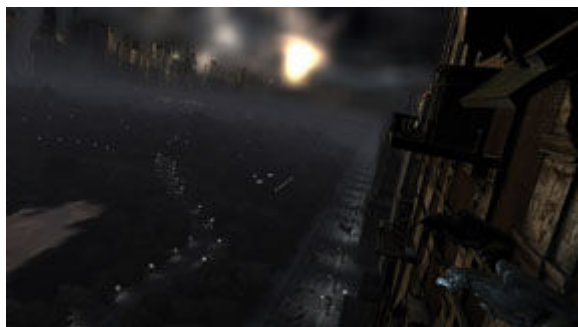
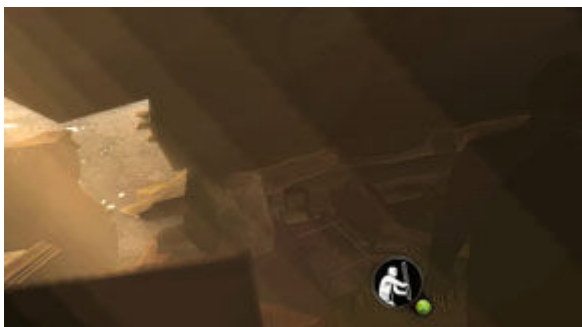
There's a woman panicking by a locked door. Someone is trapped inside. Head into the darkened room just past her. Grab the desk and drag it out of the doorway and head into the next room. Grab the extinguisher and use it to put out the flames. You'll meet the trapped man, but you still can't open the door. Use the extinguisher as a battering ram to break the door down.



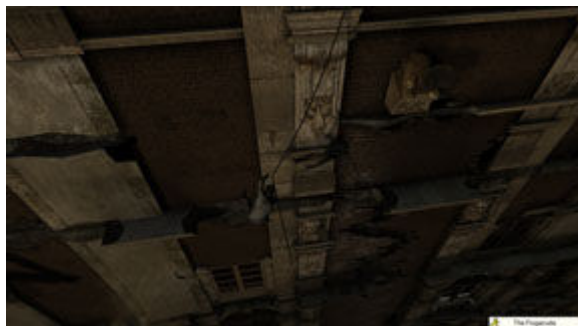
You'll have to head down the fiery hallway now. Use the extinguisher to put out the flames and take the first right turn. There's a gap where the floor has broken away. Leap across. Off to the right there's a dead man and a gun nearby. Grab the gun, equip it and shoot out the lock of the nearby door.



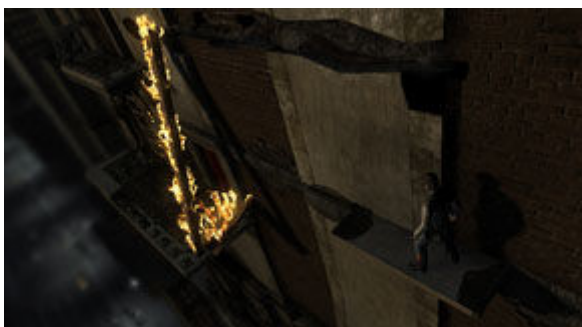
In the next room there's a cabinet off to the left with some supplies (tape, first aid spray, ammo). Get them, and then as you start to head back, the room will begin collapsing. Run back to the part of the room that had the supplies (you'll need to jump) and the floor will give way and you'll find yourself clinging for life, followed by a scenic view of the park.



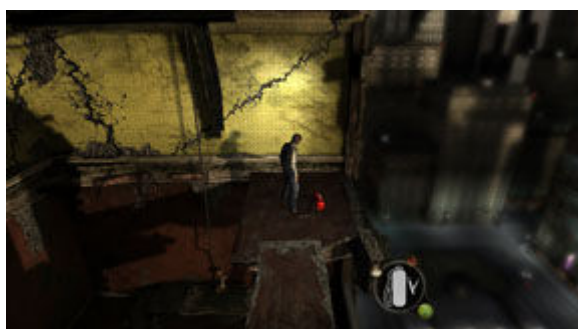
Grab onto the rope and start making your way across the ledge. Stuff will start falling and take out your new friend. You'll find yourself hanging from the ledge. Crawl right and mind the flying car. Pull yourself up and shimmy right. You'll come to another cable. It's stuck on a gargoyle above. Grab onto the rope and repel to free the rope. Then run back and forth and jump across to the left.



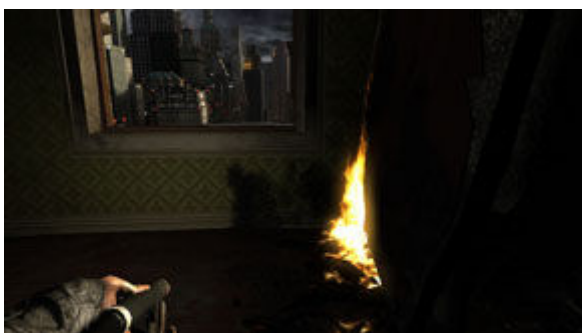
Jump up onto the ledge and shimmy left. The ledge will give way, but hold on until you reach the other side. You'll drop down in front of a door. Go inside.



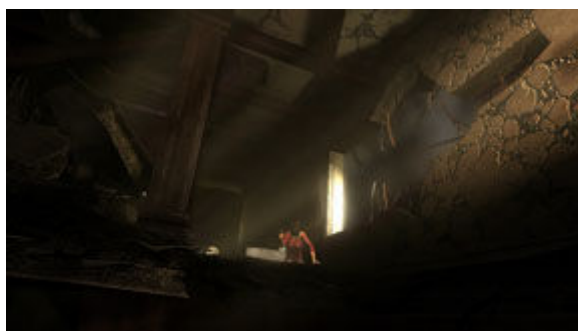
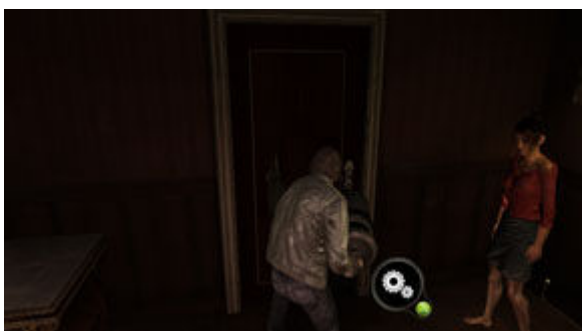
Now you're faced with a simple puzzle. Off to the left you can see a fire extinguisher on the floor below. There's a rope here acting as a pulley that can lift a piece of debris on the lower floor. Hop down, grab the extinguisher and place it on the piece of debris. Now climb back up to the floor above. Jump to grab onto the rope, and you'll pull the debris up and knock the extinguisher up to the floor above. Now go back up and grab it.



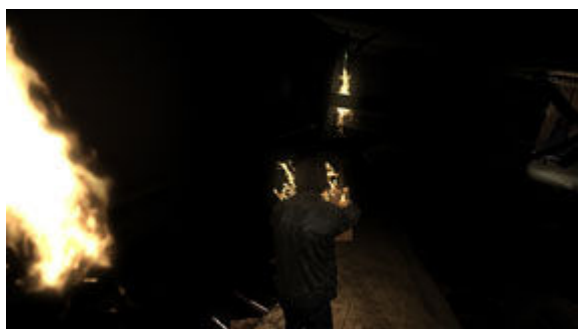
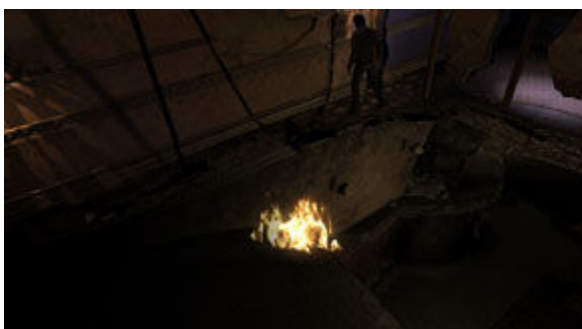
Extinguish the fire in the corner, and then hop up to the next floor and jump across to the door. There's a cable out here. Start climbing. It'll give way but eventually you'll make it to a ledge and rendezvous with the lady in red.



