



Introduction

Things could be better in this city. The police force has been, shall we say, less than vigilant and now everything has gone down the crapper. The homeless and drug addicted, who previously ruled the slums in a way that mainstream society could ignore, have begun committing mindless acts of violence. Public health officials are baffled by the increasing number of birds that are found dead, and to top it off, the list of at-large serial killers keeps growing. As FBI Agent Ethan Thomas, you have your work cut out for you.

Fighting vagrants is a rough job. They're feisty, lack oral hygiene skills, and don't have much to lose in a fight. You're going to need everything around you to beat them back as you attempt to solve the mystery behind the growing evil in this city. So grab that pipe off of the wall and get ready to bash some skulls in. IGN Guides is here to lead you through one of the scariest games to hit home consoles in a long time.



Look inside the guide for:

- **FBI Academy**: A crash course in crime solving and close combat.
- **Weapons**: Make sure you use the right tool to bloody up the face of evil. A full analysis of each weapon you can wield.
- **Birds and Metal Pieces**: Looking for that last hidden item? Read here.
- **Walkthrough**: We'll take you step-by-step from the moment you arrive on the crime scene to the bloody conclusion.
- **Secrets**: Unlock everything.

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Are you a serial killer if you slay hundreds of hobos and drug addicts while solving a crime?

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FBI Academy

Health and Endurance

Like any good FBI agent, staying alive should be your top priority. Your Health Bar is located on the upper-left hand side of the screen. If the meter empties out, you'll die and have to restart from the last checkpoint. To avoid this, look for Health Kits whenever your health is low.

Despite the fact that you will spend most of your game moving through the seediest slums this side of hell, Health Packs are fairly plentiful. Perhaps they're left over from better days. Either way, their abundance is a bonus for you. They can be found inside of cabinets, on tables and counters, or even just laying about on the floor. Make sure you check everywhere to see if you can move objects or open doors to ensure that you find and use every Health Kit stash available.



The bar directly beneath your Health Bar is your Endurance Bar. Although you may be a super-agent, you're still human and that means that you're going to get tired if you spend your entire time running. Watch your Endurance Bar closely. Running can be useful for moving across open areas or long halls quickly, but it is even more important to be able to move rapidly when engaged in combat. Don't let your Endurance Bar get too low. You never know when some drugged up hobos are going to pop out to attack you.

Combat

Let's go fight some street people! The combat in Condemned is primarily melee mayhem against all sorts of drug addicts, homeless people, and general lunatics. They will attack you with whatever they can find in their immediate surroundings, and you should make sure to equip yourself similarly.

Finding Weapons

Arming yourself is a necessity in Condemned. Without a melee weapon or gun, you can't even hurt the street urchins attacking you aside from kicking. Luckily, weapons are easily found. Most pipes, boards, and other such objects in Condemned can be ripped from the wall or picked up to be used as a weapon. Since guns are in short supply (and ammunition in even shorter), these will be your primary mode of attack throughout the game.



When you do find a gun, you are stuck with the limited ammo it has. Once it runs out, the gun is next to useless. At any

time (even if there is still ammunition in it), you can flip the gun around and use it to club your opponents. Be aware that guns will quickly break apart if you hit them into the hard skull of a vagabond too many times. Watch out for the weapon damage bar when you decide to pistol whip some suckahs. Once it runs out, you'll have to find a new weapon before you can continue your slaughter.

Blocking

Being able to dodge and deflect enemy attacks becomes increasingly important as the game goes on. There are many different types of enemies, each with their own attack animation. Before rushing in to a fight with a new enemy, take a moment and observe their offensive patterns. When you do fight, watch for the beginnings of their attack animation. This is your queue to hit the Block Button. A successful block will momentarily stun the enemy, which gives you an opportunity for a counter-attack.



Finishing Moves

Once you've sufficiently pummeled a drug addict or bum, they will fall to their knees and waver. When they're in this dazed state, you can run up to them and do a super finishing move. Run up and stand in front of their face. A menu will appear on the screen allowing you to select from one of four killer moves.

These are brutal, blood-tastic ways of dispatching those pesky roustabouts, but they're merely for show. You won't get anything special for doing them except for a gory show. Don't forget that you can also kick enemies while they're down. This will have the same end result as a finishing move, but is sometimes more satisfying (especially if your aim is good).



Enemy AI

Studies have shown that the prevalence of mental illness amongst homeless people is around 15%. In Condemned, it is significantly higher. The homeless and addicted people that attack you in this game are surely 100% insane. You can use this to your advantage. The crazies in this game will attack anything, including each other. If you see a large band of strung out addicts attacking each other, let them fight. Don't bother jumping in to the big rumble. Just wait it out and then beat up on whoever survives or comes after you.

Sometimes, the insane buggers will try to surprise you by hiding behind walls and pillars. Usually, if you keep your eyes open, you can see these guys position themselves to wait for you. They aren't very good at it and usually will have part of an arm sticking out around the corner. Rather than running into an attack that will have a bloody pipe making a beeline for your forehead, simply wait. If there's one thing these people don't have (besides a home), it is patience. After a brief moment, they will come running out from around the corner, allowing you to get the first hit instead of them.

Exploration and Puzzle Solving

Although exploration isn't a requirement in most parts of *Condemned*, it is the only way that you'll find Dead Birds and Metal Pieces. These collectible items can be found in dark corners, behind objects, and inside cabinets throughout the game. Collect enough of them and you'll be rewarded with special bonus content. Read our [Secrets page](#) for more info on what you can unlock.



There are some parts where you'll need to explore to find a certain item or clue before you can advance the story. Most times, you will be prompted to do some exploring with the use of your handy forensic tools. If it is a puzzle that needs to be solved, you can usually find out what is needed to solve it by approaching a door. An on-screen prompt will tell you what item is needed or what requirement must be fulfilled before you can continue. If you're stuck, make sure you explore every room and hallway that you can. The game will usually close off doors behind you to prevent you from wandering too far back, so simply explore all of the area available to you and you'll eventually come across the answer to the puzzle.

Important Gadgets

Flashlight

Your trusty flashlight is the most important gadget in the game. Since the game takes place entirely at night and every environment is totally dilapidated, light is in short supply. Make sure you always have this item switch on. Using it doesn't slow you down or prevent you from equipping two-handed weapons, so there really isn't a punishment to being able to see your way around. Don't forget to shine it in dark corners and see what kind of goodies you can find.

Taser

The taser can be your best friend in a large fight. It is easy to aim and can quickly disable most enemies in the game. For some baddies, a shot from this puppy is enough to put them down for the count. The only drawback is that after firing it, the taser requires a short period of time to recharge before it can be used again. There are several techniques that you can use to make the most out of the taser.

1. Use the taser to disarm the addicts. While they are momentarily stunned from the 200+ kilovolts coursing through their muscles, run up to them and grab the weapon from their hands. This is an especially great technique if they are wielding a weapon that is better than yours.
2. Disable the bum and then lay a pipe into their head. There is no better time to attack than when your opponent can't block or fight back. Keep clobbering them until they regain mobility. By then, it should be recharged enough for you to repeat the maneuver.
3. Use the taser to manage crowds. When the vagabonds come in numbers, and they will, fire a taser shot into the meanest looking one so that you can deal with his unsavory buddies first.



Forensic Tools

With all of the transient bashing you're doing, it is easy to forget that your main goal is actually to catch this serial killer that has been terrorizing the good folk of the world. To help you, you've been provided with a wide array of forensic tools. An on-screen prompt will alert you when it is a good time to pull these out. Even better, the game will automatically select the right tool for the job. Bonus! Pay attention to the game's directions when you're told to use these tools. They'll always reveal important clues and help you progress through the game.

Weapons

One of the best parts about Condemned is that you can use almost anything as a weapon against the hordes of vagrants and drug addicts that inhabit the seedy underbelly of the city. Choosing the right weapon can mean the difference between life and death, so make sure you study up before going out into the field.

Melee Weapons

Although guns exist in Condemned, they are in short supply and they quickly run out of ammunition. That means for the majority of the game, you'll be defending yourself with whatever objects you can find on the ground or rip off of the walls. Anything that you can pick up in the game can be swung at an enemy, and that includes guns. Each melee weapon has a rating for Damage, Swing Speed, Block Time, and Reach. In the game, you will only see whether a new object is better or worse than the one you are holding in each of these categories. The chart below outlines the actual numbers as used in the game -- straight from Sega's mouth.

Weapon	Damage	Swing Speed	Block Time	Reach (relative)
2x4 bolts	17.5	1.18	0.73	30
2x4 burning	40	1.1	0.73	30
2x4 burnt	16.5	1.11	0.73	30
2x4 nails	20	1.18	0.73	30
Cleaver	42.5	1.02	0.59	5
Clothes rack	25	1.27	0.81	40
Colt 45	10	0.98	0.59	0
Crowbar	40	1.58	0.84	50
Desk drawer	27.5	1.44	0.84	35
Desktop	22.5	1.35	0.73	15
Double Shotgun	14	1.3	0.77	50
Fire Axe	60	1.71	0.88	50
Fireplace poker	35	1.31	0.77	35
Handrail	27.5	1.42	0.81	47
Large plank	27.5	1.44	0.81	45
Locker door	30	1.38	0.81	45
Mannequin arm	16.5	1.11	0.66	25
Old Axe	60	1.71	0.88	50
Paper cutter	50	1.54	0.88	35
Pipe steam (Steam Pipe)	30	1.42	0.66	35
Pipe gas (Gas Pipe)	27.5	1.31	0.66	35
Pipe lever valve (Large Pipe)	27.5	1.42	0.77	35
Pipe round valve (Small Pipe)	25	1.4	0.75	32
Pipe wires (Conduit)	22.5	1.27	0.73	30
Pump Shotgun	14	1.3	0.77	50
Rebar bent	22.5	1.3	0.77	10
Rebar concrete	50	1.63	0.92	10
Rebar straight	22.5	1.3	0.77	15
Revolver	10	0.98	0.59	0
Rifle	15	1.42	0.81	55
Shovel	40	1.62	0.84	55
Sign restroom	27.5	1.38	0.81	45
Sign subway	27.5	1.38	0.81	45
Sledgehammer	55	1.84	0.92	50
Subgun	12.5	1.11	0.73	5
Watcher stick	40	1.27	0.73	10

As you can see, weapons that cause the most damage are usually the worst in terms of how fast you can swing them and how quickly you can raise them up to block an attack. Axes do the most damage, but they will seriously slow you down. To help counteract this, use these slow but powerful weapons in a strike and retreat method. Going swing for

swing with a slow weapon will cause you to lose life quickly since you won't have time to block or get an attack in before the crafty drug addicts nail you. Move in for a big strike and then back off while they counterattack. Once they miss, move back in for another hit.



