

[PROTOTYPE]

[PRIMA Official Game Guide]

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Prima Games

An Imprint of Random House, Inc.

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ISBN: 978-0-7615-6220-7

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David S. J. Hodgson

Originally hailing from the English city of Manchester, David began his career in 1995, writing for numerous classic British gaming magazines from a rusting, condemned, bohemian dry-docked German fishing trawler floating on the River Thames. Fleeing the United Kingdom, he joined the crew at the part-fraternity, part-sanitarium known as *GameFan* magazine.

David helped launch GameFan Books and form Gamers' Republic, was partly responsible for the wildly unsuccessful incite Video Gaming and Gamers.com. He began authoring guides for Prima in 2000. He has written over 60 strategy guides, including: *The Legend of Zelda: Twilight Princess*, *Assassin's Creed*, *Half-Life: Orange Box*, *Mario Kart Wii*, and *Fallout 3*. He lives in the Pacific Northwest with his wife Melanie, and an eight-foot statue of Great Cthulhu.

We want to hear from you! E-mail comments and feedback to dhodgson@primagames.com.

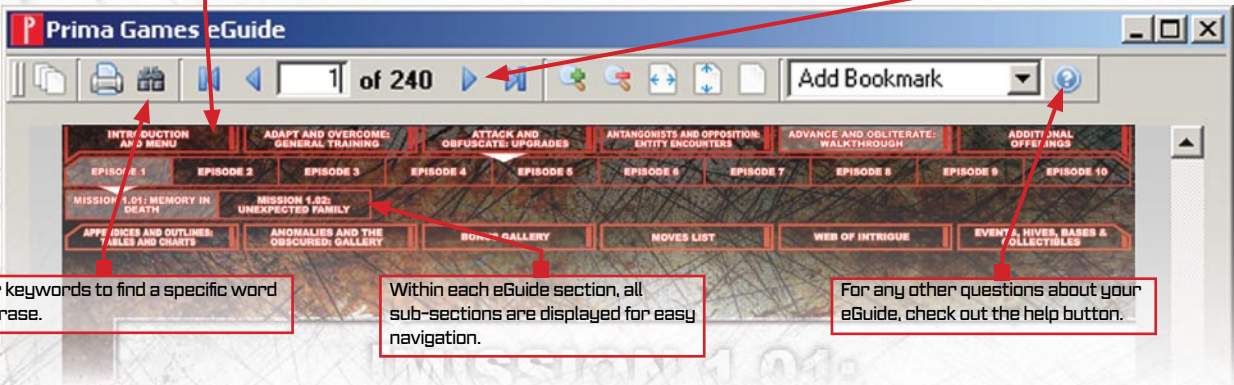


ANNOUNCEMENTS AND OVERVIEW > INTRODUCTION

Welcome to **Prima's Official Prototype Guide**. Within these hallowed pages are highly detailed instructions that your very survival could depend upon. Here's **HOW TO USE THIS eGUIDE**; This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for **PROTOTYPE** at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the "page forward" and "return to beginning" icons to navigate through the eGuide.



Enter keywords to find a specific word or phrase.

Within each eGuide section, all sub-sections are displayed for easy navigation.

For any other questions about your eGuide, check out the help button.

The following overviews show you what each of the chapters contains.

Adapt and Overcome > GENERAL TRAINING



This chapter gives a quick overview of your initial tactics when first facing this city-wide viral outbreak. You'll learn the ins and outs of the **MENU** system, all the elements of your **HEADS-UP DISPLAY**, the main **EXPLORATIONS** you can undertake, how to gather **HEALTH** and **EVOLUTION POINTS**, and your **INITIAL MOVES** and **ATTACKS**.

Attack and Obfuscate > UPGRADES



Every single **UPGRADE** available to you throughout your adventure is showcased, with **FRAME PICTURES** showing the consequence of each **MANEUVER**. You'll learn how much each Upgrade costs, what it does, and when to purchase it. This is the **KEY** to unlocking the **MOST POWERFUL ATTACKS** and **MOVES** in your repertoire!

INTRODUCTION

Antagonists and Opposition > ENTITY ENCOUNTERS



Spoiler-free, general advice is revealed for the main menaces roaming Manhattan. Examples of **INNOCENTS**, the **INFECTED** [which range from the shambling citizen to the lolloping **HUNTER**], and the Military (including Commanders and all **VEHICLES**) are revealed, along with main methods of **ATTACKING** each of them.

Advance and Obliterate > WALKTHROUGH



The **BULK** of this guide reveals, in meticulous detail, all of your **MISSIONS**. After a quick **OVERVIEW**, each section contains a **CITY MAP** showing the major **LOCATIONS** for each mission. After this, **MULTIPLE COMPLETION METHODS** and **ADVANCED COMBAT TACTICS** allow you to choose a variety of ways to play. **BOSS** takedown tactics are revealed, too.

Additional Offerings > EVENTS and MORE



Segmented into **THREE** sections, the first showcases **EVERY SINGLE EVENT**. Tried and tested tactics for gaining the **FABLED PLATINUM RATING** are unveiled, along with a special **RADICAL SCORE** that only the very finest players can hope to beat! Then the **ENTIRE WEB OF INTRIGUE**, and all **250 COLLECTIBLE LOCATIONS** are shown.

Appendices and Outlines > TABLES and CHARTS



With a game this complex, you need to keep track of a variety of **STATISTICS**. Fortunately, the **APPENDICES** reveal all; including **ALL THE EVOLUTION POINTS** you receive for every type of action you undertake, **HOW** and **WHEN** all **UPGRADES** and **EVENTS** become available, and of course, a **COMPLETE LIST** of **ACHIEVEMENTS** and **TROPHIES**.

Anomalies and the Obscured > GALLERY



As a special **BONUS**, we go **BEHIND THE SCENES** at developer **RADICAL ENTERTAINMENT**, and lavish dozens of **EXCLUSIVE** pieces of **CONCEPT ART**, along with interviews with **KEY TEAM MEMBERS** about the creation of the game, from character evolutions to a **HOST** of gruesomely gorgeous art of every **INFECTIOUS ATROCITY**!

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Upgrades

Entity Encounters

Walkthrough

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Appendices

Gallery

PLUS:

BONUS GALLERY

MOVES LIST

WEB OF INTRIGUE

EVENTS, HIVES, BASES &
COLLECTIBLES

[ADAPT AND OVERCOME: GENERAL TRAINING]

Welcome to **BASIC TRAINING**, Doctor Mercer! In this chapter, the very beginnings of your **AWESOME POWERS** are revealed, along with the basic nature of your tasks in this virus-addled island. Before you continue, you are encouraged to read the **INSTRUCTION MANUAL** for this game. Then you can begin to **ADAPT** and **OVERCOME**.

[Beginning a NEW GAME]

When you begin a **NEW GAME**, you are prompted to choose a **DIFFICULTY** level. To begin with, **EASY** and **NORMAL** are available. Complete the game on **NORMAL** Difficulty, and **NORMAL+** and **HARD** Difficulty become available. Here are the **DIFFERENCES** between difficulty levels:

The higher the difficulty, the more **DAMAGE** you receive from an enemy attack.

You inflict less damage on enemies, the higher the difficulty level.

You receive more **EVOLUTION POINTS** for unlocked or completed tasks, and less on **HARD**.

A difficulty with "+" next to it allows you to play missions with **ALL** your purchased Upgrades already available.

All Evolution Points values in this guide are based on **NORMAL** Difficulty. Once the difficulty is chosen, the game begins with Mission 1.01. Consult the Walkthrough chapter of this guide for all the specific tactics you need to survive and thrive in your adventure.

In-Game MENU

During your adventure, you have **ACCESS** to the in-game **MENU**. This shows an **INTERACTIVE MAP** of Manhattan, with icons showing elements such as your **CURRENT POSITION**, unlocked **EVENTS**, and where the next **MISSION** is available. Check the **LEGEND** of this map (which is the same as this **GUIDE'S** icons, so you know what each icon represents), and the following information on each sub-menu:

Icon	Meaning
	Alex Mercer
	Web of Intrigue Target
	Mission Start
	Objective: Consume
	Objective: Protect
	Objective: Go to
	Objective: Kill
	Enemies: Infected Hive

Icon	Meaning
	Enemies: Military Base
	Events: Movement
	Events: Glide
	Events: Kill
	Events: War
	Events: Military Consume
	Events: Infected Consume
	Events: Go to

LOGS

This reveals your current and past mission-based **OBJECTIVES**, the **HINTS** you've collected from **HINT COLLECTIBLES**, and information already gleaned from **TUTORIALS**, which occur when you utilize a new skill for the first time, such as **CONSUMING**.

UPGRADES

This **EXTREMELY IMPORTANT** menu shows the **ALREADY-PURCHASED** and **AVAILABLE UPGRADES** you can utilize, along with a brief description and **MOVE**. Upgrades are awarded **THROUGHOUT** the missions. Consult the **UPGRADES** chapter in this guide for further information.

WEB

Also known as the **WEB OF INTRIGUE**, this shows you how many **CONSUMED VICTIMS' MEMORIES** you have. Throughout the missions, you collect **18 MANDATORY** memories that help reveal your past, and help you learn exactly what is going on. However, there are **113 OPTIONAL** memories to find, too. Consult the **WEB OF INTRIGUE** chapter in this guide for further information.

EVENTS

This shows you the **EVENTS** you've unlocked, and the **SCORE** you've achieved in each of them. Events are unlocked at the end of each **MISSION**. Note that some events **REQUIRE** you to purchase an **UPGRADE** power before you can access them. There are different **TYPES** of events, and the charts in this menu show the name, **MEDAL**, best score, and **EVOLUTION POINTS** you've scored in each event. You can highlight each event, and it appears on the **MAP** of **MANHATTAN**. Remember you can **MARK** an event so it constantly appears on your **MINI-MAP**, thus allowing you to easily find it. This is a **VERY IMPORTANT** and handy aspect to this menu. You can **MARK** events by highlighting the **NAME** of the **EVENT** in this menu, or by moving your **CURSOR** over the event in the **MAIN IN-GAME MENU**. Consult the **EVENTS** chapter in this guide for further information.

STATISTICS

This charts your progress in **MINUTE** detail, and every aspect of your adventure is tallied and totalled. All notes are self-explanatory. Some information is useful when checking how far you have to go to unlock certain **ACHIEVEMENTS/TROPHIES**.

GENERAL TRAINING

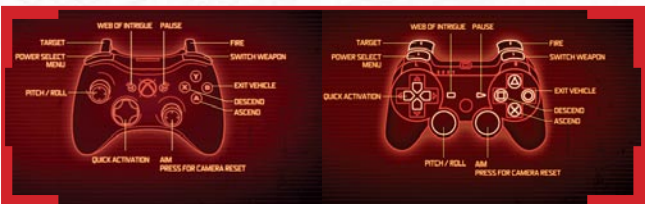
CONTROLS



This shows the **CONFIGURATION** for controlling **ALEX MERCER**.



This shows the **CONFIGURATION** for controlling **ARMOR**, such as **APCs** and **TANKS**.



This shows the **CONFIGURATION** for controlling **HELI**, such as **TRANSPORT HELICOPTERS** and **GUNSHIPS**.

This menu reveals all the different **BUTTON CONFIGURATIONS** based on the system you are playing this game on. In this **GUIDE**, **NEW BUTTON ICONS** are shown so you can easily **DISTINGUISH** them no matter what **SYSTEM** you are using. These are used when **SHOWCASING** moves and attacks in **THIS CHAPTER**, and the **UPGRADES** chapter. The following shows what the **GUIDE BUTTON ICONS** mean:

Button Function	Button (Xbox 360/PC)	Button (PLAYSTATION3)	Button [Guide]
Target	LT	L2	
Power Select	LB	L	
Sprint	RT	R2	
Disguise Actions	RB	R	
Move	L	LEFT (ANALOG)	
Quick Activation	C	DPAD	
Power/Target/ Camera Select	C	RIGHT (ANALOG)	
Attack	X	■	
Special	Y	▲	
Jump	A	X	
Grab/Throw	B	●	

OPTIONS

This allows you to play with the **GAMMA** Video levels; turn up/down and off/on the Music, Sound FX, Dialogue, Subtitles, and DTST™ Neural Surround for high-end audio; and **INVERT** the **X** and **Y AXIS** of your yaw and pitch. One interesting option is the **TARGET TOGGLE**, which allows you to **KEEP** a targeting reticle on a particular entity constantly, rather than **FLICKING** between entities. The former may be useful when **CHASING** fast-moving foes.

SAVE

This allows you to **SAVE** your progress. Remember to make **MULTIPLE SAVES** (up to a maximum of 20), in case you wish to retry a mission or event, or you purchase an Upgrade you later regret.