Grab the small trashcan in the room and use it to bust down the door. Beyond here the floor will collapse and you'll watch the building claim another victim. Drag the desk near the wall and then jump on it and jump to the floor above.



Grab the ledge here, and shimmy left until you can climb up. Around the corner here an old guard will motion to you to make your way across. Grab a stool and push it into a fire. Now you can use it to light your way as you work around the winding path. When you get to the end, jump across to the guard. So this chapter ends and a new one begins.

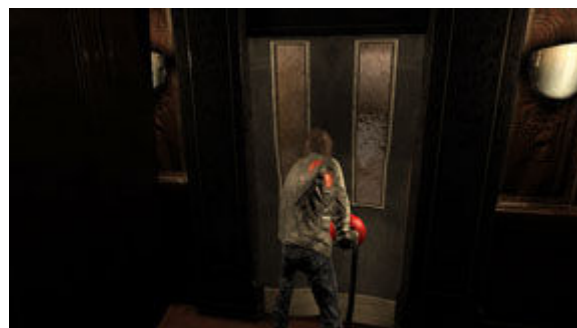


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Now it's on. There are a lot of weapons lying around, but on the other side of the broken wall there's a sword that will serve you well. With this you should be able to hack up your foe pretty well. When she goes down, a piece of the roof will fall and a small fire will start. Grab something wooden, put it in the fire, and then use your fiery weapon to finish off your enemy.



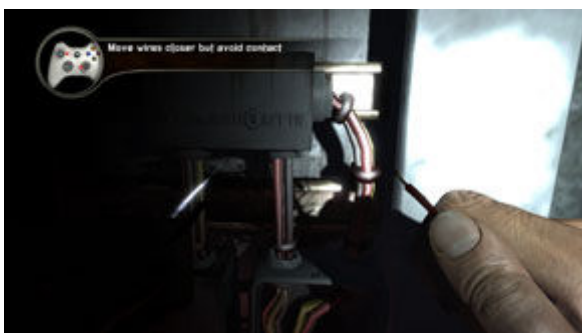
Now, it's a quick hop across a pit with a fiery pendulum. Get a running start. If you've ever played a Mario game, you know what to do. Hop down below and grab the extinguisher to break down the doors where you hear the screaming coming from. You'll watch a little scene. Try opening the elevator doors. It looks ugly out there, so help your new friend up through the hatch and then follow her.



Walk across the metal grating and drop down. You'll find a body with a flashlight nearby. Grab the light and leave the elevator. Just off to the right you'll find a flight of stairs. You can't go up, but there are some supplies on the shelves at the bottom, and a broom that can make a good torch if you light it on fire. At the end of the big hall you'll see a large fire where a truck has crashed. There are some little crab-like monsters around here so get some fire and start swinging. Don't worry, they're pretty easy.



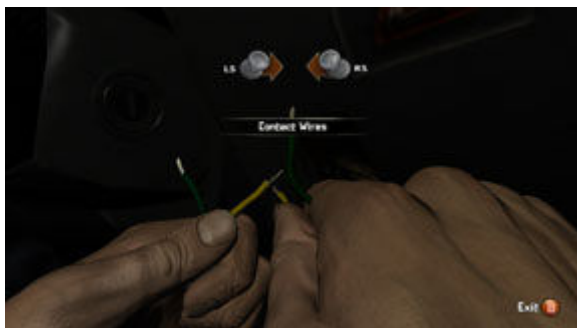
To the right of the big fire, you'll find a fire axe. Head back into the dark part of the hallway with your axe (and flashlight) and use the axe to bash down the door to the small room. There's an electrical box here, which you can use to restore power to the area. You'll summon another monster, so it's time to brawl. There are some solid weapons around, but remember that only fire can kill enemies, so go find a chair, torch it and start swinging.



Sarah will find a door, but it won't open it. Examine the keypad on the wall. Notice the bloody prints. Enter 9, 4, 3 in that order to open the door. An unwelcome visitor is waiting for you below. You can stick around and fight him, but it's probably easier just to head down the stairs and use the extinguisher to clear the way.



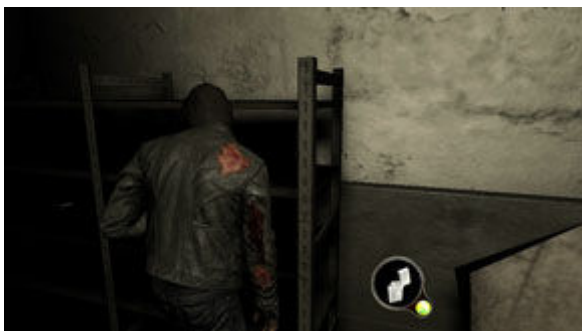
After another conversation, find a blunt object (the bat near the car on fire will do) and smash in a window of the car parked near where Sarah and Theo are standing. You need to hotwire it, quickly. Push the matching wires together and then hit the gas when the pointer is in the green part of the bar.



Now you get to do some reckless driving. The floor will give way at one point and you'll have to drive around to get back up. You'll make a dramatic jump, run over some bad guys (if you want) and eventually come to a forced crash.



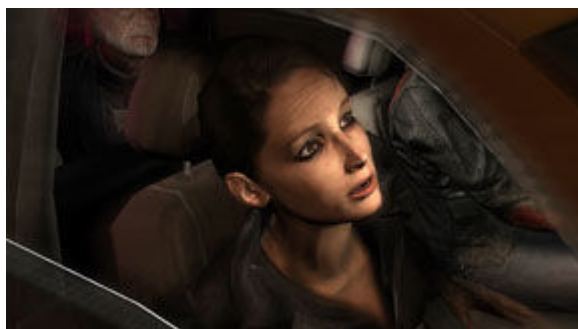
You've got a man wounded. Check the shelves nearby for some ammo and a Zippo lighter. Use the lighter to ignite the fuel line of the car from a safe distance and clear the way.



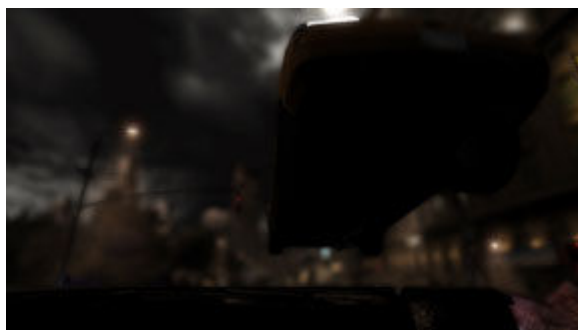
On the other side you'll see some cars but they're all out of commission. On the far end you'll see a fence and some boards blocking the way. Grab the chair nearby, light it, and torch the boards. The fissures will attack, so you have two options: Try to burn it by dropping your torch on it or throwing something explosive, or run like a bitch until you see a cut scene of a woman trying to escape and it goes after her. This part can be a bit frustrating, and neither way seems to be much easier.



Go to the other side of the area where you lit the boards on fire and wait for the planks to burn out. Now you can get to the other side, where you'll find a taxi with the keys conveniently left in the ignition. Smash through the garage door, and then through another on the right, and follow the ramp out of the garage.



The final sequence of the episode is pure driving action. The path is linear and should be pretty obvious, since giant rips in the pavement will prevent you from making any wrong turns. The most ridiculous and unexpected turn is when you have to crash through the glass doors of a building and drive up the stairs. How Hollywood. There's not a lot of advice we can give you here, I'm afraid, so just enjoy a few pictures of the ride.