If brute force isn't your cup of tea, the faster weapons work just as well. To make the most out of your attack, try to use a weapon that has both a good Swing Speed and Block Time. Blocking is an integral move for those using fast weapons. A successful block will cause your opponent to stumble backwards, allowing you to come in for one or two quick strikes.

We only recommend using a gun as a melee weapon as a last resort. You know, one of those situations where you run out of ammo and that darn vagrant is still coming at you. The reason for this is that they do very little damage and will actually break apart from constant use. The end result is usually a partially bruised and angry enemy attacking you as you stand there with nothing but a broken gun. Oh, and for those of you who were wondering, kicking does 10 Damage.

Ladies and Gentlemen, Presenting... the Guns

You won't find many of them in *Condemned*, but those psychopathic killers will quiver in their boots each time you pick up a gun. Firearms pack over three times the damage capability than even the most powerful melee weapon. What's more, they don't take forever to swing. The only drawback is that if you get surrounded by a crowd of deranged hobos, you won't be able to defend yourself from their attacks.



Weapon	Damage	Accuracy (relative)	Range (relative)	Rate (relative)
Revolver	210	2	5	3
Colt 45	200	3	4	5
Pump Shotgun	220	5	3	2
Double Shotgun	220	4	2	5
Rifle	230	6	6	4
Subgun	200	1	4	6

Each gun in the game is rated in terms of Damage, Accuracy, Range, and firing Rate. Obviously, you'd rather have a rifle over a shotgun to shoot long distances. Be sure to make the most out of each precious bullet by taking advantage of each gun's strengths. Always make sure you fire shotguns from close range so that you don't miss. Try to use your machine gun when you've got large crowds that need to be mowed down.

Birds and Metal Pieces

Dead birds and shiny pieces of metal can be found throughout Condemned. In each chapter, there are 6 dead birds to find and three pieces of metal. Finding them will reward you with unlockable art and movies, as well as bolster up your Achievement list.



Metal pieces are fairly easy to find. Always look for birds and eyes drawn on walls as you go through the game. These indicate that a metal piece is near by. The birds can be harder to locate. You'll want to look in side rooms, on ledges, and in other hard to see areas to find all of these. Or, you can just read below for a description of their location. Click the description to go to that area of the walkthrough for even more details.

Birds

Chapter 1

- 1 Just after you first turn your flashlight on, look on a shelf in the room off to the right side of the hall.
- 2 Look on the window sills after going up the first staircase after the fighting begins.
- 3 After sliding the desk out of the way, go to the left and look on the floor underneath the health station.
- 4 Before going up to the 3rd floor, make sure you look in the side room and use your forensic tools to find the Dead Bird behind the shelves.
- 5 Look on the floor underneath the window where the detective tosses you the Fire Axe.
- 6 After breaking down the door with the Fire Axe, fight through two battles and walk down the halls. When the area opens up again, look on the left for a table.

Chapter 2

- 1 After going through the bay door at the beginning, walk straight back and look for a room with a white door. Go inside.
- 2 In the main lobby of the Metro station, use your Gas Spectrometer to locate the bird in the back corner.
- 3 Just after leaving the large lobby, turn to the left and move one of the carts at the end of the hall.
- 4 Once you get off of the elevator, pick the bird up off of the ground.
- 5 After taking the elevator up, look for the Men's Bathroom. The bird is in one of the toilets.
- 6 On a ledge on the balcony while you are chasing the suspect.

Chapter 3

- 1 On top of the newspaper machine to the right of the first escalators.
- 2 On the bench where the first bums that attack you were sitting.
- 3 After breaking through the first Fire Axe door, look inside the black cabinets.
- 4 Just after smashing through the door past the ticket booths, look for the bird on top of the broken tv.
- 5 Sitting on the floor underneath the spotlight just before you get kicked down the escalator.
- 6 On the floor as you go down the stairs after getting kicked down the escalator.

Chapter 4

1	As soon as the level starts you will be prompted to pull out your spectrometer. Use it to find the first bird.
2	Once you knock out the fan and jump down, go to the right. Go past the door that would lead back out and take the next door on your right. Look next to the sink.
3	After the suspect's trail goes cold, climb down the ladder. Go to the left and look for a large room on the left. Use your spectrometer inside that room.
4	After you fight the two guys in subway worker outfits, look for a ladder to climb. Before jumping down to the next area, look at the end of the platform for the bird.
5	Immediately after finding the 4th bird, hop down the hole in the ground and go down the staircase. The bird will be on the floor of one of the landings.
6	On the table where you photograph the subway blueprints.

Chapter 5

1	On the left in the back of the first room. It is next to a green package on the ground.
2	After coming back off of your first balcony, smash the display case on your right to pick up the bird.
3	After going up the stairs past the pay phones and metal piece, look on the left for a wreath on the wall. The dead bird is on a display shelf below it.
4	When you reach the flooded basement, go through the boards that the vagrant busted through. Follow that hall until you find a shelf with a bird on it.
5	After getting a Fire Axe, break down the door on the right in the back of the flooded room. Go straight until you see the dead bird on the desk.
6	After going up the stairs to leave the flooded basement, look in the second changing room.

Chapter 6

1	On a board in front of you as soon as the level starts.
2	Right next to the first one on the ground.
3	Move the board leaning up against the wall to the left of the first two birds.
4	In the room where a man breaks through the wall with a shotgun, look for a filing cabinet that you can move.
5	After you jump out onto the roof, look for the dead bird in the corner before you jump down.
6	After you jump off of the roof, follow the fence around until you find the last bird.

Chapter 7

1	At the start of the level, walk through the door in the back of the room to enter the main lobby. Look on the receptionist's desk to find a dead bird.
2	After Rosa gets abducted, move through a set of double doors and then look on the book carts.
3	While searching for Rosa, you will go into some library stacks. In the second room, a guy will shoot at you with a gun. Kill him and then move the filing cabinets in front of you to find the bird.
4	Inside the Rare Books room, you will be prompted to use your spectrometer. Follow its signal to a dead bird and a Sledgehammer.
5	Climb up the ladder in the Rare Books room and look on top of the shelf.
6	After Rosa brings you a new flashlight and you jump down another hole, look for the bird on a table when some creepers pop out to attack you.

Chapter 8

1	At the start of the level, go down the hall and go into the third door on the right side. Look behind the desks for a dead bird.
2	Just before you go into the room with the guy scratching on the chalkboard, look in the bathroom on the right. Find the bird on the floor.
3	After you jump down a broken staircase, turn around and walk back down the short hall.
4	When you come up on to the stage behind the curtain, walk down the staircase and look next to the cardboard hut.
5	When you first enter the locker room, look for a swinging door on the left. Enter it and walk to the end. Look on the ground for the bird.
6	After you walk through the bloody showers and the last bathrooms, look for a table on the right that has a dead bird on it.

Chapter 9

1	From the start of the level, go left. The bird is on a table.
2	Go straight towards the back of the house until you see a kitchen on the right. There is a bird in the fridge.
3	Look for a mirrored armoire in the basement. A dead bird rests on the ground in front of it.
4	Go right at the top of the stairs on the second floor and look for a door going in to the bathroom. Flip the bathtub over to find a dead bird.
5	Go all of the way to the right side of the attic to find a bird flopping on the floor.
6	The last dead bird is on the bed in the room that had the padlocked door leading to the attic.

Chapter 10

1	Crawl through the hole you create by picking up the first flaming 2x4 and pick up the bird on the ground.
2	After fighting the first enemy with a flaming 2x4, go through the hole he made in the fence. There is a blue trailer on your right. Move it to find a bird.
3	After finding the 2nd bird, follow the track marks on the ground. Look for a red tractor on your left. There is a bird sitting on its hood.
4	In the room where you operate the crane, move one of the green crates to expose the bird.
5	In the rundown greenhouse (glass covered narrow building), look on the table next to the health kits to find a dead bird.
6	Stuck on the metal stake that you have to pull out of the wall to reach the last part of the level.

Metal Pieces

Chapter 1

1	After your first fight, go up the stairs. Walk down the hall and look for a side room on the right that has eyes painted on the wall.
2	After the first fight against two enemies, walk into the hall where the light and sound plays tricks on you. Look in the corner to find the eyes.
3	In the final area under construction, look for a pillar with eyes on it.

Chapter 2

1	In the Archives, look for a cabinet that you can move near the Sledgehammer.
2	While looking for the Fire Axe to restore power to the elevator, go down the ladder to a small underground tunnel. Look in between two pipes to find the piece.
3	Turn to the right after having an intuition about a cabinet being moved to find the eyes.

Chapter 3

1	At the second group of ticket booths, look for the eyes on the back walls of one of them. Move the cash register to find the metal.
2	After being knocked down the escalator, look for a bench with eyes around it.
3	Look for eyes on the wall after you hop down onto the subway tracks to get onto the train.

Chapter 4

1	After hopping down for the first time, go straight to the back and take a left towards the fence. Take another left and look behind the last strut in the corner.
2	After photographing the blueprints, look on the wooden barricade that is blocking the higher subway tunnel.
3	After searching the subway cars for evidence, you'll climb up a series of ladders. When you come to a chain link fence, turn left and go into a room full of cardboard. Look on the back wall for the eyes.

Chapter 5

1	Just after you move two clothing racks out of the way and a dead body falls through the window, turn to the right and look on the pillar.
2	After following the blood trail to a gate, you'll walk up a staircase to find another way around. Look on the left for some pay phones and the metal piece.
3	When you reach the flooded basement, walk all the way to the left in the water. Look for a shelf on the wall and you'll find a metal piece stuck to the wall behind it.