QUIT

Normally this takes you to the **MAIN MENU**, but during **MISSIONS** you can opt to **RESTART** or **QUIT TO FREEFORM** gameplay. In **EVENTS**, you can **RESTART** the event (which is handy during the more difficult ones), or **QUIT**.

[HEADS-UP DISPLAY FEATURES]

Before you begin manhandling the infectious residents of Manhattan, it is important to understand your **HEADS-UP DISPLAY**, which surrounds you in the action. The following notes show exactly how to utilize the important and constantly updating statistics that your **HUD** generates:



1 Health Meter

This shows how **HEALTHY** you are. The red bar should be filled as much as possible. It **REGENERATES** when you are away from combat. Consult the next section for information on **REMAINING** healthy.

2 Critical Mass: Adrenaline Surge

This part of the Health Meter turns **BLUE** when you are about to **DIE**. If you have purchased the **ADRENALINE SURGE** Upgrade, you can use it for the couple of seconds before you fall, giving you a last-ditch **DEVASTATOR ATTACK** to save

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yourself with. Remember this: it's one of your most useful methods of self-preservation!

3 Critical Mass: Devastators

When your **HEALTH METER** has a **BLUE TIP** to it, you can launch your most impressive and hard-hitting move: the **DEVASTATOR ATTACK!** Launch this to completely decimate an enemy or area.

4 Evolution Points

Although you haven't been awarded any in this picture, **THIS** is where your current **EVOLUTION POINTS** (EPs) are displayed. Consult the next section of this chapter for information on how to acquire EPs.

5 Mini-Map

The Mini-Map is a **VITAL** piece of equipment. It includes a **COMPASS** and reveals your **IMMEDIATE SURROUNDINGS**, as well as the locations of **EVERY** nearby **MAJOR THREAT**. Use this constantly, not only to figure out where you are, but to know where foes and **VIRAL DETECTORS** are.

6 Disguise Meter

Part of your **STEALTH REPERTOIRE** is the ability to **DISGUISE** yourself after **CONSUMING** Military or Innocent personnel. This shows the **TYPE** of alter-ego you have (in this case, it's a **MARINE**), which can be used to help keep your **ALERT LEVEL** down. A **SWITCH** sign (↻) appearing to the right of this icon indicates it is **SAFE** to **SWITCH DISGUISES**, which helps immeasurably when **HIDING**. Here's what to look for:



DISGUISE is **GRAY**: Your current disguise is **VALID**. If you are being **WATCHED**, you should find a place to **HIDE**, and then **SWITCH**. Your **ALERT LEVEL** will drop to **SAFE** levels.



DISGUISE is **GRAY** and **RED**: Your current disguise is compromised, but your **ALERT LEVEL** is falling. This reverts to **RED** if you **SWITCH** while being watched, or continues to fall and turn **GRAY** if you **SWITCH** and no one is watching.



DISGUISE is **RED**: Your current disguise is compromised and the **ENEMY (MILITARY or INFECTED)** is fully aware of your presence. Seek a **HIDING** location to **DROP** your status back down to **GRAY**.

7 Alert Level Meter

This shows your **ALERT LEVEL METER** is on **FULL ALERT**. There are different aspects to this meter, depending on the **SHUTTER's** activities:



SHUTTER is **CLOSED**: The Military is not watching you. You can attack Innocents without reprisal. If you attack the Military or Infected, the shutter immediately turns **RED**.



SHUTTER is **AMBER**: The Military has spotted you (shown on the **MINI-MAP**), or detected your **VIRAL COMPOSITION**, but hasn't pinpointed you yet. The **BAR** fills up to **RED** the more time you make offensive maneuvers, or stand near a detector. However, you can **GLIDE**, make **IMPRESSIVE LEAPS**, or perform other noncombative activities without issues. Hide from the **WATCHERS** if you want the shutter to close.



SHUTTER is **RED**: At least one **MILITARY** unit can see you (shown on the **MINI-MAP**) and you are **ATTACKED**. Either **EVADE** or **KILL** all of the enemies in the area to set the Alert Meter back to **AMBER** and **CLOSED** status.

8 Localized Meter

During certain **MISSIONS**, this meter appears, and is specific to a particular episode. In this case, you are collecting **GENETIC MATERIAL** from **INFECTED WATER TOWERS**. The specifics are detailed in the Walkthrough chapter of this guide.

9 Target Reticle

Assuming you use **TARGETING**, the entity you target appears in this **RETICLE**, which is **ORANGE/RED** for enemies and **YELLOW/GREEN** for Innocents. **FLICK** to different targets using **⬅**. You automatically target the toughest enemy in your vicinity. Because Alex is using a **MACHINE GUN** in this picture, the **REMAINING AMMUNITION** is also shown.

10 Location Advisory Icon

Whether you're looking for a **MAP LOCATION**, or (in this case) have **ENEMY HELICOPTERS** nearby, these icons appear to help you locate them.



When you're inside a **VEHICLE** (in this case, a **BLACKWATCH GUNSHIP**), additional **HUD** information is presented:

11 Damage Meter

This works in a similar way to your **HEALTH METER**, although you aren't **DAMAGED** when your vehicle takes damage (indeed, a vehicle is a great place to **REGENERATE**). When the vehicle sustains critical damage, it explodes, forcing you out. Otherwise, leave by pressing and **HOLDING** **⬅**.

GENERAL TRAINING

12 Target Reticle

Notice the dimensions of this type of reticle, which otherwise works in the same way as your on-foot targeting.

13 Ammunition

This shows the **AMMUNITION** your vehicle has remaining. Some vehicles allow you to fire **TWO** types of ammunition at once (as long as you **HOLD BOTH BUTTONS** down). In this case, the Gunship allows one ordnance to be fired, and you **FLICK** between them.

14 Alert Level Meter

This works in **EXACTLY** the same way as the Alert Level Meter for Alex. If you can **HIDE**, you can use the **VEHICLE** without being shot at.



When you are **GIFTED** the **POWER SELECT WHEEL** (shown), you can access a variety of **ADDITIONAL POWERS** (some of which you need to expend Evolution Points to obtain). You must be in **ALEX'S FORM** to access this menu (using **3**) and use **4** to select your **POWER**:

15 SELECTED POWER:

(in this case, **CLAW**)

16 COMBAT POWERS:

These are (from left to right):

- Whipfist
- Musclemass
- Claw (currently accessed)
- Hammerfist
- Blade

You can turn these **COMBAT POWERS** "on" or "off" using **4**.

17 SENSORY POWERS:

These are (from top to bottom):

- Thermal Vision
- Infected Vision

You can turn these **SENSORY POWERS** "on" or "off" using **5**.

18 SHIELD POWERS:

These are (from left to right):

- Armor
- Shield

You can turn these **SENSORY POWERS** "on" or "off" using **6**.

19 DISGUISE POWERS:

These are (from top to bottom):

- Alex's Form
- Form of last Consumed victim

You can turn these **SENSORY POWERS** "on" or "off" using **7**.



When you are **GIFTED** the **DISGUISE ACTIONS WHEEL** (shown), the following additional **POWERS** become active:

20 ARTILLERY STRIKE:

Call in a strike from the air on any target, large or small (in this case, a Tank).

21 PATSY:

Accuse a Soldier of being "Zeus," the Military's code name for you.

22 STEALTH CONSUME:

Consume a human-sized foe without attracting any attention, assuming no one is looking.

[SIGHTSEEING and EXPLORATION]

The time has come to figure out exactly what you can get up to on the island of Manhattan. The following gives a brief overview of what you should attempt to do:

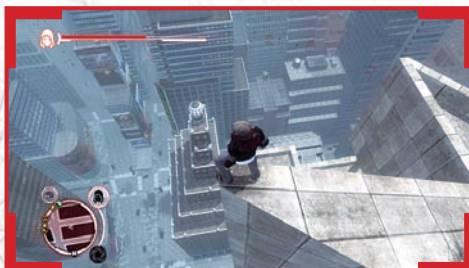
Missions



You can begin a thrilling and dangerous adventure and learn about your past. It is advantageous to play through

a few missions and then explore the island of Manhattan thoroughly, collecting Evolution Points to purchase all the available **UPGRADES**, and then beginning the next mission, for optimal success.

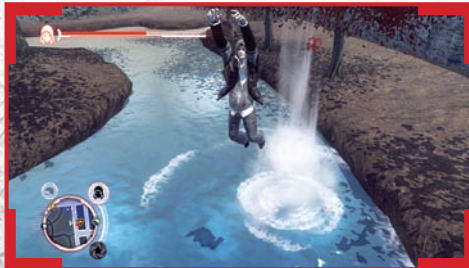
Freeform: Exploration



There's a giant island to thoroughly and meticulously explore. Engage a variety of enemies in combat. Scale

the concrete canyons in search of stunning vistas. Learn your new maneuvers and perfect them prior to a mission. Hijack or Skyjack vehicles. The city is yours to explore!

Freeform: Swimming



Surrounded by water, Manhattan is enclosed, and bridges are inaccessible. So is the water; if you attempt to

swim, you bound back onto dry land. You can try **SWITCHING DISGUISES** the split-second you're underwater to **INSTANTLY** and **SUCCESSFULLY** hide! This works sometimes.

Freeform: Base and Hives



The **MILITARY [1]** and **INFECTED [2]** are in a constant struggle to dominate the city, and both are **FAIR GAME**

for your destructive capabilities. Check your **MAP** for the locations of **MILITARY** or **INFECTED** bases. Note that the **AIR**

surrounding these locations changes color (to a subtle blue and orange respectively) as you close



in. Now **ATTACK** a Base or Hive (or infiltrate a Base to gain additional **POWERS**). The **EVENTS** chapter has more information on how to tactically destroy these buildings.

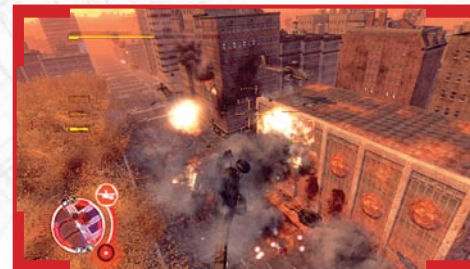
Freeform: Combat (on foot)



Ready to battle-test your latest **UPGRADES**? Then seek out enemies worthy of your combat prowess, and

introduce them to your new talons, sinewy rock-fists, or favorite **COMBO** attacks. You gain Evolution Points, too.

Freeform: Combat (in vehicle)



Trundle around town in a Tank, or take to the skies in a Gunship after you've learned how to Hijack and Skyjack.

The Helicopters are particularly useful for quick access to different parts of the city.

Freeform: Web of Intrigue

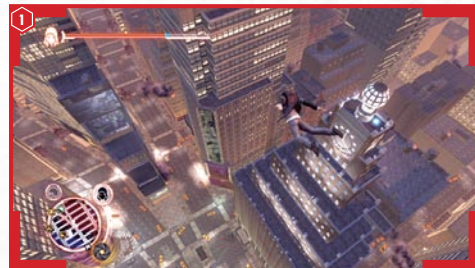


Occasionally, citizens of Manhattan yield hidden memories important to your knowledge. If you spot them

on your **MINI-MAP**, **CONSUME** them immediately. Consult the **WEB OF INTRIGUE** section for further details.

GENERAL TRAINING

Freeform: Collectibles



Your exploration turns into a dogged determination to locate and secure **200 LANDMARK COLLECTIBLES** [1] and **50 HINT COLLECTIBLES** [2]. Where are they found? Locate the **COLLECTIBLES** section of this guide to find out more.

[HIDE AND SEEK:
EVASION ADVICE]

You are under **CONSTANT** threat of discovery by the Military, and to a lesser extent, the **INFECTED**. If you're being **BOMBARDED** with enemy fire, there are two plans to try: Attack or Evade. **ATTACKING** uses any of your **MOVES** and **POWERS**; consult the rest of this chapter and the next for all possible **ATTACK PLANS**.

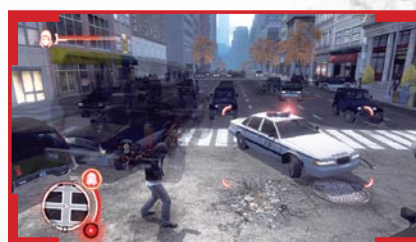


EVADING is another option, which is handy if you don't want to fight, or you fear death. You must **SPRINT AWAY** from the enemy, using your **MOVEMENT POWERS** such as **AIRDASHING** and **GLIDING** to get some distance between you and your attackers. Your **ALERT METER** is the most important part of your evading. Flee so the meter goes from **RED** to **AMBER**, and locate an **ALLEY**, **SECLUDED ROOFTOP**, or other area without a clear line-of-sight to your foes. As soon as this occurs and you **ARE NOT** being **WATCHED** (the **ALERT METER SHUTTER** is closed), **SWITCH DISGUISES**. You gradually return to a pre-combat state.