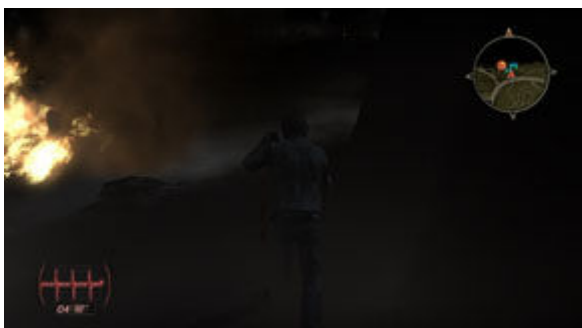


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You're hurt, and if HUDs are to be believed, you have exactly seven minutes left to live. If you try running under the overpass, a bus will block your way. Go to where Sarah is and help her up. She'll try to flag down an ambulance. You'll notice Theo's phone go up. Answer it, then go into your PDA and dial 911.



Now those cars that were blocking your way will finally explode, but on the other side a wave of creepy bat things is waiting for you. Just book as fast as you can to the bathroom marked on your map. The door will close behind you and you'll be safe for the moment. There's lots of goodies here, more than your limited inventory can likely handle. On the far side there's a room with a medical kit on the wall. There's an infinitely replenishing supply of first aid spray and bandages here; just close and re-open the kit. There's some goodies in the locker as well.



An electrical cable has fallen behind you. You can shoot the spot where it's latched to the wall to knock it down. Leave the room. Notice the wall has some holes in it now. Equip an explosive bottle and your gun. Now you can throw the bottle at the wall and shoot it to trigger an explosion and break it down.



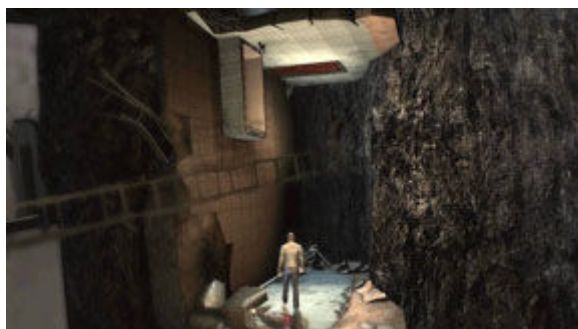
There's a nice pan of the area so you know what you're up against. You'll have to drop way down, and then bust out the glass on the ground to hop down below. Now you can do a little platform hopping to reach the bus. Jump up into the bus and drag the bodies toward the back. Now you can safely walk up to the front and open the door.



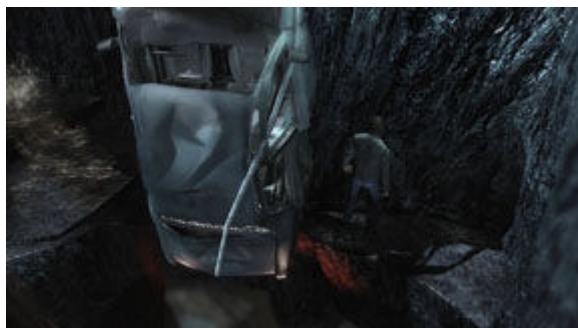
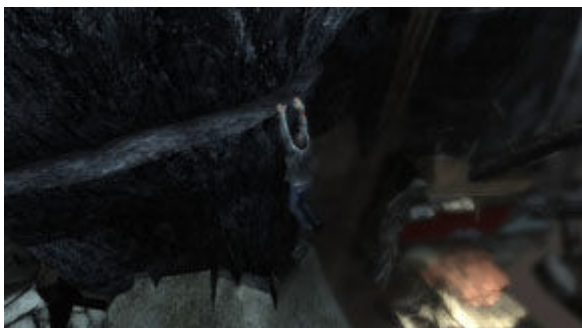
Now you've got a little brawl on your hands. You have a few options here, but we recommend having some flame rounds ready before you jump down just in case (combine explosive bottle with loaded pistol). You can light the chair up to easily dispose of the first two enemies. There's also a bat, which isn't flammable, but has enough heft to knock enemies over the edge. Lastly, you can use those precious flame rounds we mentioned a moment ago. After four enemies you'll have to fight a mini-boss who can take two or three times as much abuse as the others and attack from long range. Once the area is clear you'll be able to jump down to the next area.



There's a medical spray lying on the ground if you need it. Hop up and shimmy across. You'll watch the bus fall. When you get to the other side, nab the bullets on the ground, and then aim up at the door above you and shoot it out. A cable will fall down that you can climb up.



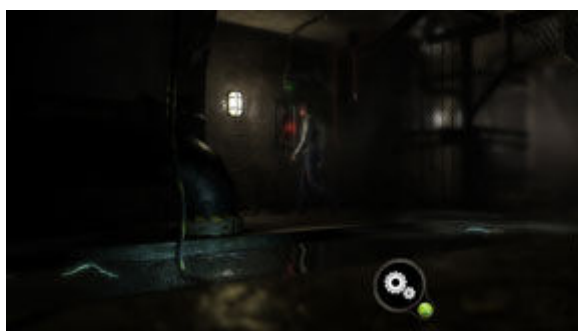
You'll soon come to another ledge to shimmy across. When the car drops you'll have to mash the action button to pull up. Climb into the car, work your way to the driver's seat, and then exit the vehicle. There's another rope to climb.



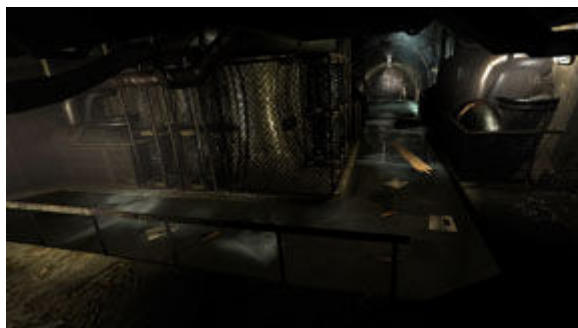
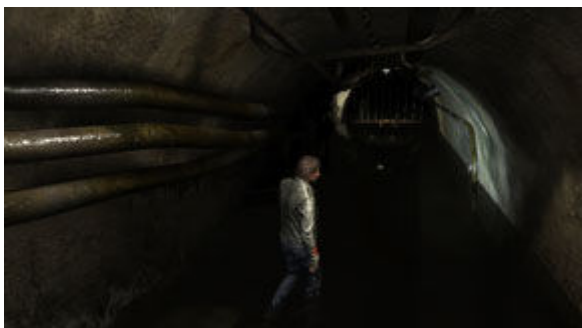
Up here you'll find what looks like a sewer passage. There's a large pulsating mass at the top of the ladder. There are bullets and explosive bottles here, so pop a few explosive rounds into it, and it will shrivel up.



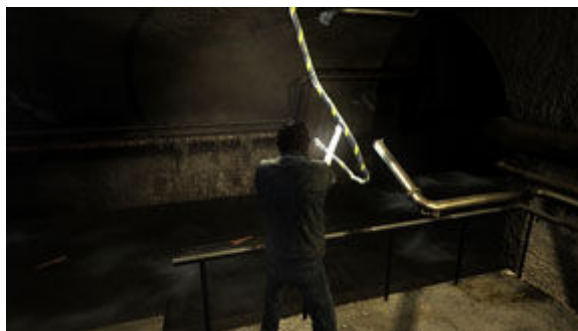
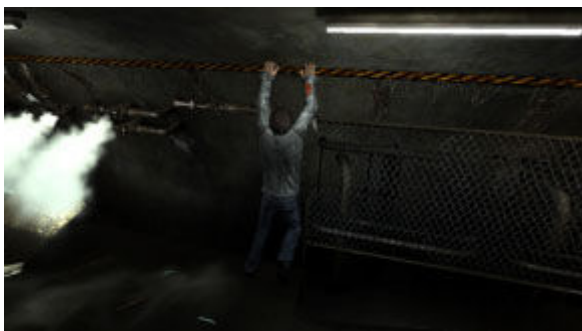
You'll get a call from Crowley but he doesn't tell you much. Up ahead, a wire has electrified the water. Hop across the water and use the electrical box on the other side. Carefully bring the leads together to shut down the box.



Proceed down a bit further and around the corner. Eventually you'll come to some crab enemies. We recommend your trusty firearm to take them out. There's another electrical box all the way at the end here as well as a fresh explosive bottle. Now go down the way that was blocked by electricity before.