Chapter 6

1	Go down the hall on the left at the beginning and look to the left of the achievement tv.
2	Look on the wall in front of you when
3	After jumping off of the roof, jump down one more time and turn to the right. Look in the corner for a metal piece.

Chapter 7

1	After Rosa is kidnapped and you get a sample of blood, walk to the end of the hallway and move a stack of books.
2	When you go into the burnt out stacks for the first time, look for a small loop on the right that is closed in by metal gates (it looks out into the Rare Book area). Move the stack of books in the corner to find a metal piece.
3	After the last fight in the burnt area before you meet up with Rosa, go through the open door. Inside, move one of the reading desks to find the metal piece.

Chapter 8

1	Walk to the end of the first hall and go into the next room. Look for a desk against the wall with eyes around it.
2	After jumping down the hole in the gymnasium, search the wall around the desk to find eyes and a metal piece.
3	After leaving the pool area, look for a door that needs a Sledgehammer in the locker room. The Sledgehammer is across from the door and the metal piece is inside.

Chapter 9

1	Continue towards the back of the house and go into the last room on the left. Move the cabinet to find a metal piece.
2	Go back into the kitchen and take the door that leads to the basement. Walk around to the right and turn right again so that you are underneath the stairs. Look for a metal piece on the wall.
3	The last metal piece is in the closet in the room that had the padlocked door leading to the attic.

Chapter 10

1	After the shadow blows open a wall for you, follow the path until you see a white building. Look on its wall.
2	After killing everyone on the wooden bridge, look on the right side on a pole to find a metal piece.
3	After you fight the big battle with 5 flaming 2x4 guys and a metal pole guy, go into the next building and look on a table on the right.

Walkthrough - Chapter 1

The game begins with you, Agent Ethan Thomas, arriving at the scene of a serial killers latest crime. Once you are out of your car, walk over to the police tape and duck underneath it.



Follow the police officer through the halls and up the staircase. When his light goes dead, you'll be prompted to switch yours on. It is now time for you to start some exploring and find your first **Dead Bird**.



Go into the room on the right side of the next hallway and look on the shelf.

Go back into the hall and continue following the detective. He'll lead you into the crime scene where the victim is lying dead. Time to collect some evidence.

Your good friend Rosa calls you on the cell phone and describes how the forensic tool system works. You collect the data with an auto-selected tool and transmit the data to her. She'll then process it and telephone back any results she gets. Start by examining the dead body.



As you can see, this first forensic tool is the UV Light. It will cause clues to glow. Shine the light on the victim's neck. There you'll see the choke marks left by the killer. Pull out your 3d Scanner and adjust it using the arrows on its screen. Move it around until all four of the directional arrows are lit up. Then, zoom it in or out until the on-screen box glows. Snap a picture of it and send the data to Rosa.



With that evidence in, start combing the crime scene for more. Your next tool is the Laser Light. It causes evidence to glow green. Shine it on the mannequin's face once the lights are off. Next, take out your digital camera. Once again, adjust it so that all four of the directional arrows are lit up. Then, adjust the focus until the picture comes into view. Snap a picture and send it to Rosa.



The faint smell of cigarettes smoke alerts the detective to the presence of an unknown person. Looks like the serial killer is still close by! Go into the room that the detective opened. Walk just past him to trigger a cut scene. The detective and officer decide to check out the roof, leaving you alone to defend yourself.



A phone call signals the arrival of your first drugged up enemy. You pull out your gun, which only has 8 bullets. Once they are gone, you'll have to find weapons on your own. Make every shot count. Walk through to the next room on the right and shoot out the druggie.

The room door straight across from where you came in has a semi-conscious addict lying in the corner. Show him the underside of your boot. Then, look in the cabinet for a Health Kit if you lost any life in the initial battle. When you're

ready, look for a staircase and go up it.



Upstairs, walk straight ahead through the unfinished room.



Look for eyes on the wall in the second room on the right. Grab the Metal Piece off of the wall.



Head back towards the door to the stairs. Some of the shelves will be knocked over allowing you to go through a new passage. In the next room, a crazy is hiding behind the pillar in the center of the room. Approach it slowly and then fire a shot at his head when he pops out to attack.



Look in the window sills to find another Dead Bird.



If you need some health, look in the cabinet before going in to the next room. Continue walking down the hall. When it opens up into a larger room, look in the far right corner for a door you can open. In the next room, your intuition gives you some info about a power box.

Flip the switch in the corner. A short in the circuit knocks you to the ground. While you are recovering, the suspect grabs your gun and takes off. You better go get it back!

You need a weapon now that you've been disarmed. Look on the wall in the next room for a Small Pipe. If you prefer speed over strength, there is also a Conduit on the right wall. Pick your weapon and then slide the desk out of the way to continue on.



Go to the left in the next room and look for a medical station on the wall. Underneath it is a Dead Bird.



Go back to the desk and choose the other route through the hole in the wall. The suspect can be seen crawling up to the next floor. Since you're not much for acrobatics, look for another way up. Walk through the hall and eventually an enemy will tear through the wall ahead of you. Another will fall from the ceiling, so get ready to battle two guys at once. Try to keep one of them behind the other so that they'll end up hurting each other for you. In this room, you can find some Large Pipes and 2x4s that can do some added damage, so be sure to grab one.

In the next hallway, some spooky sounds and lighting will start playing tricks on you.





Walk to the first corner and look for the eyes on the wall for your second Metal Piece.

Walk down the next hall and straight into a room where you are told to use your forensic tools.



Look behind the shelves for a Dead Bird.



Go back and take the other path. If you need some health, bash the glass on the health station and pick some up. Go through the door and walk up the stairs into the next area.

Upstairs, you'll find a door that requires a Fire Axe to get through. Any door that looks like this in the game can be broken down with the Axe. Walk along until you hear the detective calling to you. Look out the window and wait for him to toss you that axe. He'll also remind you about your taser, a handy little weapon for stunning your opponents.



Look on the floor underneath the window to find a Dead Bird.



Go back and break through that door near the staircase. Inside you'll find the **Bronze Detective Achievement**.

Next, use the Fire Axe to break through to the next area. Some crazies are waiting for you. Try out the strength of an Axe on his head to see how well they stand up. Keep walking down walkway, in between the small passages.



When you come to a second fight, kill the two enemies and then do some exploring.



Keep going straight through the area under construction into the open room (don't leave the construction area) and look on top of a table for a Dead Bird.



Before leaving the construction area, look for a pillar with some eyes on it to find the last metal piece.

Now that you've collected everything in the level, let's go through to the end. Keep walking until your surroundings change from an area under construction to some slimy plaster walls. Two more addicts are waiting in here. Fight them, and then look for a door leading outside. Walk through it to complete the level.

Walkthrough - Chapter 2

It looks like you're on the lamb now. You'll have to avoid the police if you want to solve this mystery without being arrested. You start by climbing out of the window and into an alley. The fence ahead of you has an electronic lock. You can break it open by using a Shovel to sever the wires. Grab one from around the corner on the left and break your way in. Go down into the metro. Keep walking ahead until you have another case of intuition.



Pull out your collection tool and take a scan of the photos in the garbage can. Rosa is still on your side, so she'll help you out when you send them in to be analyzed. Next, walk into the larger area and use your forensic tools in the back corner. There you can find the solution used to develop the prints.



A man with a crowbar comes running out after you once you've finished collecting samples. Take the game's advice use your taser to stun him and steal the crowbar. Give him a good whack to the side of the head to make him crumple to the ground.

Look for a box next to the metal door. Use your Crowbar to pry it open and open the bay doors. Fight the two vagrants inside before you start exploring.





Look for a white door straight back from where you first came in. Inside you'll find a Dead Bird.



Head back to the room with the caged in area. Look for a door to open and head through it. Go up the stairs and through the double doors. Soon, a phone call will come providing even more confusion. If you go into the room on the right, you can find some Health Kits, but an extra enemy will come out to attack you. Either way, your exit is up the staircase.

A guy will come up the stairs from behind you, so be ready. Walk to the right into the lounge. If your health is low, replenish it by looking behind the counter. Go through the back door and down the stairs again.

Go to the left. The first room on the right has a guy puking in the back who will attack you once he regains his composure. Deal with him and pick up the Pump Shotgun on the counter. Down the hall is a guy wielding a .45 Caliber. If you don't want to shoot him, at least make use of the Taser and disarm him to keep yourself alive.



Open the door and walk up the stairs into the Archive. Turn to the right and pick up the Sledgehammer off of the floor. There is another health station on the wall if you need it.



Look for eyes on the wall past the Sledgehammer Move the filing cabinet to find the Metal Piece.

Unlock the door and go back into the Lounge. Two criminals will be kind enough to attack you. Let them feel the weight of your Sledgehammer. Next, go back to where you first came up the stairs and smash the lock on the door to room 210.



Walk through the locker room and down the next staircase. Keep going until you receive another phone call. It's another call from Vanhorn. Listen up for some more ramblings about your instincts. In this room, you'll find a lockbox that requires a Crowbar to open it. You can find these throughout the game. Inside, you'll always find some manner of gun. Handily, there is a Crowbar through the next door for you to use.



Crawl under the fence to go into the Metro lobby. Your Gas Spectrometer alerts you to the presence of another decaying bird.



Follow the trail of the Gas Spectrometer to the far left corner. Look near the ATM to find the bird.

Leave through the open gate on the opposite side of the lobby. If you look to the right in the next hall, you can find some a health station.



Move the cart on the right to find another Dead Bird.

By going to the left, you'll hear another psycho making a commotion. Taser him and lay him down when he comes out

from behind the counter.



If you look inside the snack bar, you can find a movable tv. Behind it there is a .45 stashed for you. Walk ahead and fight the guy in the next area. Follow the trail using your forensic tools to go through the next hall and down the stairs.

The trail will lead to an elevator. Pull out your scanner and try to pick up a fingerprint on the call button. It's not enough for Rosa, so she tells you to keep looking. In this area, you'll also notice a door that a Fire Axe can bust down. Come back here later to find the **Ripple TV Achievement**.



Keep walking down the hall, past several more doors that require Fire Axes.



Look for a ladder going down to an underground tunnel. There you can find a Metal Piece between some pipes.