[HEALTH and EVOLUTION]

Aside from continuing to **COMPLETE** the **MISSIONS**, your main plan is to **ACCUE EVOLUTION POINTS**, which are used to **PURCHASE UPGRADES** to your viral form. These make death-defying attacks on Military fortifications feasible, and combat with large and frightening mutations winnable. Naturally, for this to happen, you need to keep in **GOOD HEALTH**. You can accrue **EVOLUTION POINTS** in a variety of ways:

[1] By **ENGAGING** or **CONSUMING** local authorities, and/or smashing their vehicles.



[2] By **KILLING** or **CONSUMING** the Military. The more powerful a weapon the Soldier is carrying, or the more senior in rank he is, the more **POINTS** are awarded.



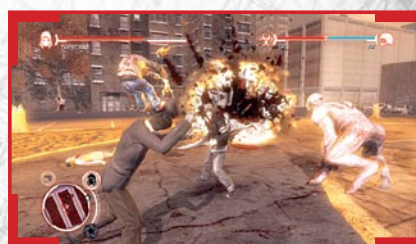
[3] By **DESTROYING** Military vehicles. This includes Tanks, Helicopters, and Base defenses such as Sentry Guns and UAVs (airborne viral detectors).



[4] By **CULLING** the **INFECTED**. Don't confuse the Infected Citizens with Innocents; check to see you received EPs (the total is just under your Health Bar). More points are awarded if you face fearsome foes like Hunters.



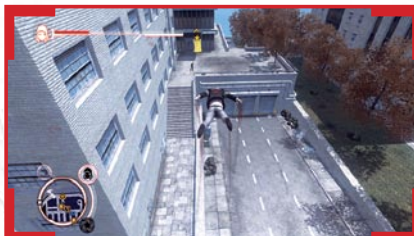
[5] By completing **EVENTS**. Try for **GOLD** (and finally **PLATINUM**) Medals for additional EPs.



- [6] By locating **COLLECTIBLES**. The more you collect, the more EPs you receive.

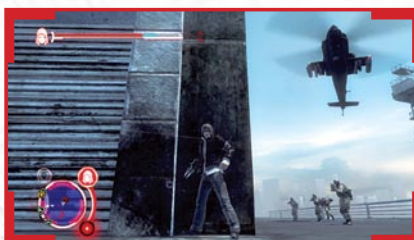


- [7] By completing **MISSIONS**. For a complete list of **VALUES** for each of these methods, consult the **APPENDICES**.



You can keep yourself **HEALTHY** in a variety of ways, too:

- [1] You can **HIDE**. As long as you haven't triggered your **ALERT METER**, you slowly **REGENERATE** Health.



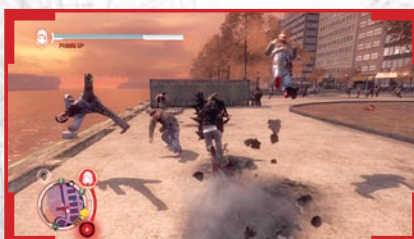
- [2] By **CONSUMING**. Consume **INNOCENTS**, the **MILITARY**, and human-sized **INFECTED** enemies. You can also **CONSUME** **HUNTERS** and **HYDRAS**, which are a **GREAT** source of Health.



- [3] By collecting **GENETIC MATERIAL**. These are **YELLOW ORBS**, not the usual **RED ORBS**. Material is found near **HIVES**.



- [4] By **BARRAGING**. With your Shield or Armor Power, you can bash numerous enemies and collect a lot of Health at once.



[MOVEMENT: INITIAL TECHNIQUES]

The rest of this **TRAINING** chapter is devoted to the **MANEUVERS** and **ATTACKS** you have prior to purchasing any Upgrades. They form the **BASIS** of your prowess, and should be learned without delay:

BASIC GROUND MOVEMENT



[LIGHTLY]

[HEAVILY]



[HOLD] →



or



or + or

[Tactical Overview]

The very basic first steps are extremely straightforward. Remember that to **SPRINT**, you must **HOLD DOWN** , and you may **SKID** slightly when changing direction. Note that the **SHARP TURN** can be further **SHARPENED** the more you turn **BOTH** and .



, , ,

GENERAL TRAINING

< CAMERA RETURN >



[PRESS]

< CAMERA STEER >



→ or

< DONUT >



→ + or +

[Tactical Overview]

These slightly more **ADVANCED** moves are **IMPERATIVE** to learn. The **PITCH** and **YAW** is interesting, as you can continue to hold and Sprint forward, while swinging the **CAMERA** around to see what's behind you, without losing speed (at the expense of not seeing where you're going). If you're having problems targeting, or need to quickly see what's ahead of you, remember you can **RETURN** the camera to behind your position. **CAMERA STEERING** is an excellent technique, as it allows you to **SPRINT**, and **TURN** using the **CAMERA** instead of **ALEX**. This allows you to make wide turns that aren't too **SHARP**, and is the best way to keep your **SPEED** up. As for the **DONUT**? It's amusing, but shows how **TIGHT** you can make turns, which is handy during an **ESCAPE** to a hiding place.

< TARGET >



< TARGET CYCLE >



, then

< STRAFE >



, then or [FACING AND PARALLEL TO TARGET]

< CIRCLE-STRAFE >

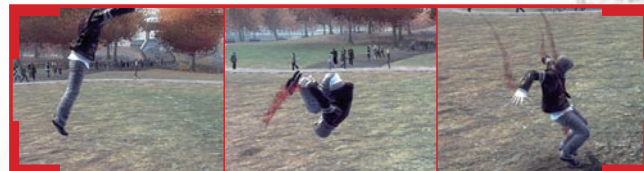


, then + or + [FACING THEN AROUND TARGET]

[Tactical Overview]

Knowing how and when to target is **IMPERATIVE**. Target cycling is great, as you can quickly ascertain how many enemies there are in an area (especially useful when you're **STEALTHILY** checking out an area). **STRAFINING** and **CIRCLE-STRAFINING** are excellent techniques to learn so you can **CONSTANTLY MOVE** around a larger foe such as a **TANK** without being struck by them.

< SOMERSAULT JUMP >



[LIGHT], then

< STANDING JUMP >



< STANDING CHARGE JUMP >



[HOLD, THEN RELEASE]

< RUNNING [or SPRINTING] JUMP >



[HEAVY], then or + [HEAVY], then

[Tactical Overview]

The subtleties of **JUMPING** may not be high on your learning list, but the **SOMERSAULT JUMP** is handy if you don't want to overshoot an area, or you're leaping over a low wall or fence. Standing Jumps aren't usually used, unless you're leaping up to grab a **COLLECTIBLE**. Spend most of your time **RUNNING** and **JUMPING**, remembering to **CHARGE** to leap farther.

Introduction

General Training

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Additional Offerings

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Gallery



<

WALL RUN

>



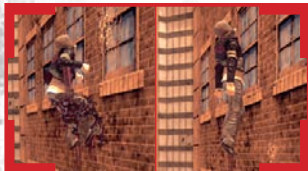
+

[INTO AND UP WALL]

<

WALL JUMP

>



+

→

<

WALL CLIMB

>



[WHILE WALL GRABBING]

<

BACKFLIP

>



+

, then [RELEASE]

<

WALL GRAB

>



[WHILE FALLING NEAR A WALL]

<

WALL DESCENT

>



[WHILE WALL GRABBING]

[AGAIN TO WALL GRAB]

[Tactical Overview]

Remember that you can traverse **VERTICALLY** just as easily as **HORIZONTALLY**. Even better, **UPGRADING** your **AIRDASH** and **GLIDE** allows incredible airborne maneuvers, and **WALL RUNNING** allows you to scale buildings in seconds. The **BACKFLIP** (and **FORWARD FLIP** which you automatically do when you reach a rooftop) allows you to easily remove yourself from a wall. Increase your **VERTICAL SPEED** by **WALL JUMPING**. If you require more **PINPOINT** and **SLOWER** movements, use **WALL GRAB**, which is useful when reaching an alcove holding a **COLLECTIBLE**.

<

GRAB [HUMAN]

>



[NEAR HUMAN]

<

THROW [HUMAN]

>



[AFTER GRAB]

<

GRAB [OBJECT]

>



[can jump but not attack when holding] [NEAR OBJECT]

<

THROW [OBJECT]

>



[AFTER GRAB]

[Tactical Overview]

Note you can't **ATTACK** (but you can **JUMP**) when holding a human or object. Learn how to **GRAB OBJECTS**, because scenery such as **AIR CONDITIONING UNITS** and **CARS** inflict the most damage, especially when you have **UPGRADES** (including the imperative **MUSCLEMASS**). Make sure you **TARGET** the foe you want to harm before you **THROW**!

<

CONSUME: CHEST BURSTER

>



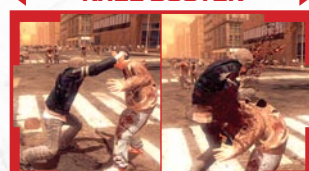
, then

[RANDOM]

<

CONSUME: KNEE BUSTER

>



, then

[RANDOM]

<

CONSUME: HEEL CRUSHER

>



, then

[RANDOM]

<

CONSUME: OVERHEAD SLAM

>



, then

[RANDOM]

[Tactical Overview]

Although you don't have access to the **CONSUME** Power at the very beginning of your **ADVENTURE**, it is among the **FIRST POWERS** you receive, and is **IMPERATIVE** for increasing your **WEB OF INTRIGUE MEMORIES**, as well as augmenting your **HEALTH**. Naturally, such violent behavior raises your **ALERT LEVEL** if you're spotted attempting such murderous bloodletting!

COMBAT MOVES: INITIALLY AVAILABLE

<

FLYING KICK

>



[IN AIR] →

<SPRINTING FLYING KICK>



+

→

or

+

→

GENERAL TRAINING

[Tactical Overview]

The Sprinting Flying Kick is an **ATTACK** you use **CONSTANTLY** throughout your adventure, because it is **ALWAYS AVAILABLE** and **EASY** to execute. It isn't the most damaging, but it has an **EXCELLENT REACH**, allowing you to **FLY** to your **TARGET** inside of **SPRINTING** in. You can **CANCEL** this **KICK** too, following up with a **GRAB** or **DROP** to the ground instead. This is excellent if you want to quickly reach a **TANK** or **HELICOPTER** to take it over.

ORIGINAL COMBOS

< 3-HIT BREAKDOWN PRELUDE >



< 4-HIT KICK COMBO >



< 3-HIT FLOAT COMBO 1 [FLOATS] >



< 3-HIT FLOAT COMBO 2 [FLOATS] >



< 3-HIT FLOAT COMBO 3 [FLOATS] >



< 2-HIT CHAIN COMBO >



< 3-HIT CHAIN COMBO 1 >



< 3-HIT CHAIN COMBO 2 >



< 3-HIT CHAIN COMBO 3 >



< 4-HIT CHAIN COMBO 1 >



< 4-HIT CHAIN COMBO 2 >



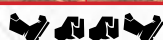
< 4-HIT CHAIN COMBO 3 >



4-HIT CHAIN COMBO 4



4-HIT CHAIN COMBO 5



4-HIT CHAIN COMBO 6



4-HIT CHAIN COMBO 7



[Tactical Overview]

Combine these **COMBOS** with **MUSCLEMASS POWER** for much greater damage. Those **COMBOS** marked "**FLOATS**" allow additional strikes afterward, although your **TARGET** is usually dead after the first few punches and kicks! Try out these **BASIC COMBOS** to get the **TIMING** down, because there is a **SLIGHTLY DELAY** between each **BUTTON PRESS**. With the beginnings of a **BRUTAL** series of strikes at your command, it is time to try some **ADVANCED MOVEMENT** and **COMBAT** techniques. Bring on the **UPGRADES**!

[SURVIVING and THRIVING:
Prototips]

Finally, here's a **MASS** of **TIPS** that come in **HANDY** in a variety of situations throughout your adventure. Read them to gain quick **INSIGHT** into your awesome viral **TALENTS**!

- The highest priority Upgrades are movement upgrades. City navigation is made much easier and faster, and it becomes easier to avoid enemies and attacks with jumping alone.
- AirDashing, Gliding, and Sprinting don't affect your Alert Level.
- If you find two or more Web of Intrigue targets in the same location, Stealth Consume them, so that the others don't flee,

and/or the Military doesn't start firing on you, usually resulting in collateral damage.