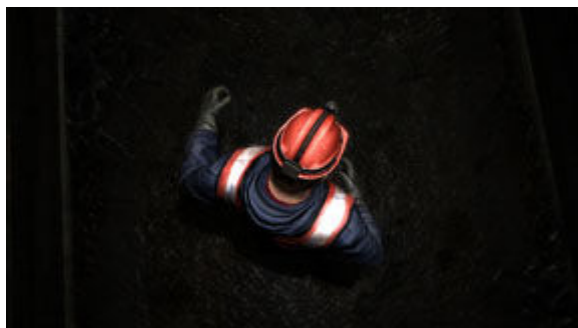
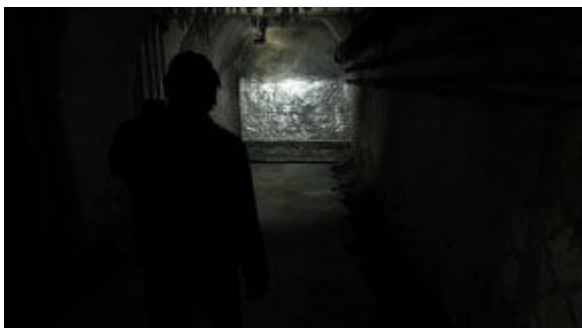
Foiled by dangling wires again. See that yellow and black beam on the right? Jump up and grab it and then shimmy across, careful to avoid the steam vents. When you reach safe footing, drop down and go into the next room. There are a lot of supplies on the shelves, in the locker, and in the med kit. Grab one of the big pipes and use it to push the cable dangling into the water onto the pipe.



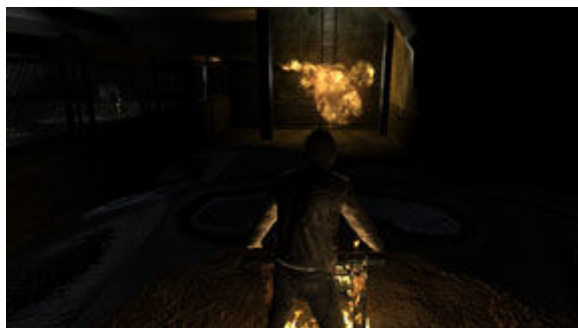
Go back into the room now and watch out for the enemy waiting for you. Once you dispose of him, grab the explosive tank on the ground and take it down to the end of the sewer where the door is. Drop it on the ground by the door, back up, and shoot it to trigger an explosion that will blow the door open.



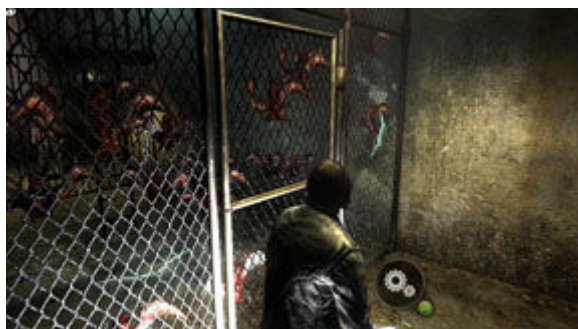
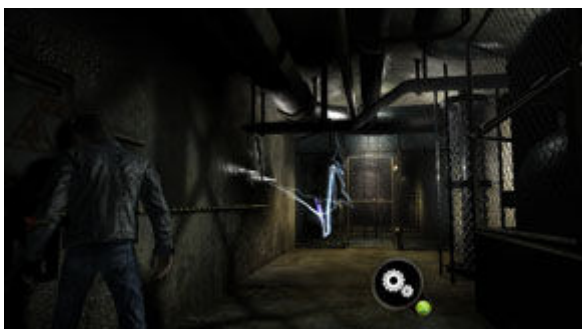
The sewers up ahead are filled with some nasty black liquid that apparently kills people instantly. It seems to have an aversion to light. Equip your flashlight, switch to first-person view, and aim it at your feet. Hug the right side of the corridor and inch your way along until you can reach safety.



There's a nest spawning those crab-like creatures (they're called ratz). Pop it with a couple flammable rounds and take out any of its spawn. Go over to where the nest was and pull the cable out of the water. Now you can go turn that valve to shut off the fire by the ladder. Now go back around and turn off the other valve, which will allow you back into the room where you found all the supplies before. The path to ladder has more of that black crap, but the flashlight won't cut it this time, so light a chair on fire and use that to reach the ladder.



There's a man in a cell above. Throw the switch to kill the electricity. The way is clear now but those flying buggers swarm the place. Turn the power back on and grab the end of the cable and drag it over to the fence to kill them. Now you're clear to go up above.



Back to the park. You're surrounded by enemies. You can stay and fight, or just book. Head for the dot on your map. There are cars littered about, so grab one to make the trip easier. The enemies here can jump onto your car. If they do a little crash will shake them. When you approach the spot on your map, you'll find the way blocked by a large canyon. There are a couple nasty enemies around here as well.



Go up to the car perched precariously on the edge of the gorge. It'll fall. There are a few burnt out cars blocking the road here. You can use explosives to clear the way, or just push them with your car. When you've cleared them off the road grab a car. You'll need to hit that ramp with plenty of speed. Go all the way back to the light to get a good start and then drive across. Sarah is waiting for you in the ambulance.



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The first checkpoint is not far ahead. Just before you reach it, there's a small building you can go in containing, among other items of interest, a magnum. When you leave you'll be swarmed by bats (as they're called). Book for the car and take off.



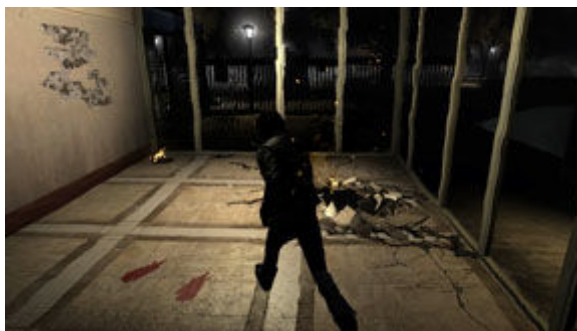
This is an action driving sequence, and it will probably take you a couple tries since it's a long one. There bats are going to swarm your car, and not only damage it, but gradually lift it higher into the air until the fall will kill you. You can get rid of them by driving fast enough or crashing into something. The former is the best way to keep your car together for this long drive, so just try to go as fast as possible from waypoint to waypoint. Eventually a tree will fall and block your pursuers. Or will it?



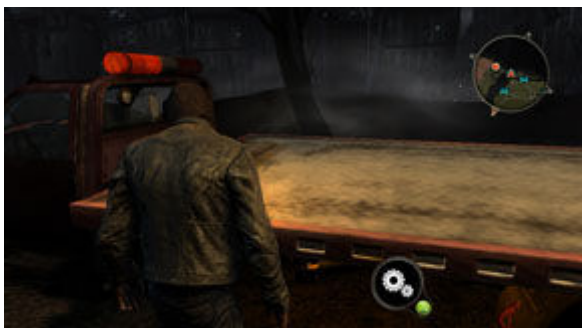
Boss time. It's not so bad, though. There's a big swarm of bats and they'll fling debris at you. There are a lot of explosives around. Grab what you need, go up to the base and equip a bottle and your gun and toss it at the large organic mass in the center and detonate it as it hits. About four of them will finish them off. Pick the area clean of whatever supplies you want and roll out.



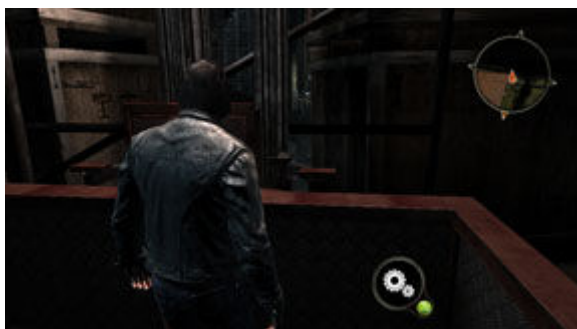
Go through the area where the bat nest was and up the stairs to the pick up truck. There's not much action on the drive to the museum, but if you stop in the lake house, there are a couple Roots, guarded by four baddies. Use the explosive bottles in the area to take out the roots.