Eventually you'll come to a room where two bay doors will open up and you'll have to fight a few bums. After they go down, grab the Fire Axe off of the wall. Make sure you go back to unlock the achievement before going on.



Break your way into the room marked as the Elevator Power control. Flip the switch and then go take the elevator down.



Be sure to grab the Dead Bird off of the floor when you get off of the elevator.



If you happen to have a crowbar, there is a nearby lockbox that you can grab a gun from. When you walk down the hall, some cabinets will get pushed over in front of you, blocking your way. Go through the door on the right and make your way around. A host of criminals will attack. Make full use of cover and your Taser, or else the shotguns that these guys have will make short work of you.

Explore the side rooms down the next set of halls if you need more health.



Go inside the Men's Bathroom and look in the toilets to find a dead bird.



Just past the bathroom, you'll be prompted to take out your forensic tools again to follow the trail of C-41 fluid. Follow its trail until you get another intuition cut scene.



Immediately go to the right to find the tell tale eyes on the wall of a Metal Piece.



Follow the trail of fluid back to the corner of the room. Use your scanner to take a picture of the scratch marks the cabinet made on the floor when it was moved. Slide the cabinet back to reveal another door.

Walk along into the photography darkroom. Take a picture of the newspaper clippings on the wall. Look around for the surveillance room. Go over to the audio recorder and take a scan of the fingerprints on it for Rosa.



Walk back outside and a strange interactive cut scene will play. Kill the attacker and then wait until you puke up some blood. When you recover, the suspect in orange is in front of you. After him!



Climb over the ledge that you saw him through and go into the next rooms.



When you come outside again, pick up the Dead Bird off of the balcony ledge.



Continue down the stairs and fight the guy you come across. When you arrive back in the main lobby, walk straight across and go through the open door and the level is done.

Walkthrough - Chapter 3

Start the stage by arming yourself with either a Conduit or the Small Pipe found in this first room and then go out into the next room.



Pick up the Dead Bird on top of the newspaper vending machine to the right of the escalator before going down.



Down the escalator, the suspect can be seen running away. Before you go chasing after him, there are three ne'er-do-wells waiting for you. Somehow they've managed to arm themselves with a Revolver, an Axe, and a sign. Knock them silly and then keep on the suspect's trail.



Grab the dead bird lying on the bench where the bums were sitting.



Grab one of the axes and break your way through the door ahead. If you want a gun, slide open the garbage can next to you before walking through the entrance you made. Inside, you can get a Health Kit from the cabinet if you need it.



Find a black cabinet that can be opened. Inside you'll find a Dead Bird.

Keep moving down the hallway. Eventually, you'll see one bum get crowned by another. Deal with the victor and keep moving. You'll come to some ticket booths and some angry vagrants. Knock them out and look in the booth on the left for a health station. At the next group of ticket booths, two guys with shotguns attack. Use your Taser to disarm them to ensure they don't blow a hole in you.



Look inside the booths for some eyes. Move the cash register to find the Metal Piece.



Go past the booths and look for a door you can bash with your Fire Axe.



Look on top of the broken tv in the next room for a Dead Bird.



There's a lockbox in this room. The Crowbar to get it is inside of the black cabinet nearby, so pry it open if you want a Pump Shotgun. Through the white door you'll see another door that requires an ax to get through. No worries, a crazed, wanna-be Paul Bunyan tears through it for you. In the next room another guy is waiting, armed with a .45. Be sure to make full use of your Taser.



Keep walking along the hallway until you see a bird dying under a spotlight.



Climb over the chain to your left and get ready for a tumble. A guy knocks you down the stairs, right into the middle of a huge bum fight. Turn around and deal with the one coming down the escalator first. Let the others fight it out amongst themselves for a little while. Stay up on the high ground and wait for the survivors to come to you rather than walking into a possible trap.



After you dispatch the bums, look for a bench that has eyes around it to find a Metal Piece.

Walk into the hall just past this bench. There is a health station on the wall which you'll probably want to use after that last encounter.



Pick up the bird on the floor on the way down the next staircase.

At the bottom of the stairs you'll find yourself on the Metro platform. The suspect is on the train and you need to get on before he gets away. Walk to the back of the train and hop down onto the tracks.



Before you get on the train, look for eyes on the wall. Pick up the Metal Piece and then climb up onto the train.



The train will start moving and you'll find yourself armed with one of the railing you used to climb up. Some psycho tries to hop on to attack you, so make sure you beat him back with your weapon.

Walkthrough - Chapter 4



As soon as the level starts you will be prompted to pull out your spectrometer. Use it to find the first dead bird.



Walk down the tracks until you see a lit area on your right. Look for a small passageway and take it to go into the sewers. Pick up one of the pipes on the ground and move on past the boxes. A crawler will attack you. These guys can be felled with just a taser blast. They may be fast, but they don't have much tolerance for pain. After he is dead, look for the Shotgun on the floor.

Climb up the ladder and then go through a gate. Another crawler will attack after he pops out from under a piece of cardboard. Continue past him, up some more ladders until you come to a ledge that you have to jump off of.

When you land, crawlers will attack begin to attack. While in this area, always be on the lookout for them. Make sure you get the swing on them before they can surround you. Go straight to the back of this room and you will see some barrels and a large red water tank. Walk behind them and push the board out of the way to reveal a hidden room. Inside you can find a Shotgun and a **Static TV Achievement**.



After getting the achievement, go straight back out towards the fence. Take a left and look behind the last strut in the corner to find a metal piece.



Go back to where you hopped down and look for a side passage. As soon as you walk into it you'll find a gate that requires a shovel to access. Take a left and go off in search of that tool. Eventually you'll come to a room with a Shovel sitting next to some barrels. Grab it and start going back through the halls. On the way back a tough addict will be waiting for you. Be careful not to let him cause too much damage.



Before you go back to that first gate and use the Shovel, look through these halls for another. Behind it you can pick up some health kits to restore your life. When you're ready, go back to that initial door and bust it wide open.

Climb up the ladder and take a right. Follow the wooden planks around until you are above the suspect. Hop down by using the boxes. He runs off, so start following him. You'll find yourself back on the train tracks. Go to the right and climb back onto the next platform.

The subway car in front of you looks suspicious. Search it for clues. Pull out your UV light and look in the corner for a fire extinguisher. Scan it for fingerprints and send the data back. Next, grab a sample of the sweat off of the extinguisher.



A fight between some vagrants breaks out on the platform. Stay inside the subway while they duke it out. Then, walk to the next car and exit the door at the end. The big guy with the Sledgehammer will be waiting for you. Take advantage of his slow attacks to pummel him after he misses. Once he's dead, grab his Sledgehammer.



Look for a locked gate and break it open with the Sledgehammer. This next room looks like the serial killer's hideout. His clothes are even on the floor. Walk over to the fan and take a picture of the subway map stuck to it. Once you have the evidence, smash out the fan with your Sledgehammer and hop down.



Once you land, go to the right. Go past the door that would lead back out and take the next door on your right. Look next to the sink for the dead bird.



If you need it, a health kit can be found in the cabinet in the same room as the bird. Go back into the hall and look for an open door that leads down a staircase. A broken steam vent is blocking your progress. Pull the Fire Axe out of it and then go back upstairs.

At the top of the stairs, you get another phone call with more information about the subway routes. Use the Fire Axe to break down the door in front of you. Two crawlers will come up from a sewer cover. Dispatch them and then look in the far back left corner of this room. When you see some makeshift box huts, move one of them to find a Shotgun. Then, go back and climb down into the sewer. There, you will find the steam valve, conveniently marked as such. Turn it and then go back to where the vent was blocking your way.



Make your way down through the ladders or staircases until the game tells you that the suspect's trail has gone cold. Go down one more ladder to a maze of sewers. Be on the lookout for creepy individuals waiting to pop out at you down here.



Make your way to the left until you go down a short staircase.



Look into the first room on the left. Use your spectrometer to locate the dead bird.

Keep following the path along until you find a ladder. Climb up it and you'll see two crazy subway workers with heavy weapons ready to attack you. Try to make them fight each other as much as possible. Whatever you do, don't let one get behind you. Make full use of your taser and be careful! When they are gone, look for a ladder and climb up it. Refill whatever life you lost with the health kit at the top.



At the end of this walkway, there is a dead bird and a Shovel.

Jump down into the hole near the ladder you came up on. If you open the cabinet here, a crazy lady will pop out to attack you.



As you walk down the staircase ahead, keep your eyes on the ground to find a dead bird.

Keep walking along the pathways. When you come to a Shovel, pick it up and keep walking. Eventually you'll come to a door that you can break open with a Shovel. When you do, it will cause a fire to erupt.



You need to increase the steam pressure to put out this fire. Walk up the staircase to your left to find the two steam valves you need to turn. Once you turn the second one, three bums will come out to attack you. Lay them down and make your way back to the gate you opened. Go through the cleared door and out onto the subway tracks.

Go down the tracks and back in through the next door you find. Walk along the hallway until you see a dead body with a Shotgun and some rats nearby. You might want to pick up the gun.



Ahead of you is one of the tough bums in a shiny suit. To your left a guy with a .44 is hiding. Two more bums will come up from behind the guy in the shiny clothes. You focus should obviously be the guy with the .44. Kill him and let the others fight a bit amongst themselves before you clean up the mess. One more guy in a subway outfit is at the top of the staircase holding a Shotgun. Stay away from him until he wastes his bullets. Then, go up and clobber him.

At the top of these platforms you can find a workbench. Pull out your camera and photograph the blueprints on the table. Next, zoom in and take a picture of the red circled area.



Make sure you pick up the dead bird on the table.



Go down onto the subway tracks where the higher car is. Look on the wooden planks at the end of the tracks to find the eyes and a metal piece.



You'll need a Crowbar before you can get into the subway car. Up on the highest platform, look for a hallway leading to a door. Along the way are some health kits if you need them. Go through to the back room and an intuition cut scene will play. Pull out your detection tools and collect some samples from the Crowbar. After you do, grab the Crowbar and head back to the tracks. On the higher tracks, a plank leading to a door on the lower subway can be found. Pry open the door. Before you go in, go down to the lower tracks. You can slide open a cabinet on the lower subway's side to reveal a gun. Finally, go up and investigate the car.