- If you end up killing a Web of Intrigue target, simply head north or south of your location for about 5-10 blocks and come back. The target has reappeared.
- AirDash almost immediately after jumping to gain maximum height.
- Use Area Effect attacks to clear crowds of foes surrounding you.
- Vehicles have two target reticles; and the smaller of the two takes a little time to "catch up" to a newly targeted enemy. Don't fire until both reticles line up. This is particularly important when firing homing missiles from a Gunship.
- When Hunters comes swinging at you, retreat, because you can't interrupt their attacks. Punish them afterward.
- When Leader Hunters attack, they pummel you with a swinging slam in sets of five strikes, then they rest for a second. Press home the attack at this point. Flee from their attack with a jump; a DiveRoll doesn't take you far enough away.
- Remember you can catch and return objects thrown at you.
- If you're having difficulty sneaking past a UAV, Supersoldier, or Viral Detector (they can all sense you), then enter a vehicle, because your virus cannot be detected through the walls of a Tank.
- In every mission, use stealth for as long as you can, because you have the advantage if you're hidden in plain sight. Take your time with this espionage.
- Defeat UAVs from extreme distance using an Assault Rifle, before quickly (and easily) hiding.
- The Disguise **SWITCH** has a sound effect when it becomes available. Listen for it, and you can instantly hide from foes without needing to take your eyes off your movement.
- Consume Infected Civilians so you don't have to change your disguise.
- Infiltrate bases for key personnel as early as possible. Vehicle and weapon Upgrades can be very useful to complete certain missions and events.
- The best way to destroy a Hive is with a Helicopter, because the Hive's complete lack of anti-air defense makes these structures easily destroyed.
- Not strong enough for a mission? Complete some events and gain EP to unlock more Upgrades.
- A tank patrol giving you trouble? Hijacking is as good as destroying.
- Multiple Target Stealth Consumes inside a base provide EP bonuses. Learn to be sneaky.
- Disabling defense systems can make Base destruction much easier. Take out the Sentry Guns and Viral Detectors first.
- Be careful what you spend your EP on. Some moves are not as effective as others despite their sometimes high prices.
- Learn what moves and powers work best against specific enemies and situations. What seemed insurmountable often becomes minor with a quick change of abilities.
- Eliminating Bases and Hives has its advantages, besides extra EP. Destroying Bases puts a global "cool down" on Strike Teams, preventing them from being called upon for five minutes. Hive destruction not only releases a shockwave that destroys Infected in the immediate area, it also shuts down Infected Water Towers for five minutes.

UPGRADES

[ATTACK AND OBFUSCATE: UPGRADES]

Now that you've learned the **BASIC MOVEMENT** and **ATTACKS** that your mutated form can accomplish, it's time to **UNLOCK YOUR FULL POTENTIAL!** This chapter reveals **EVERY SINGLE UPGRADE**, along with detailed tactics on the best situations to use your ever-increasing supply of talents. Upgrades are occasionally **GIVEN** to you during your **MISSIONS**, but most need to be **PURCHASED**. As Upgrades are **UNLOCKED** throughout the **MISSION WALKTHROUGH**, you only have access to certain Upgrades, and most are **OPTIONAL**. Some are required for certain missions. Naturally, the following showcases the Upgrades that should be top of your spending list.

This chapter presents Upgrades in the order they appear in the **UPGRADES MENU**. The **////** refers to the number of the Upgrade in its **SPECIFIC SET**, as shown in the menu. For example, the **BLADE AIR SLICE** is marked as **////**, meaning it is the **SECOND** of **FOUR BLADE** Upgrades you unlock.

[UPGRADES: POWERS]

Power	When Is It Unlocked?	Cost [EP]
Blade Power		
Blade Power	5.03: Biological Imperative	Gifted
Blade Air Slice	6.05: Children of Blacklight	1,000,000
Blade Frenzy	6.05: Children of Blacklight	700,000
Blade Sprint Frenzy	8.03: Shock and Awe	1,200,000
Claw Power		
Claw Power	2.02: Behind the Glass	Gifted
Groundspike	2.02: Behind the Glass	50,000
Groundspike Upgrade 1	3.02: A New Order	80,000
Groundspike Upgrade Max	5.03: Biological Imperative	500,000
Dashing Slice	3.02: A New Order	65,000
Defensive Powers		
Shield Power	2.01: Past and Present	10,000
Armor Power	5.03: Biological Imperative	Gifted
Hammerfist Power		
Hammerfist Power	2.02: Behind the Glass	48,000
Hammerfist Smackdown	2.02: Behind the Glass	48,000
Hammerfist Elbow Slam	5.03: Biological Imperative	675,000
Hammertoss	6.04: Making the Future	900,000
Whipfist Power		
Whipfist Power	3.02: A New Order	55,000
Street Sweeper	3.02: A New Order	57500
Longshot Grab	5.03: Biological Imperative	250,000
Musclemass Power		
Musclemass Power	3.02: A New Order	80,000
Musclemass Boost	6.05: Children of Blacklight	1,000,000
Musclemass Throw	5.03: Biological Imperative	250,000



TIP

Any **UPGRADE** marked with "**CORE**" should be purchased as a matter of urgency, because it is extremely helpful to furthering your prowess. Are you looking for a **CHART** showing **EXACT MISSIONS** where each **UPGRADE** is unlocked, and the **COST** in **EVOLUTION POINTS** of each one? Then consult this chapter, or the **UPGRADE CHART** in the **APPENDICES** at the back of this guide.



BLADE POWER

BLADE POWER



The **BLADE** is a powerful and deadly cutting and thrusting weapon, perfect for slicing and swiping through even the toughest armored vehicles or infected hides. This attack Power allows access to the most powerful strikes available.

[HOLD] + +
BLADE

BLADE COMBO ATTACK
5-HIT COMBO



This series of slashes can be up to five hits long, or shortened depending on the number of times you hit.

BLADE AIR SLICE



[IN AIR] →

Slice and dice from the air: Cleave your enemy in half with this drop-down cutting attack. Hold **DOWN** the button to **CHARGE** this attack, and also gain extra time in the air. The higher you drop from, the more damage this attack will do. Use before or during the **AIR SLICE** to **HOME IN** on a target.

BLADE FRENZY



Unleash a series of slashing attacks from a standing start.

BLADE SPRINT FRENZY



[HOLD] → →

Slice your foes with a lunging blade sweep out of a Sprint.

BLADE FRENZY COMBO ATTACKS

1-HIT BLADE FRENZY



2-HIT BLADE FRENZY



3-HIT BLADE FRENZY



4-HIT BLADE FRENZY



The **BLADE FRENZY** combos are easily started, and devastating to any ground adversary. They cut through all Military personnel, even damaging Tanks (although an Air Slice is still preferable). They are **HIGHLY EFFECTIVE** on the Infected, especially Hunters once the first hit connects.

BLADE GRAB



[[NEAR ENTITY]]

CONSUME: TOSS AND SKEWER



, then [RANDOM]

CONSUME: TRIPLE STAB



, then [RANDOM]

UPGRADES

CONSUME: VERTICAL SLICER



👤, then 🤖 [RANDOM]

A variety of gruesome **CONSUME** actions occur if you elect not to employ a **STEALTH CONSUME**. They all result in additional **HEALTH** for you, the death of the victim, and an **ALERT** if you're being watched.

[Tactical Overview]

The last, and arguably most potent of all your **POWERS**, the Blade is an **ARM GROWTH** that functions as a deadly weapon, allowing you to cut down and dismember your enemies, as well as deliver powerful attacks to any unit type, including **ARMORED UNITS** (such as Tanks, Helicopters, and **SUPERSOLDIERS**). Attacks can result in vertical or horizontal slicing of foes. Don't forget to **CHARGE** your attacks by holding down buttons (except in combos, except if otherwise stated): Overall, this is the Power to use on foes; slice away until your foes collapse.

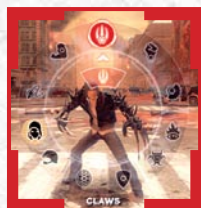
The **BLADE COMBO** is a fantastic way to cut through all **WEAKER** foes (such as Soldiers or Evolved Infected), and also works well after a **COUNTER** to a Hunter or Supersoldier attack. The damage is exceptional, and each hit is targeted at slicing into your enemy. The **BLADE SPRINT FRENZY** meanwhile, is much better at cutting through a **LINE OF FOES** in front of you. If you employ this on a **TARGETED HUNTER** though, only **ONE** of the strikes is likely to connect. It is much better to launch a **BLADE FRENZY** (without the Sprint) instead; a standing start is preferred if you wish to inflict **MULTIPLE HITS** on a single foe.

You should employ the **BLADE AIR SLICE** time and time again. It is versatile enough to be used to land on a **LARGER FOE** such as a Hunter or Supersoldier and carve massive damage from them. But the Air Slice, performed from a rooftop of an adjacent building, is one of the best ways to defeat a Tank. It is also a great way to **HOME IN** on a foe, and cover distance to a threat quickly and accurately. Soften up the Tank with a Missile Launcher shot first, if you wish. Also don't forget to **CHARGE** the button during your **AIR SLICE** to inflict extra damage; you should do this **CONSTANTLY**.

CLAW POWER



CLAW POWER

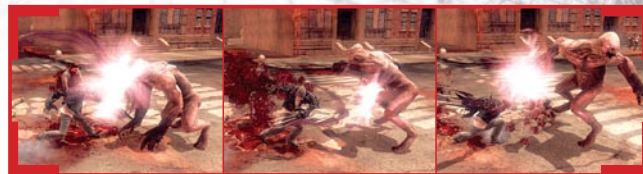


[HOLD]👤→🔴→
CLAWS

Transform your hands into deadly edged weapons; slice and dice for up-close crowd control.

CLAWS COMBO ATTACK

3-HIT COMBO SWIPE



👤👤👤

This right, left, right set of swipes can be two or three hits long depending on the number of times you hit 🤖.

CLAWS AND KICKS COMBO ATTACKS

2-HIT SWIPE KICKER



👤👤

3-HIT SWIPE KICKER 1



👤👤👤

3-HIT SWIPE KICKER 2 [FLOATS]



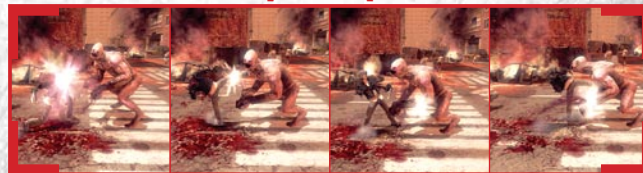
👤👤👤

3-HIT SWIPE KICKER 3 [FLOATS]



👤👤👤

4-HIT SWIPE KICKER 1 [FLOATS]



👤👤👤👤

4-HIT SWIPE KICKER 2 [FLOATS]



4-HIT SWIPE KICKER 3 [FLOATS]



4-HIT SWIPE KICKER 4 [FLOATS]



5-HIT SWIPE KICKER 1 [FLOATS]



5-HIT SWIPE KICKER 2 [FLOATS]



The **CLAW POWER** has great flexibility and a large number of combo variations, many of which **FLOAT** a target, allowing you to follow up with another series of attacks before a foe can properly block. However, your foes are likely to be dead or dismembered before this can occur!

GROUNDSPIKE [CORE]



Shift your mass into a deadly spike that erupts beneath your enemies. Combine with targeting for pinpoint spike precision. Upgradeable.

GROUNDSPIKE UPGRADE 1



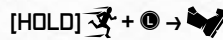
Improved damage and area effect of the **GROUNDSPIKE**. Upgradeable.

GROUNDSPIKE UPGRADE MAX



Maximum damage and area effect of the **GROUNDSPIKE**.

DASHING SLICE [FLOATS]



Slice. Cleave. Slash. Gore on the move.

CLAWS GRAB



[[NEAR ENTITY]]

You grab a targeted or nearby human-sized foe with a swift grab, and **HOLD THEM UP** by the neck.

CONSUME: FLIP SLIP SLICE



, then [RANDOM]

CONSUME: TWIST-OFF TOP



, then [RANDOM]

One of two gruesome **CONSUME** actions occur if you elect not to employ a **STEALTH CONSUME**. They all result in additional **HEALTH** for you, the death of the victim, and an **ALERT** if you're being watched.

UPGRADES

[Tactical Overview]

Until you can transform your arm into a **BLADE**, you must rely on your **CLAW POWERS**, as you transform both hands into rock-hard **TALONS**, which are effective at **DISMEMBERING** your enemies. This doesn't allow much in the way of **AIR COMBOS** to occur, but it does split human-sized foes apart quickly, which is useful when battling numerous adversaries. As always, **CHARGE** your attacks, or the first hit of a combo if you can, or wish to inflict more damage. The **COMBO SWIPE** is an excellent way to clear one or two weaker enemies, or to whittle down the energy of a Hunter.