When you get to the museum you'll find a large gap blocking the way with no ramp to make it across. Grab the nearby tow truck, drive it to near the edge of the gap, and shoot or otherwise break the locks off the back so the gate falls down. Now you can use the panel on the side of the truck to raise the rear. Good makeshift ramp, eh? Grab a vehicle and jump across the gap now.



Bust out the lock to open the gate the museum. The fissures are back! The easiest way to be rid of this one is to pop it once with a fire bullet. Now look around for an electrical box with a flashing red light. You'll need to jump across to reach it. Bust open the door of the electrical box (the pipe nearby will work for this) and then you can mess with the wires. Switch to the purple leads and bring them together to call the elevator. Ride it up.



Shoot or smash the window in to get into the bathroom. The fissures will attack so have some fire ammo ready and pop 'em one. There's a small store room near where you came in. There are some supplies here and a fire extinguisher. Grab the extinguisher and leave the bathroom through the door. There's a raging fire on the left, but you should have no trouble putting it out.

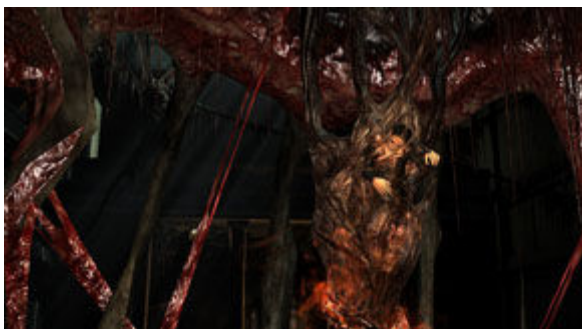


At the end of the hall off to the right there are again many supplies to grab. To the left is a darker part of the hall which is, of course, where you need to go. There are some larger human enemies (two of them, though they'll probably come at you one at a time) that will throw stuff at you. Hide around the corners and pull out and shoot the glowing cracks on their bodies to hurt them. Bust down the door with the nearby trashcan.



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This looks like a boss fight or something, but it's not. You just have to free Sarah. Pick up the fire axe on the ground and take a good swing at the cocoon. Now you have to administer CPR. The first part takes timing, and the second part just filling the lungs up. Pretty easy stuff.



You'll resume control in a small office kitchen. The first thing you should do is go out to the room where you freed Sarah and take out the two nests that are rapidly filling the area with Ratz. Now you'll be free to do some exterminating, and then you can head back to the kitchen and raid it for supplies. After you killed the two nests, some poison ratz spawned above. Find them and shoot them to lower a rope that you can use to climb and reach another nest above. Use a spray and lighter to torch some of the wooden beams blocking your way and then wait for them to burn out so you can proceed.



Go down the stairs. There's a rock blocking a laser eye. Shoot it and the door opens. Torch the big tumors blocking the way. Around the corner a body is blocking another laser eye. Drag it to open the door and let a lot of ratz in. Wipe them out and then make your way forward until you get a pan of the area showing some nests.

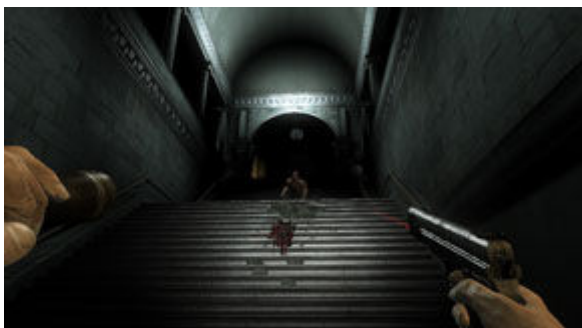
There's a kitchen near here with a lot of alcohol in the fridge and explosive bottles on the floor. There's also a handkerchief in the locker along with double sided tape. Make a Molotov (combine handkerchief with explosive bottle or alcohol and use with lighter) and go into the next room and throw it over the broken gap in the wall near the ceiling. It should light everything living in the room and also open a door nearby.



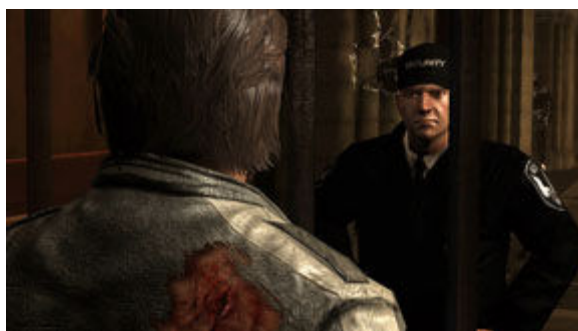
This next puzzle is a little tricky. There's a nest on the other side of a metal grate door, and a small duct connecting the two sides. Kill all the aggressing ratz, and you'll notice one left that just goes back and forth between the nest and the puddle of blood. You'll need to make another Molotov and use the double sided tape on it. Light it and throw it at the rat when it comes around. It'll take the explosive package back to the nest, and with a satisfying boom, clear the way.



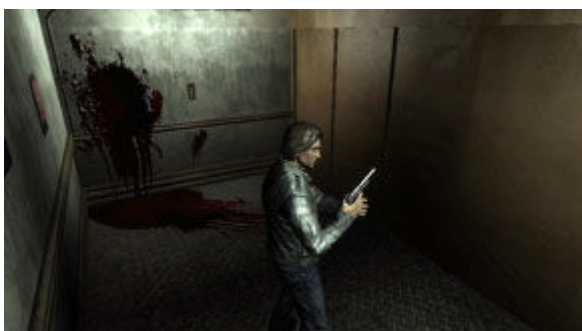
This next area is a huge fight with a ton of human enemies. You have a big open area to maneuver and some smaller rooms off to the side. Not much strategy, just shooting. When they stop coming, head up the big flight of stairs and three more of them will come at you. These guys are tougher than the others, and they won't go down easy. When the coast is clear, look for the guard upstairs. He'll open the way ahead.



At the bottom of the stairs is more of that black crap from the sewers. Use your flashlight in first-person mode at the ground and move from light to light until you reach the other side. You'll come to a huge room with a gate in the middle. There's a guard here who can help you through.



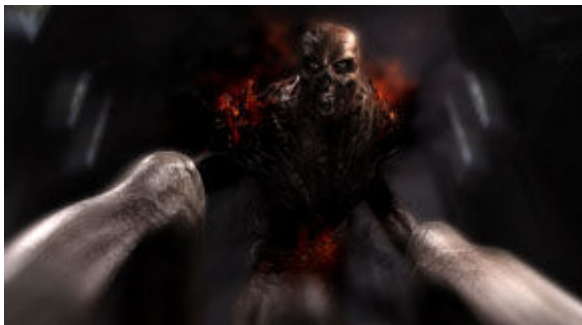
Head into the elevator and hit the button to go down. It'll get stuck after a few feet. Open the door, climb out, and go back out. Get a full clip of fire bullets ready; you're going to need them.



Boss time. This can be a tough fight, especially since you're probably getting low on supplies. The rhythm of the fight is

to get behind a pillar as quickly as possible, wait 'til he stops throwing knives, and then pop him with fire ammo. He also does a large attack where he lifts all the debris into the air. Standing behind a pillar will block this, but afterwards he will take out the pillar, so run to the next one.