Pull out your laser and aim it on the seats to find a footprint. Scan it to send back the evidence to Rosa. Open the compartment on the ceiling to see what's up there. Some mannequin parts come out. Scan a picture of the label on one of the arms. It comes from a particular department store. Your task now is to make it back to the subway platform to hitch a ride.



Before you can act, the door slams shut and an addict falls through the ceiling. Kill him and then climb up the ladder to exit the nice little hole he made. Some rascals are waiting for you. Fight them and continue climbing up the next ladder.



When you see a chain link fence, go to the left into another room.



On the back wall you can see some eyes and find a metal piece.

There is also a Pump Shotgun that you can pick up here before going through the chain fence.

Keep fighting your way up the staircases and ladders. The terrain should start to look familiar as you are doubling back to where you first turned off the steam to access the sewers below. Go through the door back into the locker room where you kicked in the fan. Pass through the next door to complete the level.

Walkthrough - Chapter 5

As the level starts, you find yourself in a creepy department store that clearly has seen better days.



Walk straight towards the back and look on the floor to your left.



Turn back to the right and follow the path around the broken escalators. Watch out for a bum attacking you from behind. Once you knock him out, break the glass on the door ahead of you and step through the opening.

Keep moving down the hall. You'll go through a door and have to move a few clothes racks out of the way. A body will be shot through the window in front of you. Go through the window that he smashed out and turn to the right.



Look for a pillar with eyes on it. The metal piece can be found on the left side of it.

Go back to the window you came through and walk the other direction. You'll walk out onto a balcony and then back into a hallway.



Smash the window on the display case to your right to reveal a dead bird.

Four men will attack you as you go into the next room, although they will be posing as mannequins when you walk into the room. They're also wearing some creepy santa masks. Knock them off of their faces -- we don't need any nightmares this close to the holidays. Watch out for the guy in the back as you walk in. He has a concrete rebar that will do serious damage. Use your taser and relieve him of his weapon so that you can reap the rewards of its high damage value.



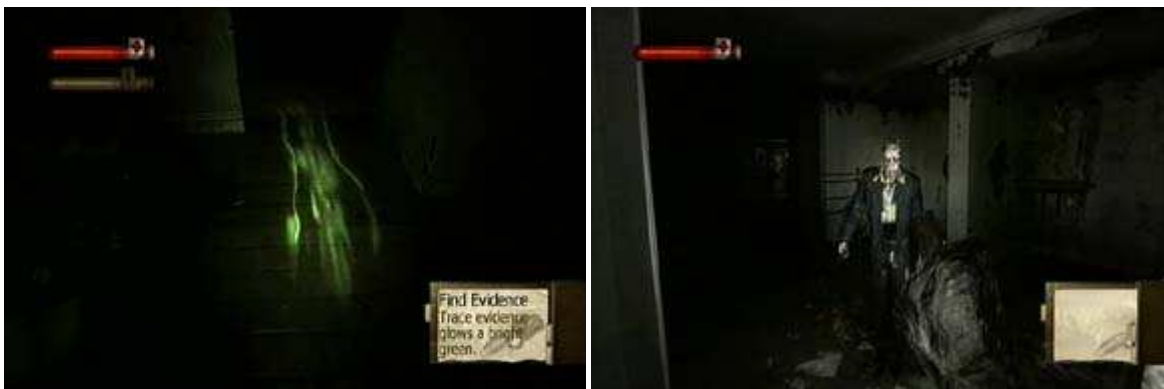
Look for an exit in the back left area of the room. Go through some changing rooms and you'll be prompted to search for evidence. Pull out your laser scanner and shine it on the desk. When you find a handprint, take a scan of it.



Next, use your UV light to find the blood splatter on the wall. Take a picture of it and send it to Rosa. Time to go look for another body. Grab the health pack off of the wall on your way out of the room.

Turn to your right and go into the office. You can move the shelf here to find a sawed off shotgun. From there, go the other way down the hall and down the stairs. Once again you'll be told to take out your detection tools to gather evidence.

A faint trail of blood can be found on the floor. Follow it to the end. Along the way you'll have to fight another fallen citizen. The trail leads to an elevator shaft. Move some of the junk blocking it and a cut scene will play.



You're told to find another way down. Grab the Sledgehammer that is propping the elevator doors open. Go back up to the previous room where two more enemies will attack. Use your powerful Sledgehammer to knock them out. Then look for a locked door that you can break open with your hammer. It can be found near one of the Noel candles.



Fill up on health before going down the stairs. There are three guys waiting to attack you and one of them is armed with a gun. If you stay away from the one with the pistol so that he misses or taser him, this battle shouldn't be too difficult.

Once again, pull out your laser and follow the blood trail. Another guy is waiting to attack you, so it would be a good idea to lay him down before following the blood trail. The trail of blood leads from the bottom of the elevator shaft to a closed gate. Time to find another way around.



Go back towards the elevator shaft and go past the dead Christmas tree. Keep walking straight to find another hallway.



As you go up the staircase, look on the right for two payphones and some eyes. The metal piece is next to the second phone.

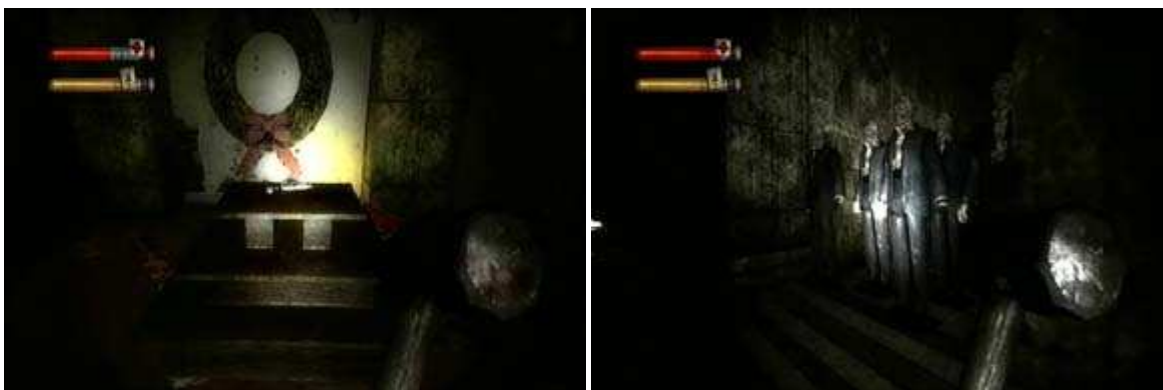


At the top of the staircase, a man and a woman will attack you. Or, what's left of them will. There is a .44 in the glass case on the right to help you, as well as a health kit on top of the case.



Across from the display case you can see a wreath on the wall. Walk towards it and you'll see a dead bird sitting on a shelf.

Turn around and walk to the right of the staircase you came up. Another passage will lead out of the room and back onto the balcony. There, you'll be accosted by a shotgun wielding punk. Taser him and relieve him of his gun. Keep walking along the balcony and then follow the hallway to the end.



Some creepy mannequins will start surrounding you and block you in. Look for a hole in the wall leading to a display case. Smash out the window and hop down to the floor below.

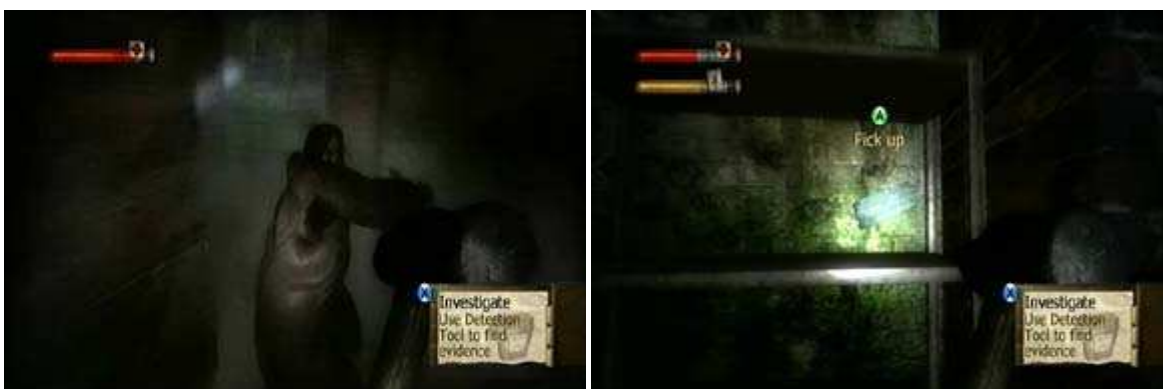
You'll find another hole in the ground. Walk past it and break into the office on the right. There you can pick up a Sawed Off Shotgun and some health. When you're ready, drop down to the room below.



When you land, you can pull out your laser and begin following the trail of blood again. The trail ends at a flooded basement where you can pull out your scanner and take a snap of the footprint there. You can now use your detector to track the methane trail of the decaying body. An angry vagrant will attack by crashing through the wall, so be ready.



Go down into the water and walk all the way to the left. Look for a shelf on the wall and you'll find a metal piece stuck to the wall behind it.



Look for the broken boards that the vagrant busted through to attack you. Head through that way.



Follow the hallway up the stairs and into a back room. The dead bird is on the shelf, but a drug addict is waiting to attack behind it. Kill him and then grab the bird.

Go back into the hallway and continue away from the flooded room you came from. You'll come to another flooded room where an addict is waiting. Smash his face in and then grab the Fire Axe on the platform. Go back to the other flooded room.



Follow the gas spectrometer to the back corner of the room. There are two doors here. Use the Fire Axe to break down the one on the right. Keep going straight and you'll go past a Mannequin arm that is holding up a door and into another room.



Kill the addict waiting inside for you and then grab the dead bird off of the desk.

Go back to the other door that can be smashed open with a Fire Axe (it is marked with an Exit sign). Break it in and go up the stairs.



Look in the back corner of the second changing room for the last dead bird.



Walk around the corner towards the next changing rooms. Search inside the right corner room to find a mannequin and a dead man. Snap a picture of it for Rosa. Rosa wants a close up, so zoom in farther with your camera and grab a shot of the marks on his face. Finally, take a picture of the stiff's hand for her. Looks like you've found the Match Maker. Odd.