Any of the **CLAW AND KICK COMBOS** are also great to employ; target a troublesome foe and land a constant barrage of attacks. Make sure you learn that you can only begin these combos with your **ATTACK BUTTON**, as the **SPECIAL ATTACK** inflicts the **GROUNDSPIKE**. If however, you employ the special attack **AFTER** an initial attack, you perform a **KICK**, allowing the combo to continue. Try **FINISHING OFF** a foe by executing either a **CLAW COMBO**, or a **CLAW AND KICK COMBO**, and finish with a **GROUNDSPIKE** to really pile on the damage. Although there's a small build-up time to execute the Groundspike, if you're targeting (for example) the same **HUNTER** you've just comboed, you can inflict more pain easily. Remember if you've purchased the **DASHING SLICE**, you can still **MOVE** and automatically stop to **GROUNDSPIKE**, as long as you stop Sprinting beforehand, and you're running normally, walking, or you're standing still.

The **GROUNDSPIKE** is a great short or longer-range attack. In fact, it makes more sense to use it at longer ranges (it has a maximum range of about **HALF A BLOCK**; experiment with the length of your attack to see), and perhaps from **COVER** as you are very **VULNERABLE** to close assaults while the attack is in progress. Therefore, ensure the **HORDE** of foes you wish to **SPEAR** with multiple shards is away from your current position, and don't forget to **UPGRADE** the Groundspike still further to add to its potency and area of effect. Note this isn't a **DEVASTATOR** attack, although it is obviously similar to the move that shares its name, but fortunately can be attempted without being in **CRITICAL MASS**. Finally, the **DASHING SLICE** is a good way to quickly tear through a horde of **INFECTED** or **MARINES**. As long as you're **SPRINTING** and **MOVING**, you'll **SLICE**, stop for a split second, and carry on moving. This is useful if you want to quickly **CULL** some foes for their **HEALTH ORBS**.

DEFENSIVE POWERS

SHIELD POWER



[HOLD] → →
SHIELD

The Shield will absorb damage on impact, preserving your Health completely—until it **BREAKS**. Once **BROKEN**, the Shield must **REGENERATE** before it will once again repel damage.

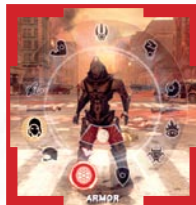
SHIELD SPRINT



[HOLD] +

This allows you to **RUN** at **SPEED** into Innocents and foes alike, pushing them and all but the largest of vehicles out of the way without slowing you down too much.

ARMOR POWER



[HOLD] → →
ARMOR

Armor increases damage resistance overall, at the cost of movement abilities such as **GLIDE** or **DIVEROLL**. Alex doesn't clear obstacles when Armored; instead, he will shoulder a path through vehicles and minor enemies.

ARMOR SPRINT



[HOLD] +

This allows you to **RUN** at **SPEED** into Innocents and foes alike, knocking them into the air with force. Vehicles are also cleared, except for Tanks, without slowing you down at all.

[Tactical Overview]

Although only two **UPGRADES** are available to your defense, both are advantageous, and the **SHIELD POWER** in particular is incredibly useful, because it **AUTOMATICALLY** soaks up damage until it shatters, before automatically regenerating (the speed of which depends on your **HEALTH** Upgrades). With this in mind, it is usually wise to leave your **SHIELD POWER** on permanently, as it doesn't impede other abilities. In fact, it is arguably **BETTER** than the more visually impressive **ARMOR POWER** because the Shield doesn't impede your mobility.

The **ARMOR POWER** meanwhile, offers slightly limited mobility; you cannot **GLIDE** or **DIVEROLL** for example, which is problematic for increasing your speed and covering large distances both horizontally and vertically. However, if you're employing **DOUBLE AIRDASHES** and **WALL JUMPING**, you normally don't need **GLIDING** except to reach between the largest of airborne gaps. Play around with the mobility impedence to see if it makes a difference to you. The **ARMOR** does knock entities and vehicles much farther away from you, which is both amusing and helpful during missions were you're **CHASING** entities or running **FROM** Strike Teams, or you're under **HEAVY FIRE**.

HAMMERFIST POWER



HAMMERFIST POWER



Trade speed for power—shift biomass to your forearms to allow deadly area-effect attacks, crush guarding enemies, and shatter armored vehicles. **HAMMERFIST** delivers the pain.

[HOLD] → →
HAMMERFIST

HAMMERFIST COMBO ATTACK

4-HIT COMBO



This series of air and ground pounds can be up to four hits long, or shortened depending on the number of times you hit .

HAMMERFIST SMACKDOWN



Blast enemies out of your path with this powerful combo. It is slow, but powerful—especially effective against enemy armor. Be wary of using against faster opponents.

HAMMERFIST DOWNPUNCH COMBOS

1-HIT WITH DOWNPUNCH FINISHER



2-HIT WITH DOWNPUNCH FINISHER



3-HIT WITH DOWNPUNCH FINISHER



A good alternative to **BLADE COMBOS** when faced with Hunters or Supersoldiers, this also cracks **MILITARY VEHICLES** wide open, and each hit knocks human-sized foes off their feet as well as wounding them.

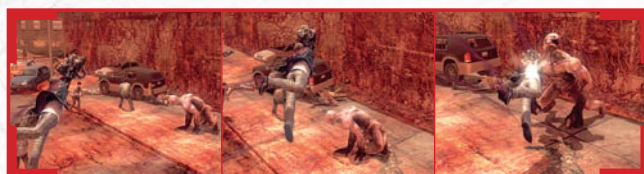
HAMMERFIST ELBOW SLAM



[IN AIR] →

Jump up, drop down. Deadly against armor. Add extra height to increase your damage and area of effect. With the right conditions, you can crack an enemy Tank with a single blow.

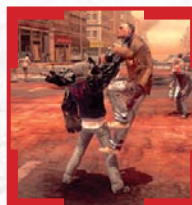
HAMMERTOSS [FLOATS]



[HOLD] + →

Sprint into a self-throw and put all your weight into a single, concentrated attack. The **HAMMERTOSS** is dangerous when you miss—and deadly when you hit.

HAMMERFIST GRAB



[[NEAR ENTITY]]

You grab a targeted or nearby human-sized foe with a swift grab, and **HOLD THEM UP** by the neck.

CONSUME: CRANIUM CRUSH



, then [RANDOM]

CONSUME: HAMMERED



, then [RANDOM]

UPGRADES

One of two punishing **CONSUME** actions occur if you elect not to employ a **STEALTH CONSUME**. They all result in additional **HEALTH** for you, the death of the victim, and an **ALERT** if you're being viewed.

[Tactical Overview]

The Hammerfist is the ultimate crushing and heavy weapon, lacking in panache and speed, but making up for it in sheer brute strength. Although foes aren't **DISMEMBERED**, they are still badly wounded, because a single hit from any Hammerfist attack inflicts more damage than any other **POWER** on a hit-for-hit basis. For example, your **HAMMERFIST COMBO ATTACK** is incredibly powerful, not just to instantly crush a Marine or Infected mutant, but to deliver **CRUSHING** attacks on Hunters, Supersoldiers, and most importantly, **TANKS**. Even the basic attack with the **HAMMERFIST POWER** delivers an area of effect, which is useful for crowd dispersal. This Power is specifically tailored to taking down **MACHINERY**, and is worth employing for just this purpose.

The biggest **DRAWBACK** of the Hammerfist Power is its slow, plodding attacks, which can be avoided by more robust foes. Therefore, the Hammerfist Combo is better employed after you've **COUNTERED** (either a Supersoldier, or by succeeding with a **HUNTER DIRTNAP**). All of the **DOWNPUNCH** combos offer similar crushing pain, and you can vary them as you wish, although the **3-HIT** is usually the preferred attack, because it inflicts the most damage. Although foes can easily avoid or retreat from attacks like the **HAMMERFIST SMACKDOWN**, if you catch one (such as a Marine, for example), you'll instantly kill them, and anyone in the **SPLASH DAMAGE** area of the **IMPACT CRATER**. For this reason, the Smackdown or Hammerfist Combos are a great way to clear your immediate area of **SWARMING FOES**.

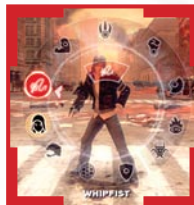
Perhaps the most useful of the Hammerfist Powers is the **ELBOW SLAM**, which is similar to the **ELBOW DROP** (a normal attack you can attempt using **ANY POWER** by **GRABBING** a wall, **TARGETING** a foe, and pressing **[X]**), but **MUCH MORE POWERFUL**. At the start of your adventure, **PRACTICE** the Elbow Drop so you know the **REACH** the **ELBOW SLAM** can command: You can target any foe (although a larger one is preferable), then **LAUNCH** the attack, **HOLDING DOWN** the **BUTTON** for greater damage. This is the optimal method of crushing a **TANK**, although it can be tried on **HELICOPTERS**, **HUNTERS**, and **SUPERSOLDIERS** as well as human-sized foes, with incredibly **MESSY** results! The drop of the **ELBOW SLAM** also can cover sizable horizontal distance, which can be very handy.

An under-used, but excellent final attack is the **HAMMERTOSS**. It's another great way to damage a **TANK**, collection of foes in close proximity to one another, or better yet, a **HELICOPTER** (as long as you're up high enough to reach it). Remember you must be both **TARGETING**, moving, and **SPRINTING** to execute this Hammertoss, which is a great **HIT-AND-RUN** tactic. Crash into a troublesome or deadly foe, then Sprint away, immediately target him again, and whittle down the Health without being struck. Try it on Hunters and Supersoldiers. As with all combat moves, **HOLDING DOWN** the **BUTTON** increases the damage, which is even more important with this attack Power, as one-hit kills can now occur with frequency.

WHIPFIST POWER

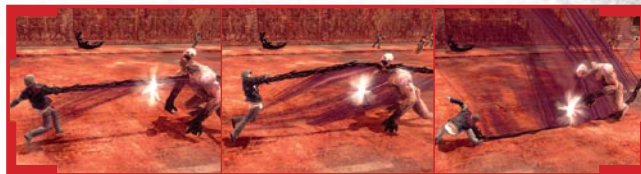


WHIPFIST POWER



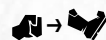
[HOLD] → →
WHIPFIST

WHIPFIST COMBO ATTACK 3-HIT COMBO



This series of ground lashes can be up to three hits long, or shortened depending on the number of times you hit .

STREET SWEEPER



Dismember all nearby enemies with a wide sweeping crack of **WHIPFIST**.

LONGSHOT STRIKE



Dismember all enemies in a straight line between you and your target. Unlike the **LONGSHOT GRAB**, the foe is struck, but not grabbed and gathered to you.

WHIPFIST SWEEPER COMBO

2-HIT WITH SWEEPER FINISHER



All the mass damage of a Street Sweeper, with one or two additional strikes at an initial attacker first. A great way to tackle a **EVOLVED INFECTED**, and his lesser mutations.

LONGSHOT GRAB



If there is an enemy at long range, use **LONGSHOT GRAB** to reel them in. Combine it with **SKYJACKING** and zip your way up to a **HELICOPTER**.

CONSUME: TOSS AND DISEMBOWEL



, then [RANDOM]

Either of the two **CONSUME** actions take place if you elect not to employ a **STEALTH CONSUME**. They all result in additional **HEALTH** for you, the death of the victim, and an **ALERT** if you're being viewed.

[Tactical Overview]

There's no better attack to viciously cull a whole street full of pedestrians. Whether they are Infected, Innocents, or Marines, all shall fall at the dismembering arm of your **WHIPFIST**, which elongates an appendage so you can use it to defeat multiple or long-range enemies. Outside of **WEAPONRY**, this is the longest-range ground attacks at your disposal, and although not quite as damaging as other Powers when you're facing toughened opposition, this removes multiple softer threats **QUICKLY**, impressively, and most importantly, in a **SHOWER OF FLESH AND SINEW**!

The **WHIPFIST COMBO** doesn't inflict the most damage, but you can use this quick two- or three-hitter from about 15 feet away from a target. This way, you can (for example) kill off a wounded

Hunter before it reaches you, or slash into a foe who is in a dangerous area (such as a zone with a **VIRAL DETECTOR** in it, or foes firing weaponry), with only your flailing arm entering that area. The **LONGSHOT STRIKE** and **GRAB** variations are also very impressive; they allow you to target a foe, then run dozens of feet away, turn and **STRIKE** (or **GRAB**) that same foe. This has the bonus of **CUTTING A SWATH** through any enemies directly between you and the target, unless there are obstacles blocking you. This allows you to **CULL** multiple foes in a straight line.

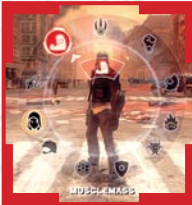
The **LONGSHOT GRAB** is extremely useful, and can be used in multiple ways. Is there a **MISSILE LAUNCHER** Soldier on a rooftop across from you? Then execute this **GRAB**, bring the foe to you, then **CONSUME** him and take his weapon without having to move and search for it! The **LONGSHOT GRAB** is also **INCREDIBLY** useful for **SKYJACKING HELICOPTERS**, as it has **EXCEPTIONAL RANGE**. Try **LEAPING** up to a Helicopter, then executing the **GRAB**. Still too far away? Combo a **FLYING KICK** or **CANNONBALL** and **THEN** attempt the **LONGSHOT GRAB**; the distance you travel can be incredible!