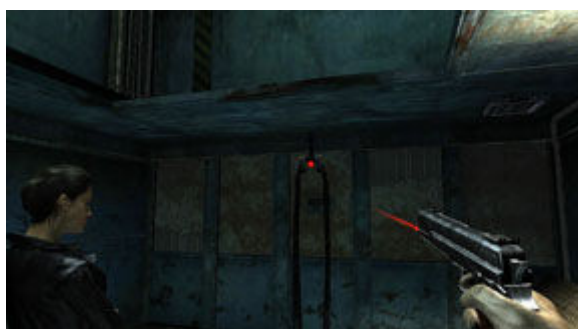
After a few successful shots, gunfire will stop hurting him. In the two corners on the opposite side of the room from where you first came in there are explosive bottles, bullets, and in one of the corners there is a medical spray. Equip the explosive bottles and your gun and throw them at him. After three hits with these he will die.



This next puzzle is pretty grisly. You need a handprint ID to open the door, but the guard is dead. To the left of the door is a sword on the wall. Shoot it down, and then use it to chop off the guard's arm. Pick up the arm and take it over to the scanner to unlock the door.



There are plenty of much needed supplies in the room after the next, as well as a door to a dimly lit passage. You'll eventually come to a room with a hatch on the floor. Open the hatch and then shoot out the cable so you can repel down.

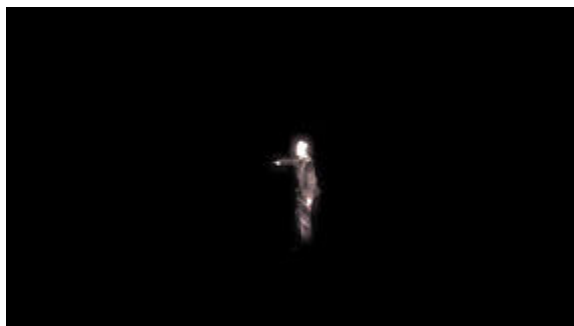
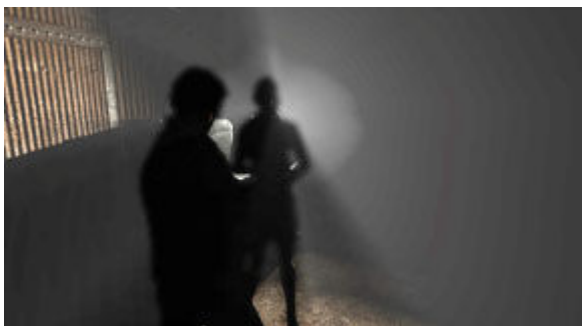


When you get to the bottom of the rope, switch to first person mode and pull out your gun. Shoot the lock out and jump into the newly opened passage. Work your way around to the left. At the end of the hall you'll be jumped by a couple human enemies, so have your gun ready and loaded. Grab the tank at the end of the hall, place it near the door, and shoot it from a safe distance to blow it open. Climb down the ladder and you'll find Room 943.

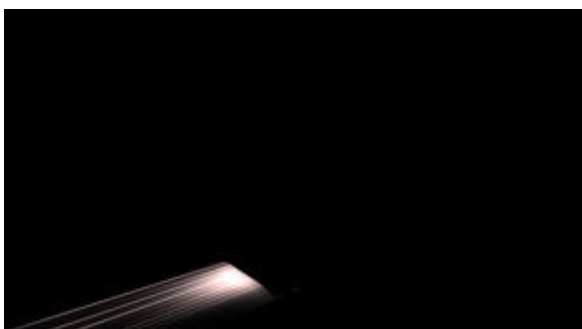


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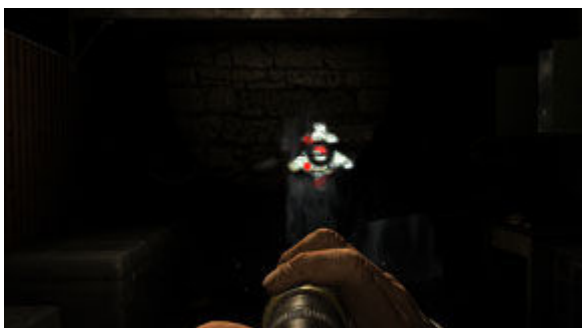
You're trapped in the room and it'll go dark soon. First you need to get close to Sarah and the lights will flash. Then it goes dark again. Close your eyes and look around and you can see an apparition of Theo pointing to some newspapers on the wall. Look at them. Sarah, eh? Now close your eyes again and find him pointing at a phonograph. Repeat this process again to find a knocker and a bottle of perfume. Sarah will get the message and knock Edward out.



After you come do, close your eyes one more time and find a locker with light coming from the bottom (you may have to look down a bit). Open the locker and close your eyes again. Theo will open the way.



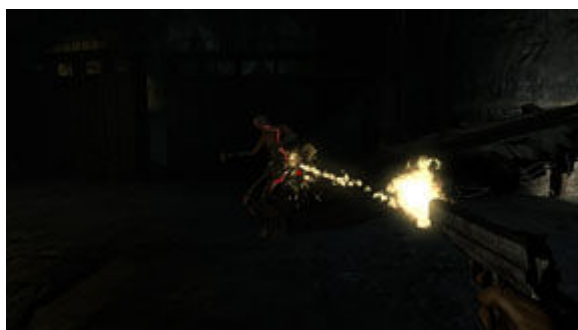
You'll get some messages to read, mostly riddles, and a lens, which you'll need to take (this means sacrificing something in your jacket). Go back out into Room 943, and equip the flashlight and lens. Use the lens to shine the symbol at the spray paint on the wall and a door will open up.



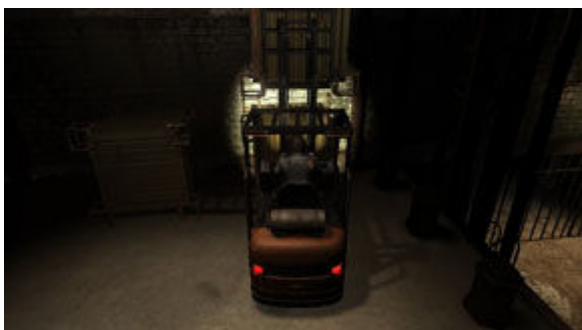
You'll come to a large cave. There are two ratz nests on the other side. Shoot them quickly and then grab the forklift and drive it down the ramp on the left. Lower the forks and drive them under the metal bridge and then raise them to lift them up. Just run over any ratz along the way. Now you can cross the bridge with the forklift and drive down the hall to the next area.



At the end of the next room you'll see four crates stacked up and a slightly raised area below. Drive the forklift to the right of the area, lower the forks and slide them under the right side and raise them to create a ramp. Now leave the forklift holding this ramp up, and throw the nearby lever to extend a beam that will allow it to stay up. This will trigger a single human enemy, and he's a pretty tough one. When you're done with him, drive up the ramp and push the crates out of the way.



On the other side of the chain link fence there are some lockers, but it's kind of a pain to get to them, and this is entirely optional. You'll have to stack the crates and hop up to get over. In the big room just beyond you'll get a text and you'll see there are two nests, which you should take out quickly. Now, use the forklift to stack two crates on the left side by the broken ladder and one more next to those and use them to climb up. There's a lever up here that will raise the area in the middle of the room and allow you to drive the forklift across. On the far side of the room is another lever. Use it to open the door partway and then use the fork to open it the rest. Get out and proceed ahead.



This hallway leads to a lift activated by a switch. There's a door up here that you can open with another switch. Walk the plank but be prepared for a fall. You'll have to run around in the helicopter's spotlight for a while to stay alive before crying uncle.

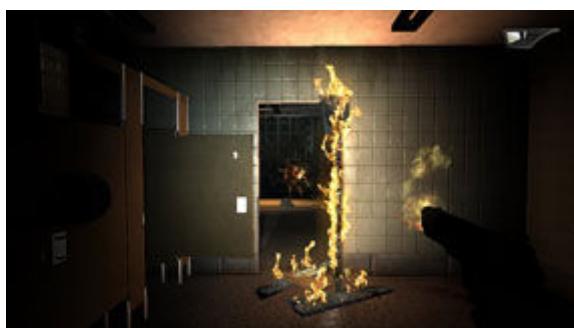


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Climb up the rope; you don't have much choice. You'll have to dodge some debris, but eventually you'll pull yourself up high enough to reach a subway car to the left that you can jump on. Go in the car and walk forward. The car will start to fall. Quickly grab the rope and then hit the holster button to pull out your weapon. Shoot the ratz before they get close enough to start shooting poison. As you climb up the car will fall, but you can still pull yourself to safety.