Pull out your laser and focus on the marks on the victim's neck. Try to collect a sample for Rosa.



Time to leave. When you walk out of the dressing room you'll see two druggies fighting. Let one finish the other and then clean up the mess. Head off into the next room. There, a whole slew of displaced individuals are fighting the cops. Finish them off and walk towards the flashing lights. When you get close, another phone call will come in.

Once you learn the story, the police throw some tear gas in to flush you and the others out. Run back towards where you came in. When you get to the back wall, turn to the right. A door there is now open. Fight your way past a few more addicts and then push open the door at the end to complete the stage.



Walkthrough - Chapter 6

With this new information from Rosa, it would be a good idea to head down to the City Library to dig up some more information.



Walk straight ahead and collect this bird that is sitting on top of the board on the ground in front of you.



Don't forget to pick up the bird right next to the first one you got.



Go to the left of the first two birds and move the board that is leaning against the wall to find a third dead bird.

After you pick up the third bird, look for a hallway right next to the board you moved. Follow it down to find the **Silver Detective Badge** achievement.



On the wall to the left of the achievement, you can find a metal piece.



As you walk back to the first room, the wall to your left will explode and two humbubs will come rushing out to attack you. One is wielding a Locker Door and is the one you should watch out for. Walk through the unfinished wall and fight another bum. Keep moving past the lockers. On the right you can find some health kits to restore any life you lost in the initial battles.

In the next room, a masked man will break through the wall and start shooting you with a shotgun. Taser him and disarm him before he can do any real damage.



Go back and look for a filing cabinet that you can move. Behind it is a dead bird.



Keep walking down the halls. Rosa will call you and tell you that violent outbreaks are occurring and you'd be wise to get the heck out of there.



Look on the wall ahead of you before you leave the building to find a metal piece.



Jump out of the window onto the roof. Look in the corner for a dying bird.



Jump down off of the roof onto the mattress. Follow the fence around until you find the last bird.



Jump down one more time and turn to the right. Walk to the corner to find a metal piece.



Clear out the area of hobos and the police will tell you to disperse. If you move the dumpster in the back you can find a

shotgun underneath it. Fight off a few more bums and one will come through the gate near the spotlight. Kill him and run through the gate.



Stock up on life from the health kit on the wall and the jump down into the dumpster below you. As you ride it down to the end of the level, you'll have to fight off two bums that try to hitch a ride. Knock them off and you're home free.



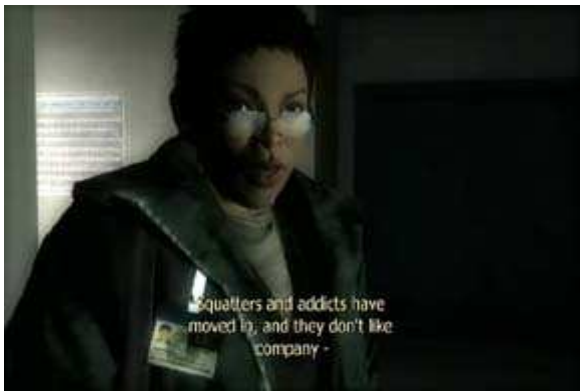
Walkthrough - Chapter 7



Walk through the door in the back of the room to enter the main lobby. Look on the receptionist's desk to find a dead bird.



Walk past the receptionist desk and down the hall. Call the elevator and ride it down to the basement. Walk down the hall until you find Rosa. Read up on your past in the FBI file that Rosa snagged for you. Once you've got all of the info, grab the Super Taser off of the desk. Score!



Follow Rosa into the next room. She'll open an office for you and tell you to check inside. Follow her orders. Grab one of the Paper Cutters off of the counter and start exploring.

When you get to the back, some scary poo goes down. Rosa starts screaming for you, but she can't get inside. Go back to the entrance and she'll throw a chair through the window. Crawl out to follow her.

Use the computer she found. Too bad the network connection is dead. While you were busy, the serial killer came and kidnapped Rosa. Great.



A phone call will help you out and give you some direction. Let's go get Rosa back. Take a right as you leave the computer room and then go right through a set of double doors.



Walk to the right down the next hallway. When you start passing some book carts, look on them to find a dead bird.

Keep walking down the hall until you're told to take out your detection equipment. Use the UV lamp to spot some blood on the floor. Take a sample of it for when (if?) you find Rosa.



Further down the hall you can find a stack of books under some eyes. Move the books to find a metal piece.

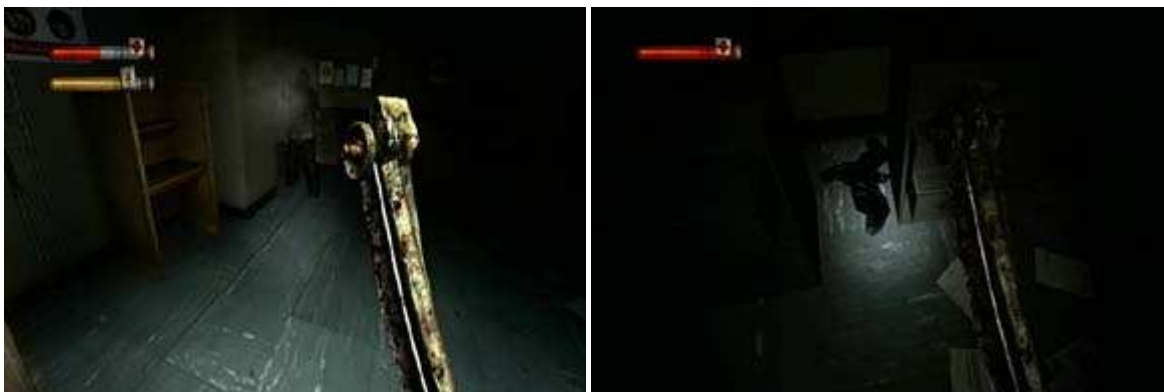
Walk back towards the door at the beginning of this hallway that required an axe to get through. As you approach it, a whacko will break it down for you. Fight the guys that come out and head inside.



Go to the right and look for a door leading to the next area. When you go in, a guy will start shooting at you with a gun. Take him out with your new Super Taser.



Straight ahead of the entrance to this room is a set of filing cabinets. Move one of them to find a dead bird.



Refill on health at the nearby station on the wall if you lost some during that gun fight. In the next area, there is a reading room you can enter on the left which has a Sawed Off inside of it. Keep exploring this area until you find the guy with the Fire Axe. Two others will be ready to attack you with him. One has a shotgun and the other will try to attack you from behind. Good thing you have your handy Super Taser to slow them down. Make sure you get the Fire Axe and then make your way back to where you first came through the broken door. A slew of criminals will attack as you do, so be ready.

Back in the hallway, break down the other door that needed a Fire Axe (just ahead on your left). This will take you into the server room. Inside, you are prompted to pull out your UV light. Walk past the open space in the middle of the room and shine the light on the second set to find a hand print. Take a sample for later and the cabinet will open.

There is still one light indicating network activity. It is in the Rare Book room. Pick up the Crowbar from the floor.



Backtrack again in the hall until you can take a left towards a gated entrance. Use the Crowbar to break it open. The villain is waiting for you on the other side, but he quickly hops into the elevator. Push the call button and then ride it up to the first floor.

Now that you have a Crowbar, backtrack to the beginning of the level. Once you enter the main reception room, three criminals armed with guns (one with a machine gun) start attacking you. Taser the machine gun guy first and then crowbar the rest before they blast you to bits. Back in the first room, you'll find a gate you can break open. Inside that room has the **Bird Bath TV** achievement as well as some health kits.

Go back into the reception room and break open one of the gated doors near the large painting in the back of the room. Go up the stairs and watch out for some junk that one of the punks throws down at you. Fight the two men at the top and then go into the Rare Books room.



Inside the Rare Books room, you will be prompted to use your spectrometer. Follow its signal to a dead bird and a Sledgehammer.



Take the Sledgehammer and follow the wall on the right side (compared to where you entered). There, you'll find a ladder locked to the wall. Break the lock with the Sledgehammer and slide the ladder down to the far end of the room. Climb up the ladder to the top of the bookshelves.



On the ground next to you is a dead bird.



Jump down on the far side of the fence and you'll find Rosa lying on the ground. Rosa will patch in through the computer and analyze the data you've collected in her absence.



Start following Rosa. She'll open up a new door for you at the top of the staircase you came up before. Take the lead and walk through the next room into the burnt out stacks.



Go to the right side of this room and look for a small loop that is closed in by metal gates (it looks out into the Rare Book area). Move the stack of books in the corner to find a metal piece.

Look for a brown patch on the ground in the center of the room. When you step on it, you'll fall through the floor to a lower level. Since your flashlight is busted, wait for Rosa to bring some light down.



Turn your new light on and make your way through the burnt stacks to the right. Several crawlers will come out to bug you, but they are easily swatted away. You'll come to a large hole in the ground with Rosa waiting on the other side. Since there is no other way, jump down. Follow the path through the burnt stacks. When you see a dead body on your right near a reading desk, look for a shotgun sitting next to him.

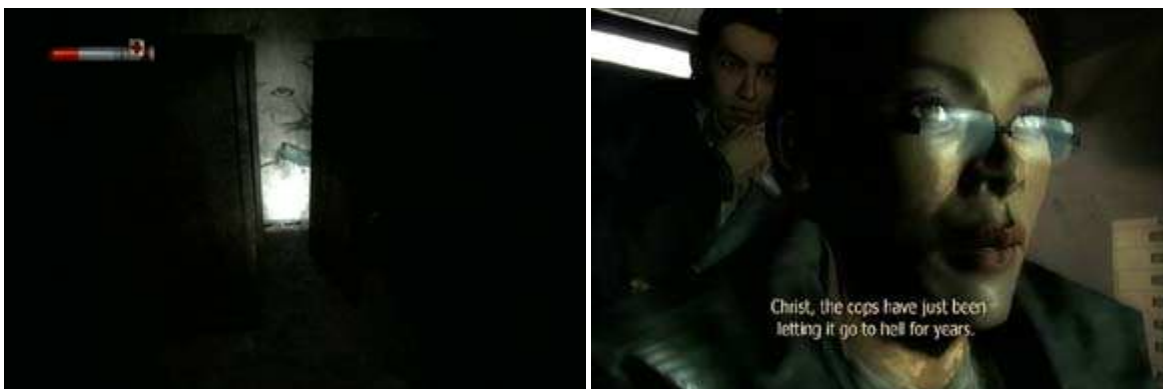


Just around the next corner, several creepers will pop out. Kill them and then grab the dead bird off of the table.