The other main advantage of this Power is the **STREET SWEEPER** attack and **COMBOS**, which allow you to cut down a massive, 360-degree **SWATH** of foes surrounding you. Useful on more than one **EVENT**, this also becomes incredibly useful if you're surrounded by multiple foes (at a Military Base, for example), or you want to collect Health from as many **DISEMBEMBERED CORPSES** as possible!

MUSCLEMASS POWER



MUSCLEMASS POWER



Increases strength twofold. **THROWS** go farther and all **STRIKE** attacks carry more damage. Upgradeable.

[HOLD] → →
MUSCLEMASS

MUSCLEMASS BOOST



[HOLD] → → MUSCLEMASS

MUSCLEMASS THROW



[HOLDING OBJECT] → or [HOLD]

Greatly increase the damage of your **MUSCLEMASS** attacks, hitting for yet more increased damage with basic hand-to-hand attacks.

Greatly increase the range and damage of your **MUSCLEMASS** throws.

UPGRADES

MUSCLEMASS BOOST COMPARISON



NORMAL THROW



MUSCLEMASS THROW

Notice the impact a **MUSCLEMASS** Throw has compared to a normal Throw. Also, throwing farther is always preferred, as more distant targets can be struck.

MUSCLEMASS GRAB



You grab a targeted or nearby human-sized foe with a swift grab, and **HOLD THEM UP** by the neck.

👉 [[NEAR ENTITY]]

CONSUME: HORIZONTAL RIP OPENER



👉, then 👊 [RANDOM]

CONSUME: VERTICAL DISMEMBERMENT



👉, then 👊 [RANDOM]

Unlike the **REGULAR CONSUMES**, two **IMPRESSIVELY GRUESOME CONSUME** actions occur if you elect not to employ a **STEALTH CONSUME**. They all result in additional **HEALTH** for you, the death of the victim, and an **ALERT** if you're being viewed.

[Tactical Overview]

All of the **COMBAT COMBOS**, any **COMBAT UPGRADES**, and every type of regular hand-to-hand attack you attempt can be performed using **MUSCLEMASS**. Once you can purchase this Upgrade, you should utilize it **CONSTANTLY**. Although the **BLADE** has the most vicious power, and inflicts the most damage, the **BEST POWER** to use (and **UPGRADE** as soon as possible) is **MUSCLEMASS**. With the ability to combine all your favorite **COMBAT ATTACKS**, and inflict **MUCH MORE DAMAGE** than normal, there is simply **NO REASON NOT** to use it. Whether you have a preferred other **POWER** or not, once this is available, **NEVER** attempt **COMBAT ATTACKS** without selecting it. When powered up, this Power has another bonus: when you attack the **INFECTED**, a single attack causes them to **EXPLODE** in a **SHOWER** of gore, rib-cage pieces, and flailing appendages!

Look over all of the attacks in the rest of this chapter, and think of how impressive they would be with **DOUBLE** or **TRIPLE** the damage. The **CANNONBALL** (for rolling into **MILITARY VEHICLES** and destroying them) and **THROWING** (for picking up objects and striking **LARGE FOES** or **VEHICLES** with them) are the most important abilities that are augmented with this **POWER**. With **MUSCLEMASS**, throwing becomes very useful for picking up enemies from afar. Also remember that the **FLYING KICK**, **PALM**

SLAM, or **GROUND POUNDS** (which are always available, even with other **POWERS** selected) have their attack damage increased, giving you **COMPLETE DOMINATION** in all aspects of offense. In fact, the only time you **DON'T** want to use this is if you're trying to **JUGGLE** a weaker foe, and don't want them to die too soon!

SENSORY POWERS



THERMAL VISION POWER



THERMAL VISION lets you see through obscuring smoke and other thin obstacles at the expense of a limited visual range. Use **THERMAL VISION** to see enemies when smoke and debris fill your view.

[HOLD]👁️→🔍→
THERMAL VISION

THERMAL VISION COMPARISON



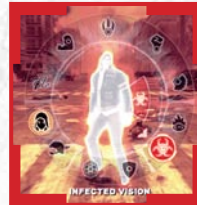
WITH THERMAL VISION



WITHOUT THERMAL VISION

Notice the enemies hidden behind the billowing smoke, which are instantly spotted with this **POWER** selected.

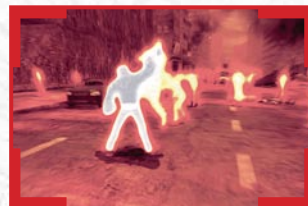
INFECTED VISION POWER



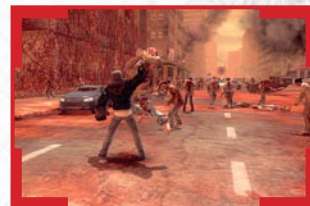
[HOLD]👁️→🔍→
INFECTED VISION

See the world as the Infected see it and tune into the Hive Mind itself with **INFECTED VISION**. Use this to spot enemies at range, and pick out hostile characters from simple bystanders.

INFECTED VISION COMPARISON



WITH INFECTED VISION



WITHOUT INFECTED VISION

Notice the enemies glowing an eerie **ORANGE** color? Like you, they are **EXPOSED** to the **VIRUS**.

[Tactical Overview]

Perhaps the least-used of the assembled **POWERS** at your disposal, **SENSORY POWERS** have specific uses, and can be utilized with other **POWERS** without problems. **THERMAL VISION** not only grants **IMPECCABLE VISION** during battlefield situations where thick smoke otherwise impedes your vision, but it also **MORE EASILY** shows you the locations of **WARM** targets. This can be useful at **NIGHT**, when you are reconnoitering a base, for example.

The **INFECTED VISION** allows you to see those Infected with the virus, which is useful during a few **MISSIONS**. For **FREEFORM** action, it is only of **LIMITED** use, although it can help you pinpoint some **WEB OF INTRIGUE** targets, and areas where there's a higher **CONCENTRATION** of the Infected (as the **ORANGE HUE** becomes increasingly more **VIVID**). As this Power mutes the real world's variety of colors, this allows you to see the **LANDMARK** and **HINT COLLECTIBLES** (employ this intermittently when searching for these objects), and easily enables you to find **INFECTED WATER TOWERS**, aiding a great deal in obtaining a specific **ACHIEVEMENT** or **TROPHY**.

[UPGRADES: MOVEMENT]



NOTE

These are of the **HIGHEST PRIORITY** to purchase whenever new Upgrades are unlocked during your missions. As city navigation becomes much **EASIER** and **FASTER**, you become much more adept at using the cityscape as your playground, bouncing off and over buildings, and eventually ignoring ground travel for most of your moving. Enemies and their attacks become easier to avoid, even with Jumping alone. These Upgrades are especially important for achieving **GOLD** and **PLATINUM** medals on the Movement and Glide events.

MOVEMENT	When Is It Unlocked?	Cost [EP]
Air Upgrades		
AirDash	2.01: Past and Present	2,500
Glide	2.01: Past and Present	15,000
AirDash Boost [AirDash]	2.01: Past and Present	20,000
AirDash Double [AirDash]	2.02: Behind the Glass	48,000
AirDash Double Boost	3.02: A New Order	80,000
Air Recovery	2.02: Behind the Glass	30,000
Sprint Upgrades		
DiveRoll	2.01: Past and Present	100
Sprint Speed 1	2.01: Past and Present	10,000
Sprint Speed 2	2.02: Behind the Glass	45,000
Sprint Speed Max	4.04: Errand Boy	100,000
Jump Upgrades		
Jump Upgrade 1	2.01: Past and Present	10,000
Jump Upgrade 2	2.02: Behind the Glass	30,000
Jump Upgrade 3	3.02: A New Order	100,000
Jump Upgrade Max	4.04: Errand Boy	135,000
Wall Jump Latch	3.02: A New Order	32,500

AIR UPGRADES

AIRDASH [CORE]



[IN AIR] →

in mid-flight. Experiment with this move—it's an important one to master. Upgradeable.

While jumping, redirect with the **AIRDASH**. **AIRDASH** can be used to avoid projectiles, get extra distance in a jump, or change your trajectory

GLIDE [CORE]



[IN AIR] → [HOLD] → [PRESS]

GLIDE is a vital ability to increase your movement options. Perfect for covering a lot of real estate in short order or dropping into bases without attracting attention.

AIRDASH BOOST



[IN AIR] →

Increase the speed and distance of your **AIRDASH** with this Upgrade.

AIRDASH DOUBLE



[IN AIR] →

Add a second **AIRDASH** for each and every jump. Use **AIRDASH DOUBLE** to double dodge, or avoid an attack—then dash toward your foe for a retaliation! Upgradeable.

AIRDASH DOUBLE BOOST



[IN AIR] →

Increase the distance of the **AIRDASH DOUBLE** with this Upgrade. Dash farther and faster with each **AIRDASH**!

UPGRADES

AIRDASH RECOVERY [CORE]



[LAUNCHED BY ENEMY ATTACK] →

Launched by an explosion or attack? Use the **AIR RECOVERY** to twist out early.

[Tactical Overview]

It is **IMPERATIVE** that you purchase and augment all of these Upgrades as soon as they become available, because they aid in your dexterity, stealth, and dodging abilities immeasurably. One of the **MOST IMPORTANT MOVES** you can use is the **AIRDASH**, which gives you a quick **BOOST** through the air in any direction you wish. It allows you to move quickly around the city, and enables you to **EASILY EVADE** incoming ordnance, especially **OBJECTS THROWN** at you. Its main use is in conjunction with the **GLIDE**. **JUMP** off a building, then **GLIDE**, **AIRDASH**, and **GLIDE**, and (once you purchase the **AIRDASH DOUBLE**) **AIRDASH** again, then **GLIDE** once more, touching a building, and **BEGINNING** the combo again. You can literally fly from one end of Manhattan to the other without ever touching the ground! Try it!

AirDashing, Gliding, and then skimming the side of a building allows you to **BEGIN** this process again, so as you grow more confident in your flight, you won't ever need to **LAND** on a building; just **GRAZE** the side of it and continue with your **AIRDASH** to **GLIDE COMBO** move (or you can use a **UAV** and **TOUCH** that to refill your **AIRDASHES**). The only issue is running out of the **BOOST** the AirDash gives you once you've used it twice and haven't landed yet, so **GAUGE** how far the nearest building is and aim for it, when you're en route to your next location. As with the **AIRDASH**, the **GLIDE** is also one of the **MOST IMPORTANT UPGRADES** you can purchase. To further convince you, here are some additional **MANEUVERS** that augment your agility and prowess:

Instead of **WALL JUMPING** vertically up a building, you can **JUMP** and **AIRDASH** together (+). Constantly **TAP** these buttons in quick succession and you **GO EVEN FASTER** up a wall, and you can also **EASILY STEER** and **HUG TIERED BUILDINGS** without stopping. Just be sure you **STOP AIRDASHING** before you reach the top of a building. Also **AIRDASH** almost immediately after jumping to gain **MAXIMUM** height (if vertical) or distance (if horizontal).

For even farther **HORIZONTAL DISTANCES**, you can perform **THREE GLIDES** every time you **LEAP** (which can be extremely useful during **GLIDE** or **MOVEMENT EVENTS**). Make sure you are **SPRINTING** before you **JUMP**, and then a **SECOND** after you're **AIRBORNE**, **KEEP HOLDING SPRINT** and **TAP** the **JUMP BUTTON** to **JUMP GLIDE**. After this you have two **AIRDASHES**, with a **GLIDE** after each of them.

For the **FASTEST GROUND MOVEMENT** of all, Upgrade all these **MOVES**, and then **SPRINT** along the ground. Then **TAP** the **JUMP** button so you hop slightly, and **IMMEDIATELY TAP** **TWICE** to execute a **DOUBLE AIRDASH** just above the ground. You land, **SPRINTING** like a **MANIAC**. Keep this **COMBO** up to continue at **MAXIMUM** speed; you are slowed only by obstacles in your path.

If you're **PLUMMETING** to the ground (especially if you're dropping toward a **BASE ROOF**, try to at least **GLIDE** or **AIRDASH**

the moment **BEFORE** you hit the ground, so you land without impact damage, so the Military **ISN'T AWARE** of your presence. A **MILITARY AVOIDANCE** pattern is also advisable, especially if **HOMING MISSILES** are **INCOMING**; quickly locate two **BUILDINGS** near each other, and **WALL JUMP** up one, then **JUMP AWAY** and **AIRDASH** into the other building, and **REPEAT** this pattern, zigzagging vertically up between the **BUILDINGS** to avoid the Missiles and confuse the **ENEMY**.