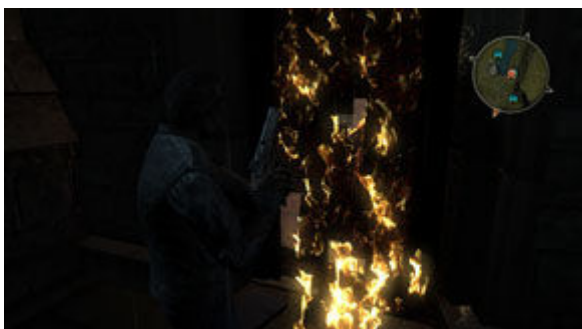


This next part can be really tough without some strategy, since you might be running low on supplies. As you approach the subway platform, human enemies will spawn all over. Run for the small door near the stairs. It leads to a bathroom, and there's a smaller room on the right hand side that has supplies. It's easy to position yourself inside and pick off the enemies as they approach the door. The final enemy that will spawn is one of the knife-throwers. He's a bit trickier, so you may want to fix a Molotov.



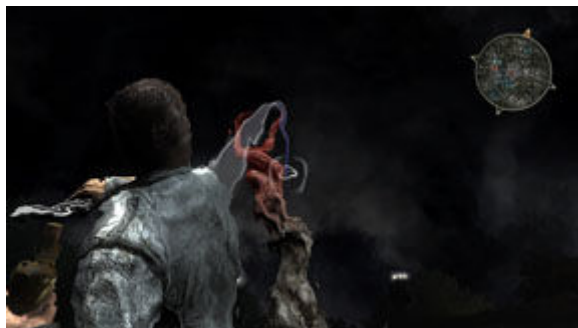
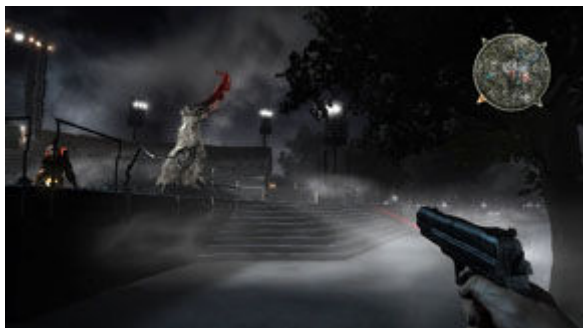
When the coast is clear the survivor in the car will let you in. A monster will grab the car and throw it around a bit, but it seems to be in its death throes. On one end of the car you can see some ratz climbing on some sinewy strands. Shoot them from where you stand, and then climb jump onto the cord. Climb up until you can reach the cord to the left, and then jump over that. Now, even though it seems like a terrible idea, climb up into the beast and walk through it to escape back to the park.

There's a turquoise colored car nearby that you can hotwire. Drive up the nearby ramp, and from there it's just a short drive to the castle. There are some explosive glass bottles nearby. Use one to blow the door open. Inside you'll get a message that your objective has changed and you need to raise your Spectral Vision.



You'll get a message about the Roots of Evil. If you've been following this guide you've seen them before. They show up as static on your map. There's one nearby that you might want to check out, ripe for the picking. It's on a large stage, surrounded by three human enemies. Nearby there's an explosive glass bottle that will do the job perfectly (since

shooting won't get you very far).



Check your map. There are 11 more locations where you can find roots. Many of them are out in the open and quite easy to get. We highly recommend getting the root marked 11 on the map and avoiding the one labeled 8 unless you're a completionist. Some, like the three in the center-left part of the map, are worth only 2 points each, but are easy and close together.

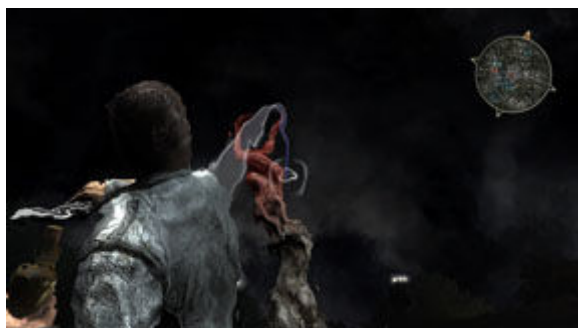


[Click Map for Larger Version](#)

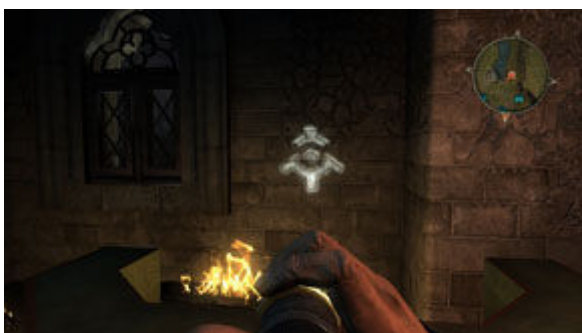
If you'd like to tackle Root #8, here's how: You'll need to make a Molotov to blow the door. Climb down the ladder inside, and then drop a glowstick all the way down below. Climb down. You'll need to throw another glowstick to clear the way. You'll enter the room with the root. Turn the machinery on with the big panel, and line a cylinder up right where it turns the near-left corner. Stand by the control panel, throw a sticky plastic Molotov at the cylinder, and quickly hit the button to start it up again. If you did it right, it should blow up near the root and destroy it.

Once your vision is over 30, return to the castle. You need to use your spectral vision to find six symbols in and around the castle and use the lens and the flashlight to illuminate each until they glow and you see a shot of a panel on the floor light up.

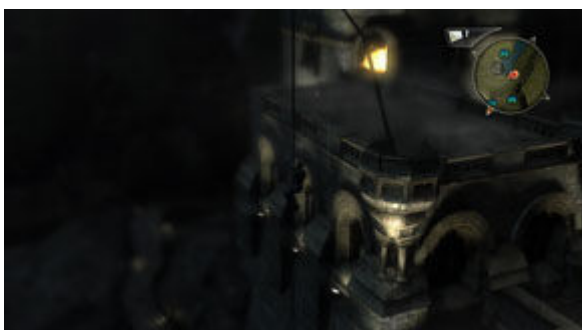
Four of them are outside the castle. One is outside near the smaller of the two fires (below, lower left). One is on the corner near the path to the front door. Another is on the outer "southwest" corner (assuming up is north which, if you know New York, it is not really), and the fourth is at the top of the curving stairs on the south side of the castle. Two enemies will attack you when you approach this one, and the symbol is right behind where they appeared (below right).



The last two are inside. One is behind the painting behind the counter. You'll need to torch the painting first (below left). The second one is in the room with the black garbage on the floor. Use the light to get across the room and jump up on the ledge and you can line it up close enough from here (below right).



Now you can jump out the window and climb up the rope, but you may want to stock up first. When you jump off the roof a knife-thrower will be waiting for you. It's not a great space to fight, so we recommend hitting him with explosive bottles and ending the fight quickly. An extinguisher will put out the fire and then you go up and stand on the platform with the illuminated symbols and ride up to the telescope. Point the telescope at the moon to reveal your destination and continue to the final episode.