Keep walking through the burnt library. When you come to a crowd of criminals, use your super taser on the ones with guns. Don't let yourself get surrounded and pummel these guys to a pulp.



Walk through the open door. Turn to the left and look for eyes on the wall. Move one of the reading desks to find a metal piece.



Go back into the burnt area and keep following the only path. You'll find Rosa again and exit into a staircase. Grab some health kits if you need them and then lead Rosa down into the basement. Open the doors at the bottom and go inside to trigger a cut scene. When you've got the info you need from the microfiche, get out of the library. Outside, a few would-be muggers are ready to jump you. Take them out and then run straight across to the exit.

Walkthrough - Chapter 8

Chapter 1	Chapter 2	Chapter 3	Chapter 4	Chapter 5
Chapter 6	Chapter 7	Chapter 8	Chapter 9	Chapter 10



Walk down the hall and go into the third door on the right side. Look behind the desks for a dead bird.



Go back into the main hall and keep walking. You'll come to a gated staircase that you need a staircase to access. Turn to the right and go through the door at the end of the hall.



In the next room, look for a desk with eyes around it. Just above it on the wall you can see a metal piece.

Duck through the hole in the wall at the end of this room. In the next room, pick up the Sledgehammer. Unlock the door and go through. You'll find yourself back at the fenced in staircase. Break the lock and go on up.

Walk through one of the two open doors and go into the science lab. Kill the two creepers and walk towards the flaming Bunsen Burner. There is a health kit on the wall if you need it.

Go across the hall and fight the three guys that fall from the ceiling. Go through to the next room and into the halls again.



Before you go through the door on the left, explore the bathroom on the right. Look on the floor to find a dead bird.

Go into the next room and quickly rush the psycho scratching on the board. There is a gun on the desk in front of him that he will pick up if you're too slow to act. Get it before he does and blast him.



Shine your UV light on the chalkboard that says, "Loose lips sink ships." There is a mess at the bottom of it. Take a sample of it for Rosa. Start walking back towards the door and you'll fall through those boards on the floor.



Fight the guys when you land and then explore the area. You can find some health kits to fully restore your health, so make sure you do. Inside the kitchen, climb over the counter into the next room.

Walk through to the next room and a whole bunch of criminals will attack you. These guys have some powerful guns, including a Sub-Machinegun. Be sure to use your taser and try to get them to shoot each other as much as possible.

Once that fight is done wander around until you find some health and then head up the staircase to your left of where you fought the gang. Go through the door at the first landing and fight the guy who ambushes you inside.

Walk to the right on the bleachers and go through the door at the end. Jump down the broken staircase in the next room. Turn around when you land and fight the creeper who comes from under the stairs.



Walk back down the hall that leads behind the staircase to find a dead bird.



Turn around and walk down the hall. There is a door that requires a Fire Axe on your left. Keep going and enter the room at the end. You'll find yourself in a meat freezer. Some creepers will get sent at you on hooks. Knock them silly before they drop down. The real challenge is waiting in the next room.

The butcher is quite a big battle. This sucker has the only Meat Cleaver in the game and wields it with deadly results. Stay away from this enemy as much as possible and lunge in to attack before retreating. It is going to take a good amount of hits before you can kill the butcher, and the taser doesn't do much besides momentarily stun this nutcase.



Once you kill the butcher, pick up the Meat Cleaver. On the table in the back is a dead body holding a Fire Axe. Chop off the arm so that you can get that axe. Bring the Fire Axe back down the hall so that you can break open the door. You might want to back track and get the cleaver. It is a great weapon that combines speed and power.



You're now back in the gymnasium, only now you're on the ground floor. Go towards the doors that are underneath where you first came in. Flip the power switch there and the basketball hoop will start to descend. Walk over and check it out. There is an arm tied to it. Pull out your tools and take a scan of the fingertips for Rosa.



Go over to the other side of the court. The second hoop managed to fall through the floor. Jump down through the hole it created.



There is a desk in the corner of this room with eyes around it. Search the wall for a metal piece.



Keep walking through the halls. When you get to a health station, look for a ladder leading up. You're now behind the curtain on the stage. Walk around to the other side of the wall and you can see two staircases; one going up and the other going down. Head down first. Walk to the end of the area to find the **Test Pattern TV** achievement.



Before you go back up, make sure you pick up the dead bird sitting next to the cardboard hut.



Go up the staircase and out into the playground. There, you can find a dead FBI agent on the ground. A phone call will

come reminding you to meet up after you finish exploring here and an intuition cut scene will play.



Run over to the right and look for a room to hide out in. Four addicts will come out to fight. If you hide in the room, they will mostly kill each other. As a bonus, you can find a Rifle in the room to finish the job.

When the fight is over, walk through the gate on the far side of the playground and hop down into the small area to break down into the basement.

Inside a cut scene will play. Walk forward and you'll be prompted to take out your detection equipment. Look for a blood stain on the wall and take a sample of it.



Walk down the hall and push open the fence door. Go to the right into the locker room.



There is a swinging door on your left. Go inside it and follow the room to the end to find a dead bird.



Walk through the locker room. You'll have to climb over two counters to get into the next set of lockers. There, a bunch of creepers and other vagrants will attack, so be ready. When they are gone, walk to the back of this room and you'll be

told to take out your collection tools. Scan the locker with your UV light and then get a sample of the smear on it. Open the door and take a picture of the victim. The close up doesn't go quite so smoothly.



Although you couldn't save this guy, at least you've got some new clues. Before you continue on, grab the Shovel that came out of the locker with this guy.

Walk through the locker room and into the showers. The guy you're chasing knocks out a steam pipe to block your path. Good thing you're carrying a shovel. Break open the electric gate and turn the valve inside to continue on. Walk through the next door to find the pool. Climb down using the ladder near the diving board.



When you jump down, walk to the shallow end. There is a body with a Sub Machinegun that you can grab, but the game quickly goes into a scare mode. Crazy addicts will start raining from the sky. Keep your back to a wall so that you don't get surrounded and use your taser as often as you can to protect yourself.



Climb up out of the pool at the shallow end and go inside the door ahead of you. Pick up the Fire Axe inside and use it to break down the door that is next to the one you just came through.



Now that you're back in some locker rooms, look for a door that needs a Sledgehammer to break open. The Sledgehammer is directly across from the door. Look inside on the wall for a metal piece.

Leave the locker room and walk through the bloody showers. Go through the bathroom.



At the end of the bathrooms you can find a table on the right that has a dead bird on it.

Walk ahead until you see a broken counter. As you approach it, a cut scene plays. When you wake up, Rosa calls you and tells you where to head next -- an apple orchard. Walk down to the end of the hall to finish the chapter.

Walkthrough - Chapter 9

Before we go and complete the mystery of this house, let's collect all of the hidden birds and metal pieces.



From the start of the level, go left. The bird is on a table.



Go straight towards the back of the house until you see a kitchen on the right. There is a bird in the fridge.



Continue towards the back of the house and go into the last room on the left. Move the cabinet to find a metal piece.



Go back into the kitchen and take the door that leads to the basement. Walk around to the right and turn right again so that you are underneath the stairs. Look for a metal piece on the wall.



Look for an oven in the corner of one of the rooms in the basement. Move it aside to find the **Detective Badge TV** achievement. There is also a Sub-Machinegun inside the small room.



Look for a mirrored armoire in the basement. A dead bird rests on the ground in front of it.



From here, go up to the second floor. Go back to the where you came in and head up the stairs.



Go right at the top of the stairs and look for a door going in to the bathroom. Flip the bathtub over to find a dead bird.



Pick up the Sledgehammer in the back closet of this room. Keep walking down the hall and go into the room on the right. Look for a locked door on the right and break it open with your Sledgehammer. This leads up into the attic. Go up there and you'll be attacked by a demon with Metal Sticks. Beat him with the Sledgehammer.



Go all of the way to the right side of the attic to find a bird flopping on the floor.



Go back down from the attic to the 2nd Floor by jumping down through the hole in the ground. Slide the piano out of the way and you're back in the hallway.



The last metal piece is in the closet in the room that had the padlocked door leading to the attic.



The last bird is on the bed in this same room.

Now that you've collected everything and know your way around, go back to where you first entered this building. Take a photograph of the riddle on the wall to the right of where you came in.



If you pull out your UV light, you'll be able to see trails leading out from this riddle. By following them, you'll be taken to four clues that you need to photograph. The UV light needs to be on to read the clues and to photograph them. Here are the locations of the clues.

1. In a sink in the basement.
2. In the oven in the kitchen.
3. In the bathroom closet on the 2nd Floor.
4. In the bench in the piano room (you need to go up through the attic to initially gain access to this room).



Once you have all of the clues, Rosa tells you to figure out what the riddle means. Go down into the basement and open up the mirrored armoire.

Photograph the scrapbook on the table inside of the secret room. There's a Crowbar in this room that can be used to pry open the lockbox upstairs to get a gun. Go back upstairs to investigate the noise you just heard. Walk back to the entry foyer.



A piano comes tumbling down the stairs. You're going to need an axe to make your way up. Before you have a chance to search for one, some nutjobs dive in through the windows to attack you. Keep fighting them off until one comes that is carrying a Fire Axe. Kill him and use his weapon to break the piano free. Go upstairs and explore until a cut scene plays. Walk forward and scan the prints on this body. Looks like you've found Carl Anderson.



Keep chasing SKX around the top floor with your Fire Iron. Once you hit him enough, your friend will come in and the level will be over.

Walkthrough - Chapter 10

Once you're saved from the dangerous SKX, follow the only path leading out of the barn that isn't on fire. At the end of the path, a 2x4 on fire is sitting on the wall in front of you. Grab the 2x4. It acts as both a weapon and a torch. Plus, it creates a bit of an instability in the barn and causes some boards to collapse.