SPRINT UPGRADES

DIVEROLL [CORE]



[DIRECTIONAL] → [PRESS]

Use **DIVEROLL** to avoid projectiles and attacks. **DIVEROLL** is an important move to master.

SPRINT SPEED 1 [CORE]



[HOLD] → [DIRECTIONAL]

Boost your joints and streamline your body structure to **SPRINT** faster than ever before. Upgradeable.

SPRINT SPEED 2



[HOLD] → [DIRECTIONAL]

Sprint faster than ever before. A vital evolutionary edge. Upgradeable.

SPRINT SPEED MAX



[HOLD] → [DIRECTIONAL]

Increase **SPRINTING** capability even more. An important Upgrade.

[Tactical Overview]

Although there aren't as many **TACTICAL NUANCES** regarding the **SPRINTING** Upgrades (because they simply consist of one variation on the **SPRINT**, and the rest add speed to the Sprint itself), the simple premise remains that the more Sprint Upgrades you purchase, the faster you go! Increasing your speed, although not as important as Upgrading your **AIR** moves, is still exceptionally **IMPORTANT**, and **RACING** through the streets or **CIRCLE-STRAFING** at speed around a larger foe means you'll reach places more quickly, and be able to avoid obstacles and enemy attacks more easily.

The **DIVEROLL** is a completely **DEFENSIVE** maneuver that is **EXCELLENT** when evading foes' attacks (such as the **SWIPES** of a **HUNTER**). You can even use it in the middle of a combo against a Hunter. Even after getting hit the first time you can still **DIVEROLL** away to avoid the rest of the attacks. **PRACTICE** this move away from enemies on a lonely rooftop, so you can easily perform it in the heat of battle. The **DIVEROLL** is a great alternative to **JUMPING** and **AIRDASHING** away from a foe, as it avoids their strike, but keeps you **CLOSE** to them, so you can **RETALIATE** with a counter, or **COMBO** of your own, much more easily.

JUMP UPGRADES

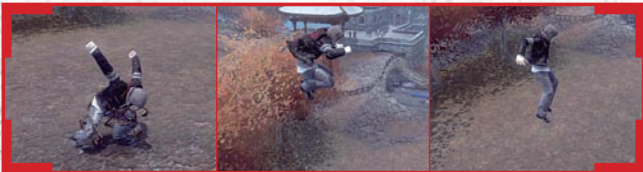
JUMP UPGRADE 1 [CORE]



[HOLD]

Jump farther and faster. Vital for high-speed, long-distance movement, this is a very important Upgrade. Upgradeable.

JUMP UPGRADE 2



[HOLD]

Enhanced leg musculature means you can jump further and charge faster. This Upgrade is vital for high-speed, long-distance movement. Upgradeable.

JUMP UPGRADE 3



[HOLD]

Jump farther, charge faster. This second-level Upgrade is vital for high-speed, long-distance movement. Upgradeable.

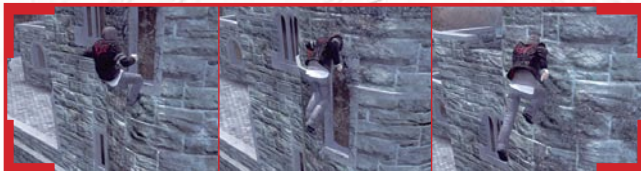
JUMP UPGRADE MAX



[HOLD]

Max your jump charging capabilities. This Upgrade is vital for high-speed, long-distance movement. Maximum Upgrade level.

WALL JUMP LATCH



[AGAINST WALL] →

Chain quick wall jumps together with the **WALL JUMP LATCH** Upgrade. Useful for quick redirects and enhances overall movement control.

[Tactical Overview]

If you're attempting to **LEAP SMALLER BUILDINGS** with a **SINGLE BOUND**, you should **UPGRADE** your **JUMP** ability. This is only slightly less important than your **AIR** maneuvers, but also **IMPERATIVE** to purchase. Increasingly longer and more powerful **JUMPING** techniques (either from a standstill or run/Sprint) **ADD** to your overall **MANEUVERING FLEXIBILITY**.

For example, Jumping **HIGHER** and **FARTHER** (as each consecutive **JUMP UPGRADE** allows you to do, simply by using your normal **JUMPING** move) is always handy for reaching rooftops without having to **WALL RUN** up them, or landing in a **CENTRAL PARK POND**, and it allows you to take **FEWER STOPS** while you're traveling from building to building through the **AIR**. The only important aspect to **REMEMBER** is that **CHARGING** your Jump **ALWAYS** results in **SPECTACULAR** height boosts, but you need to make sure you see the "shimmer" after you've held down the **JUMP** button to signify the **FULLY CHARGED JUMP** is ready. Always have your **JUMP** button held down for many maneuvering situations—such as when you're **SPRINTING** off a rooftop—so you can **LAUNCH** your Charge Jump at the edge of the roof, at the optimal time.

You shouldn't underestimate the **WALL JUMP LATCH** either. Although you need to stop holding to activate it, this technique allows you to **INSTANTLY** change direction or **BACKFLIP** off a wall depending on the direction you're steering. Why is this useful? It allows you to quickly maneuver away from incoming ordnance (especially **MISSILES**) with impressive glee, stops **HUNTERS** chasing you up walls, and enables you to **FLIP** from building wall to building wall, enhancing your **DODGING** potential.

[UPGRADES: SURVIVABILITY]

SURVIVABILITY	When Is It Unlocked?	Cost [EP]
Critical Mass Upgrades		
Critical Mass Ability	2.01: Past and Present	15,000
Adrenaline Surge	2.01: Past and Present	20,000
Critical Mass Boost 1 (Prerequisite: Critical Mass)	3.02: A New Order	80,000
Critical Mass Boost Max	5.03: Biological Imperative	400,000
Health Upgrade		
Health Boost 1	2.01: Past and Present	36,000
Health Boost 2	3.02: A New Order	130,000
Health Boost Max	5.03: Biological Imperative	550,000

UPGRADES

Health Regeneration

Regen Rate Boost 1	3.02: A New Order	80,000
Regen Rate Boost Max	4.04: Errand Boy	100,000
Regen Delay 1	4.04: Errand Boy	135,000
Regen Delay Max	5.03: Biological Imperative	475,000

CRITICAL MASS UPGRADES

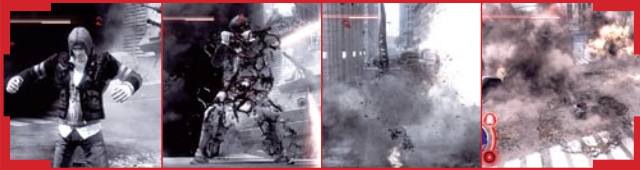
CRITICAL MASS ABILITY [CORE]



[REACH MAXIMUM HEALTH] GAIN ADDITIONAL HEALTH

Go beyond the constraints of **MAXIMUM HEALTH**, and enter **CRITICAL MASS** mode for increased attack damage and the ability to deploy **DEVASTATOR** attacks. Upgradeable.

ADRENALINE SURGE [CORE]



[LOWER HEALTH TO ALMOST DEATH] [DEVASTATOR ATTACK]

ADRENALINE SURGE is the ultimate survivability safety net. When your Health is almost gone, you gain a moment of **INVULNERABILITY** and access to a single **DEVASTATOR ATTACK**. Use it wisely. Groundspike Devastator example shown.

CRITICAL MASS BOOST 1



[REACH MAXIMUM HEALTH] GAIN ADDITIONAL HEALTH

CRITICAL MASS capacity increase. Go farther into the zone, allowing for a maximum of **TWO DEVASTATOR** attacks. Upgradeable.

CRITICAL MASS BOOST MAX



[REACH MAXIMUM HEALTH] GAIN ADDITIONAL HEALTH

CRITICAL MASS Maximum. When Health is maxed, this allows for up to **THREE DEVASTATOR** attacks.

HEALTH UPGRADE

HEALTH BOOST 1



Increased **HEALTH** allows you to absorb more damage. Upgradeable.

HEALTH BOOST 2



Further increased **HEALTH**, increasing your ability to absorb damage from enemy attacks. Upgradeable.

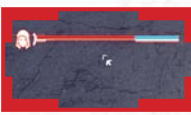
HEALTH BOOST MAX



Maximum **HEALTH**. This is the maximum increase of **HEALTH** possible through Upgrades.

HEALTH REGENERATION

REGEN RATE BOOST 1



Outside of combat, your Health will regenerate at a steady pace. With this Upgrade your Health will recover at an increased rate. Upgradeable.

REGEN RATE BOOST MAX



Outside of combat, your Health will regenerate at a steady pace. With this Upgrade your Health will recover at an increased rate.

REGEN DELAY 1



Some time after taking damage, you automatically begin to heal. This Upgrade reduces the delay required for **REGENERATION** to begin the healing process. Upgradeable.

REGEN DELAY MAX



Some time after taking damage, you automatically begin to heal. This Upgrade further reduces the delay required for **REGENERATION** to begin the healing process.

[Tactical Overview]

Advancements in your **CRITICAL MASS** are a welcome asset to your repertoire of offensive capabilities, and are the **KEY** to **FULLY UTILIZING** your **DEVASTATOR** attacks. However, don't overlook that these also **INCREASE** your **HEALTH**; the "blue" end of your Health Bar is damage you can comfortably take. If you limited funds for Upgrades, **BOOST** your Critical Mass and purchase only **ONE DEVASTATOR**, so you have **MORE CHANCES** to use it, instead of buying **ALL DEVASTATORS** and rarely unleashing them.

Because **CRITICAL MASS** is a mandatory Upgrade, concentrate on **BOOSTING** it prior to tackling missions or events with a **LARGE NUMBER** of enemies, or a toughened [or gigantic] opponent. Remember that Critical Mass enables you to perform your strongest possible [and area effect] attacks, which are not only impressive to view, but highly helpful when the streets become **PACKED** with the **INFECTED** or the **MILITARY**. To make **FULL USE** of your **DEVASTATOR ATTACKS**, be sure to collect **HEALTH** prior to every mission, although make sure the final entity you Consume is of Military stock, or you'll be **DISGUIISING** yourself as an Innocent!

Special mention must be made of the **ADRENALINE SURGE**. The help this gives you isn't instantly recognizable, but if you're traversing highly dangerous areas of Manhattan, this is **UNDENIABLY** the most effective **SURVIVAL UPGRADE** you can buy. When you're about to die, quickly look for the **BLUE HEALTH** bar appearing, and then immediately execute a **DEVASTATOR**. Not only does this clear the immediate area of attackers, but they leave their **ENERGY ORBS** behind *en masse*, allowing you to quickly refill your Health Bar. This is excellent **INSURANCE** against death, and well worth the asking price!

Regarding the other types of **SURVIVABILITY** Upgrades, **HEALTH BOOSTS** widen your **HEALTH BAR** by the amount shown, and also allow you to **ABSORB** damage, which is important, as it enables you to withstand more enemy punishment. You can last longer in combat without **FLEEING**, tackle larger enemies, and allow for more mistakes when engaging in aggressive behavior. Your **PLAY STYLE** is crucial when opting for **HEALTH** Upgrades. If you're constantly dying, then opt for these. If you're easily overcoming enemies and rarely need to flee, delay purchasing them.

REGENERATION Upgrades should be seen the same way: they are extremely helpful if you're constantly engaged in combat and aren't overcoming foes easily. However, as there are **OTHER WAYS** to obtain Health [by **CONSUMING**], you may wish to spend **EVOLUTION POINTS** on abilities you have no other way of obtaining, such as **POWERS**. Still, **REGENERATION** is handy during missions where there's no time [or place] to rest, and is especially useful during **BOSS BATTLES**.

[UPGRADES: COMBAT]



TIP

Ensure that you inflict the **MAXIMUM** amount of damage on your opponents by performing **ALL** these **COMBAT UPGRADES** with the **MUSCLEMASS POWER** selected.