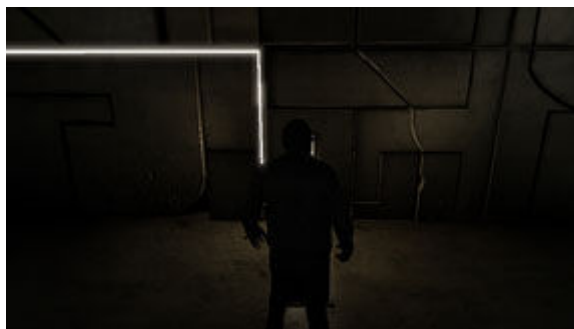


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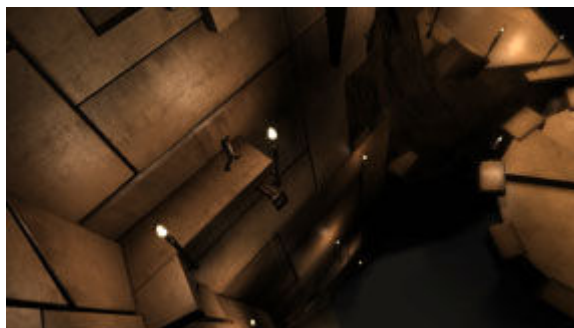
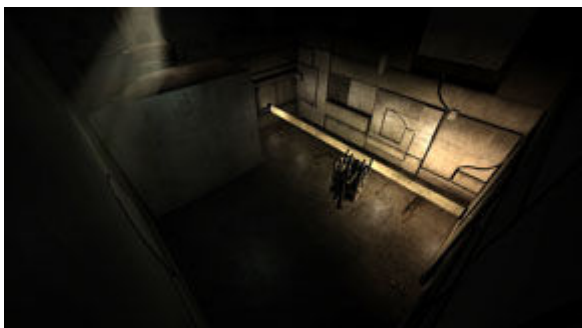
Ok, you're probably not going to like this next part. It's pretty much the same as the filler from Episode 7, except more of it, and less interesting. You need to get your Spectral Vision up to 75. If you get it up to 50, you can skip ahead using the chapter skip function, at least. Most of the Roots are out in the open and only worth a couple points. There's one on a raised island that seems inaccessible, and you'll need to grab the turquoise car nearby and use the ramp by the fire to reach it.

Once you get the needed 75 SV, head for the spot marked on your map and toss a Molotov at the root on the other side of the barrier. If you don't have enough SV it'll just bounce off. If you did it right, you'll see a brief cut of the root dying. Now go inside and use the lens on the symbol on the wall just like before. The way will open. In order to climb down you'll have to shoot a rope down. Work your way down the ledges, shimmy across, and keep going until you hit bottom.

You'll come to the inner part of the cave, designed like the eye symbol those Old Ones seemed to love. There's a lift operated by the lens and flashlight. It will take you to a room with a simple puzzle. Take the small stand and place it so it blocks the lightbeam in the center of the room. The door will open.



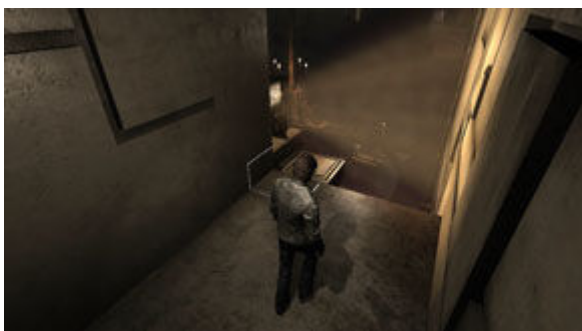
This next puzzle is a little trickier. You want to use the box to block the light beam again, but you want to place it near the light's origin such that it will be pushed out of the way shortly after the reaction starts, thus giving you a brief window to run over to the platform on the left, get on, and then be lifted up when the box is moved. Climb down the ropes and get a running start to reach the ledge, and then go down to the next set of ropes and hop from rope to rope.



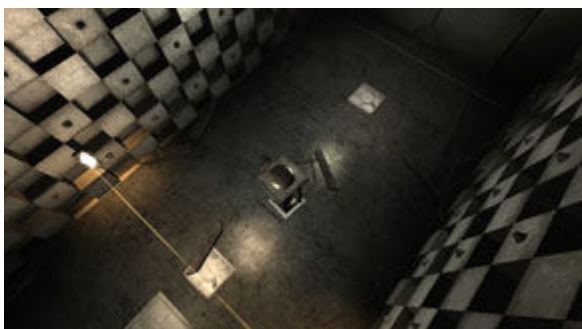
When you pick up the sign in the next room, torches will fall blocking your retreat. Take the sign with you. On the path with spikes up ahead, there's a sort of light beam railing on each side. Wave the sign on the right side at the first segment, then the left side at the second, and the right again on the last, and the door should open to let you through.



Yet another puzzle now. I bet you're starting to feel like Indiana Jones. Get the sign, and use it to block the beam on the right to stop the platform. Use this method to time your movements to avoid the pendulums.

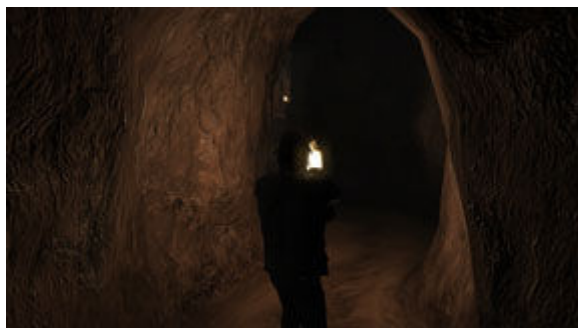
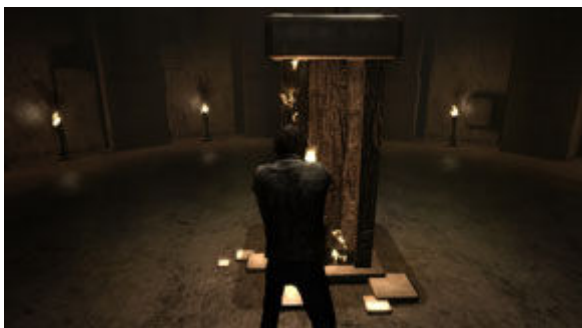


Climb down the rope and grab a piece of wood from in the cave. Light it with the torch outside and use that to burn the wooden torch blocking your way. This is a hint for the puzzle ahead. Drag the unlit torch across the room to the marked space. A device will light it. Now drag it back, grab a piece of wood and light it with the torch. Now burn the torch base and run to the other side before it burns out. When it drops, the platform will rise and carry you ahead.



There are some more ropes to climb down, and then you'll reach the next puzzle. This sign is flammable unlike some of the others. You'll need to use it as a torch to light your way as you navigate around a maze of narrow walkways. As you do this, you'll want to block the beams of light (any of them will do) for as much of the time as you can, as this will temporarily stop the ceiling from coming down. It will probably take a few tries to reach the doorway on the other side.

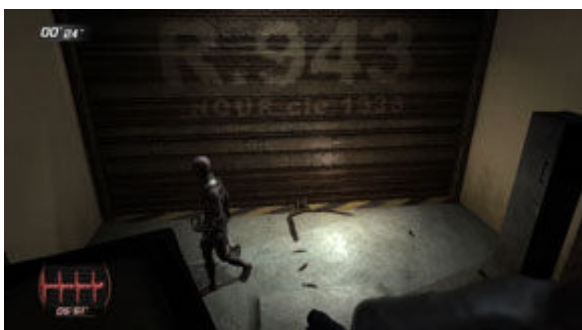
Across a long narrow walkway is a round room. There's a stone sculpture on a large wooden pedestal. Grab one of the torches and light the pedestal to get the sculpture. Take a torch down the passage you took to get here. The way is closed now, but there is a riddle. Hold the torch in front of you and back up about 6 feet and notice the flame bending to one side. Use the sculpture as a battering ram to bust out the cave wall to the side of this.



Ok, now you're back outside. The clock is ticking. There's a pickup truck marked on your map. Sprint for it. Now you have a pretty intense action driving sequence. Not much strategy here, just look at your map and cut corners where you can.



When you get to the museum do not exit the vehicle until you've driven all the way down inside the building as far as you can. In the next room there's a big garage door to Room 943. Why didn't anyone mention this the first time you came here? If you need it there's some ammo in the locker. Shoot out the lock to open the door. Crowley's in there and he has Sarah. Pop him in the head.



There is no epic final battle to be found here. Follow the instructions given to you. The ultimate decision will be one of life or death. Kill or don't. Neither ending is particularly happy.