Crawl through the hole you created and pick up the bird on the ground.



Duck under the next set of boards and walk out of the door into the open air. Take a step forward and a cut scene plays. When you walk into the next barn area, a shadow whisks by and blows out the wall. Go through the hole it created.



Keep following the path until you see a white building. Look on its wall for eyes and a metal piece.



Walk forward and a huge guy with a flaming 2x4 will attack. He takes quite a few hits to knock down. Look inside the white building for some health kits after the battle.



Go through the hole the flaming 2x4 enemy made in the fence. There is a blue trailer on your right. Move it to find a bird.



Follow the track marks on the ground. Look for a red tractor on your left. There is a bird sitting on its hood.



Keep following the tracks down the road. There is a fence at the end that blocks off a wooden bridge. Hop it and get ready for a creeper ambush. They come from both sides of the bridge. Try not to get surrounded.



After killing everyone on the bridge, look on the right side on a pole to find a metal piece.



Keep following the tracks until you see some torches on the ground on the right side. Follow that path up to a building and go inside. There, you'll find a Rifle, health kit, and a switch. Flipping it operates the crane outside, so do it.



Before you leave this room, move one of the green crates to find a dead bird.



Go back down to the tracks and follow them to the end. On the way down, two big fire attackers will come. Try to make them beat each other up as much as possible. Once they're down, walk into the opening you created by lifting the crane.



Keep fighting your way through the fields. You'll have to fight some creepers, fat guys with fire sticks, and the Metal Stick wielding foes. In between each confrontation, seek out the many health kits that are laying about this area to replenish your life.



If you're getting lost in the open area, point yourself towards the little flaming pyres sprinkled about. They will point you in the right direction. Once you're out of this area, you'll be inside of a long narrow barn. Walk through it to find an area littered with tractors.



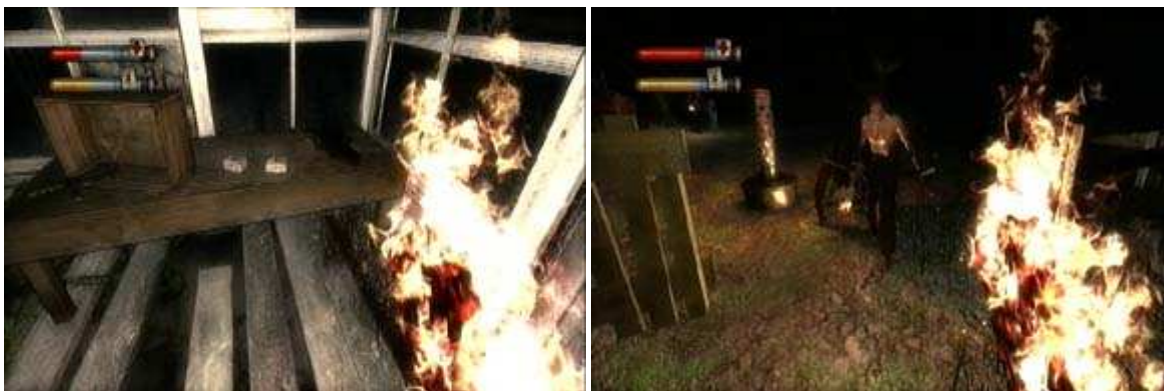
The horse carriage to your right has a Rifle and two health kits. A bunch of gun toting enemies will come dashing out at you. Arm yourself appropriately and lay them down. Keep out of the open so you're not riddled with bullet holes.

Next, you'll have to walk through another field. Fight off the fire 2x4 enemy and continue into a glass covered greenhouse of sorts.



On the table in front of you there is a dead bird and some health kits.

There is also a Sub-Machinegun on the left side of this table. A whole slew of 2x4 fire guys and a Metal Stick ninja attack you at this point. Using the machine guns and health packs would be a good idea. If you want to melee it out, make sure you make them fight each other by doing a lot of dancing and keeping them in a straight line.



When you enter the next building after going through a field, look on the right wall to find a metal piece.



Just around the corner you can find a dead bird with a Metal Stake through it. Pull out the stake to get the bird and be teleported away.



Boss Battle

Here we are; the end of the game. This boss battle has several rounds to it. Start by walking through the door into the next room. You can see your target standing on the level above you, but you can't hurt him...yet.



The first round is against enemies you have seen before. A bunch of the smallish creepers come out along with the big fatty enemies. Be sure to knock out the creepers as soon as you see them so that they don't bug you by attacking you from behind. Take advantage of your speed in wielding a small metal pole over the larger enemies they throw at you. Once you've killed a couple waves of these guys, your real target hops down.



The game tells you to weaken this guy by pulling out the metal pieces. He has several different attacks and likes to do combos. Watch him and wait until the attack is done before attacking. If you're good at blocking, you can swat away any of his attacks and he'll be vulnerable for a counter-attack. Once you've weakened him, he will fall to his knees. Get behind him and press Up on the D-Pad to pull a hunk of metal out of his back. This ends the 2nd round and he jumps up into the rafters.



Grab some health kits on the wall so that you have full health before pursuing him. A creeper will bust through the door as you approach the ladder in the back of the room. Swat him away and climb up.

Another round of fighting commences in the rafters. There aren't any health kits to grab up here, so keep blocking. He does the same attacks as before. The most dangerous one to watch out for is the lunge attack because he will even track you as you run away. Time his attacks so that you can block and swing at him while he is stunned. After some more attacks, you'll have another opportunity to rip some metal out of his back. Do it and you'll go into the final round of the battle.



As you recover from warping into some evil alternate dimension, you can find a convenient health kit at your feet. Grab it now since it will be tough to do so during the upcoming fight. The boss will continue with his combo moves. One of his favorites is a spinning attack that ends with a Xena stab behind him. This will try to catch you off-guard as you lunge in for an attack at his defenseless back. Wait for the stab to miss and then swing away. We find that an attack and dodge technique works best, especially because your health regenerates if it gets too low, often allowing you to take an extra hit if you stay away from him long enough. Once you hit him enough, he will stand there in a woozy state. This is your chance. Run up to him and press Up to rip his mouth off and finish the deal.



Now, you just have to choose between compassion and revenge...

Achievements

Achievement	Gamerpoints	Requirement
Chapter 1 Bronze Bird Award	10	Find at least one dead bird on Chapter 1.
Chapter 1 Silver Bird Award	20	Find all 6 dead birds in Chapter 1.
Chapter 2 Bronze Bird Award	10	Find at least one dead bird on Chapter 2.
Chapter 2 Silver Bird Award	20	Find all 6 dead birds in Chapter 2.
Chapter 3 Bronze Bird Award	10	Find at least one dead bird on Chapter 3.
Chapter 3 Silver Bird Award	20	Find all 6 dead birds in Chapter 3.
Chapter 4 Bronze Bird Award	10	Find at least one dead bird on Chapter 4.
Chapter 4 Silver Bird Award	20	Find all 6 dead birds in Chapter 4.
Chapter 5 Bronze Bird Award	10	Find at least one dead bird on Chapter 5.
Chapter 5 Silver Bird Award	20	Find all 6 dead birds in Chapter 5.
Chapter 6 Bronze Bird Award	10	Find at least one dead bird on Chapter 6.
Chapter 6 Silver Bird Award	20	Find all 6 dead birds in Chapter 6.
Chapter 7 Bronze Bird Award	10	Find at least one dead bird on Chapter 7.
Chapter 7 Silver Bird Award	20	Find all 6 dead birds in Chapter 7.
Chapter 8 Bronze Bird Award	10	Find at least one dead bird on Chapter 8.
Chapter 8 Silver Bird Award	20	Find all 6 dead birds in Chapter 8.
Chapter 9 Bronze Bird Award	10	Find at least one dead bird on Chapter 9.
Chapter 9 Silver Bird Award	20	Find all 6 dead birds in Chapter 9.
Chapter 10 Bronze Bird Award	10	Find at least one dead bird on Chapter 10.
Chapter 10 Silver Bird Award	20	Find all 6 dead birds in Chapter 10.
Chapter 1 Completion Award	10	Complete Chapter 1.
Chapter 2 Completion Award	10	Complete Chapter 2.
Chapter 3 Completion Award	10	Complete Chapter 3.
Chapter 4 Completion Award	10	Complete Chapter 4.
Chapter 5 Completion Award	10	Complete Chapter 5.
Chapter 6 Completion Award	10	Complete Chapter 6.
Chapter 7 Completion Award	10	Complete Chapter 7.
Chapter 8 Completion Award	10	Complete Chapter 8.
Chapter 9 Completion Award	10	Complete Chapter 9.
Game Completion Award	10	Complete Chapter 10.
Bronze Detective Badge	50	Find the Bronze Detective Badge TV (Chapter 1).
Silver Detective Badge	50	Find the Silver Detective Badge TV (Chapter 6).
Gold Detective Badge	50	Find the Gold Detective Badge TV (Chapter 10).
Chief Investigator Award	20	Find every piece of evidence.
Melee Mayhem Award	50	Wield and use every melee weapon in the game.
Fire-Arm Freedom Award	20	Find every available fire-arm.
Bronze Melee Master Award	20	Complete one level using only melee weapons.
Silver Melee Master Award	20	Complete three levels using only melee weapons.
Gold Melee Master Award	50	Complete the game using only melee weapons.
First Report	20	Find 9 metal pieces.
Second Report	20	Find 20 metal pieces.
Internal Affairs Report	20	Find 20 metal pieces.
Third Report	20	Find 29 metal pieces.
DUO Report	20	Find 29 metal pieces.
Fourth Report	20	Find all 30 metal pieces.
Compassion Award	50	Do not shoot SKX.
Revenge Award	50	Shoot SKX.
Golden Bird Award	50	Find all 60 dead birds.
Bird Bath Xbox 360	10	Find the Bird Bath TV (Chapter 7).
Ripple Xbox 360	10	Find the Ripple TV (Chapter 2).
Static Xbox 360	10	Find the Static TV (Chapter 4).
Test Pattern Xbox 360	10	Find the Test Pattern TV (Chapter 8)