COMBAT	When Is It Unlocked?	Cost [EP]
Air		
Flying Kick Boost	2.01: Past and Present	10,000
Flying Elbow Drop	4.04: Errand Boy	100,000
Flipkick Launcher	3.02: A New Order	75,000
Body Surf	4.04: Errand Boy	120,000
Air Stomp	4.04: Errand Boy	50,000
Cannonball (Prerequisite: Palm Slam)	4.04: Errand Boy	80,000
Bulletedive Drop (Prerequisite: Glide)	6.05: Children of Blacklight	1,500,000
Spike Driver (Prerequisite: Air Combo)	6.05: Children of Blacklight	550,000
Area Effect		
Groundshatter	2.02: Behind the Glass	40,000
Groundspike Graveyard Devastator	2.02: Behind the Glass	60,000
Knuckle Shockwave	2.02: Behind the Glass	24,000
Tendrill Barrage Devastator	2.02: Behind the Glass	54,000
Groundshatter Drop (Prerequisite: Groundshatter)	3.02: A New Order	110,000
Air Groundspike Graveyard Devastator	5.03: Biological Imperative	540,000
Air Knuckle Shockwave (Prerequisite: Knuckle Shockwave)	5.03: Biological Imperative	380,000
Air Tendril Barrage Devastator	5.03: Biological Imperative	450,000
Attacks		
Breakdown Smash	4.04: Errand Boy	45,000
Uppercut Launcher	4.04: Errand Boy	35,000
Air Combo	4.04: Errand Boy	135,000
Curb Stomp	4.04: Errand Boy	120,000
Palm Slam	4.04: Errand Boy	75,000
Critical Pain Devastator	5.03: Biological Imperative	475,000
Air Critical Pain Devastator (Prerequisite: Cannonball)	5.03: Biological Imperative	200,000
Snapkick Launcher	8.03: Shock and Awe	900,000
Grab and Throw Upgrades		
Charged Throw	2.02: Behind the Glass	30,000
Sprinting Grab	2.01: Past and Present	5,000



UPGRADES

COMBAT	When Is It Unlocked?	Cost [EP]
Sprinting Throw	2.02: Behind the Glass	25,000
Long Range Throw (Prerequisite: Charged Throw)	3.02: A New Order	50,000
Hunter Dirtnap	3.02: A New Order	250,000
Grapple		
Grappleslam	3.02: A New Order	195,000
Powerbomb (Prerequisite: Air Combo)	6.05: Children of Blacklight	500,000

AIR

FLYING KICK BOOST [CORE]



[IN AIR] →

Increase **FLYING KICK** range, speed, and damage with this Upgrade. Great against **HELICOPTERS** or **UAVs**.

FLYING ELBOW DROP



[FROM WALL RUN] →

Drop from on high with a face full of hurt. The higher the drop, the bigger the impact. The Elbow Drop is useful against ground-based enemies, as you can move up high, then drop with a punishing strike.

FLIPKICK LAUNCHER



[IN AIR][HOLD] → [CONNECT WITH TARGET] →

FLIPKICK LAUNCHER turns your enemy into a projectile. Jump kick, and then charge for launch!

BODY SURF



[HOLD] [ON HUMAN] → [IN AIR] → [HOLD]

Don't stop moving with the **BODY SURF**; turn your enemy into a new form of movement. Only works with human-class enemies.

AIR STOMP



[IN AIR]

Perform a quick drop to create a powerful shockwave. Useful to clear out a tight grouping of enemies, or stun a larger opponent for an immediate follow-up attack.

CANNONBALL



[HOLD] + [IN AIR]

Tuck and roll; slice through the air and unleash a deadly splash impact on your opponents. The **CANNONBALL** has excellent range and tracking, making it an outstanding attack against aircraft.

BULLETDIVE DROP



[GLIDE] →

From the **GLIDE** move, drop hard, drop fast for a maximum-impact splash effect with the **BULLETDIVE DROP**. The Bulldive Drop doesn't track well, but it hits extremely hard. It's your most powerful drop attack.

SPIKE DRIVER



[FROM AIR COMBO] →

SPIKE your enemy downward. **CHARGE** the **SPIKE DRIVER** to increase damage.



[Tactical Overview]

Air **ATTACKS** are not only an excellent way to spend your Evolution Points (as you're already airborne most of the time, and can easily begin any of the strikes), but most are available to use **AT THE SAME TIME** as any **POWER** you have accessed. This means you'll execute a **FLYING KICK** whether you're using the **BLADE** or **MUSCLEMASS** Power; further adding to these attacks' usefulness

and flexibility. The **FLYING KICK** is a staple move, used in **COUNTLESS** ways to quickly **ADD EXTRA DISTANCE** to a **JUMP**, reach a foe just too far away for most attacks, or even to reach a **HELICOPTER**, where it can be **CANCELLED** into a **GRAB** into a **SKYJACK** just before you strike. You can also **CANCEL** the Flying Kick into a **SPRINTING GRAB**, which is the fastest and preferred method to Hijack ground vehicles at medium range. Need more reason to use this **KICK**? You can also **CANCEL** it into a **CANNONBALL**! This allows you to target a foe (usually airborne) at **EXTREME RANGE**, and execute both moves to reach it quickly and effectively.

The **CANNONBALL** is another must-have maneuver, as it has the **GREATEST RANGE** of any of your offensive maneuvers. After the **IMPACT**, it pushes you back and away from the enemy, allowing you more of a defensive posture. If you remember to **CHARGE** during the attack, you can **DESTROY** a Helicopter with a single strike, although the Cannonball is useful against **ALMOST ANY OPPONENT** and in **ANY SITUATION**. When in doubt, tuck and roll, and use **MUSCLEMASS** to increase the damage still further.

Less important, but still potent is the **FLYING ELBOW DROP**, a precursor to the **HAMMERFIST ELBOW SLAM** that works in the same way. However, if you aren't interested in the Hammerfist Power, but still wish to **DROP** from a building and **DESTROY** a **TANK**, use this specialized move. It isn't as flexible as other **AIR** strikes (you have to be on a **WALL RUN** to execute it), but it's a fine way to **CRUSH** a targeted enemy such as a **HUNTER** or Military vehicle.

Although initially requiring **PATIENCE** to master, the **FLIPKICK LAUNCHER** is an excellent strike to try. When you succeed with the timing (attack your target with a **FLYING KICK**, but just as you strike, **PRESS** and **HOLD**  again), this becomes very useful when you leap into a **GROUP** of enemies and wish to **CLEAR THE AREA** of them. Don't forget you can end a **BODY SURF** with a **FLIPKICK LAUNCHER** to really ruin a foe's day. The **BODY SURF** itself is amusing and allows you to **RIDE** a **HUMAN** once you connect with it, allowing you to make sure your foe is **REALLY, REALLY DEAD**. Although less tactical, this is still **GREAT FUN**, and you can **CANCEL** a **FLYING KICK** into a **BODY SURF** simply by holding down .

The **AIR STOMP** is a good **CLEARING** move, allowing you to topple foes in a **SHOCKWAVE** surrounding you. It **STUNS** larger enemies, allowing you to **FOLLOW UP** a **COMBO** attack to hammer a more aggressive enemy quickly and effectively; it is a good alternative to the **AREA EFFECT** attacks. The **BULLETDIVE DROP** is another reasonably useful move; although it inflicts the **MOST DAMAGE** of all your **AIR** attacks, it isn't particularly **ACCURATE**, but announces your arrival in a crowded combat zone, and if you can damage a **TANK**, it becomes extremely useful. The main use for **BULLETDIVE DROP** is to clear the area of landing from a Glide, making sure you're not caught in a crowd of enemies. It is also **EASY** to use, as you attempt it from a **GLIDE**, one of the airborne **MOVES** you most commonly use. Finally, the **SPIKE DRIVER** is only used at the **END** of an **AIR COMBO**, but it is a **VITALLY IMPORTANT** finisher, especially when **CHARGED**. As long as you've already purchased the **UPPERCUT LAUNCHER** and **AIR COMBO**, be sure to buy this, so you can knock (for example) a **HUNTER** skyward, bash it in the air, and **DRIVE** it back down for a **ONE COMBO KILL**!

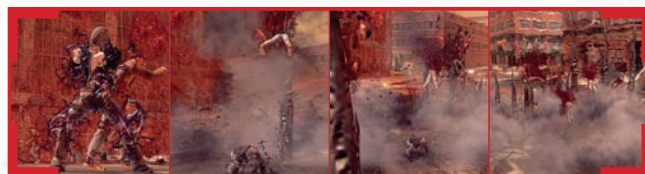
AREA EFFECT

GROUNDSHATTER



Pound the ground. This powerful area effect is great for clearing an area of weaker enemies by launching them into the air. **CHARGE** to increase area of effect and power of the attack.

GROUND SPIKE GRAVEYARD DEVASTATOR



[IN CRITICAL MASS] [HOLD]  + 

One of the most powerful moves available. Devastate with a cascade of deadly **GROUND SPIKES** to everything nearby. **DEVASTATORS CAN ONLY BE TRIGGERED WHEN IN CRITICAL MASS**.

KNUCKLE SHOCKWAVE [CORE]



Pound your fists together to blast opponents away from you. Not damaging, but can buy you a lot of time when you blast enemies out of your way. Great for clearing an area of weaker foes. **CHARGE** for more power.

TENDRIL BARRAGE DEVASTATOR [CORE]



[IN CRITICAL MASS] [HOLD]  + 

Deadly tendrils erupt from your body to impale all nearby enemies. Most powerful against biological foes. **CAN ONLY BE USED WHEN IN CRITICAL MASS**.

UPGRADES

GROUNDSHATTER DROP



[IN AIR] → +

Drop from above and create a huge ground effect. Great for clearing groups of enemies or just creating destruction. **CHARGE** or increase the height of your drop for an increased area effect and attack power.

AIR GROUNDSPIKE GRAVEYARD DEVASTATOR



[IN AIR] → [IN CRITICAL MASS] → [HOLD] +

Drop from the sky and deliver a wave of deadly **GROUNDSPIKES** to impale nearby enemies. Very powerful against vehicles. **DEVASTATORS CAN ONLY BE USED WHEN IN CRITICAL MASS.**

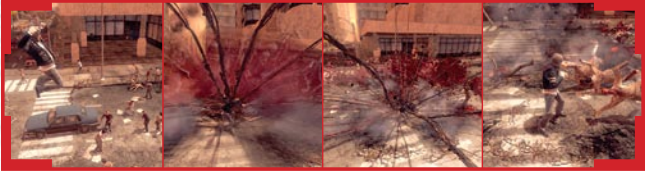
AIR KNUCKLE SHOCKWAVE



[IN AIR] → +

Pound your fists together to create a powerful shockwave blast. Not the most damaging attack, but great for clearing the air. Use during jumps to clear away weak or damaged aerial opponents.

AIR TENDRIL BARRAGE DEVASTATOR



[IN AIR] → [IN CRITICAL MASS] → [HOLD] +

AIR version of the **TENDRIL BARRAGE DEVASTATOR**. Tendrils erupt from your form to impale all nearby enemies. Most powerful against large numbers of weaker enemies or fast-moving evasive enemies such as Helicopters.

[Tactical Overview]

Collectively, strikes that allow you to hit **MULTIPLE** foes, usually gathering in a **CIRCLE** around you, are known as **AREA ATTACKS**. Most (but not all) of your **DEVASTATOR** attacks come under this umbrella, and it is important to hone **AT LEAST ONE** of these type of attacks in your combat repertoire. Beginning with the **GROUND-SHATTER**, don't **CHARGE** this for too long when you have Critical Mass or you'll execute a **GROUNDSPIKE GRAVEYARD DEVASTATOR**! Instead, **TAP** or **HOLD** for a second or two before **IMPACT**, and you create a medium-sized shockwave around yourself, knocking foes off their feet, and killing most human-sized enemies. This can also halt the charge of the Infected, and is particular useful for getting **HUNTERS** and **SUPERSOLDIERS** to back off.

Essentially a **MUCH MORE POWERFUL** version of the **GROUND-SHATTER** is the **GROUNDSPIKE GRAVEYARD DEVASTATOR**. Don't confuse it with the **CLAW POWER GROUNDSPIKE**. Although similar, the Claw's move targets foes at range, while the Devastator can be used **WITHOUT CLAW POWER** (ideally with Musclemass instead), and produces a flurry of **GIGANTIC SPEAR TENDRILS** ascending from the ground in a **FEAST OF SKEWERING AND SINEW**! This kills everything human-sized, and knocks larger foes well back. Use this to clear crowds, or deliver **HIGHLY DAMAGING WOUNDING** to a large or giant entity. Don't forget that this, and the other **DEVASTATORS** require you to be at **CRITICAL MASS** for the attack to become available. Upgrade your Critical Mass abilities to further strengthen this attack.

The **KNUCKLE SHOCKWAVE** is another ability that you should use to clear an area of troublesome enemies, because it offers the same wave of energy surrounding you that knocks down weaker foes and pushes back others, but is quicker to launch, and has less **RECOVERY TIME**. A step up from this is the **TENDRIL BARRAGE DEVASTATOR**, which is the ultimate room-clearing move. Useful for tackling **SWARMS** of foes, a mixture of ground and airborne enemies, or a number of skyborne pests (such as helicopters and UAVs), this attack is both versatile and impressive. Maul a pride of **HUNTERS** as they charge in, before they can even touch you (using **AREA EFFECT** moves on Hunters is particularly recommended, so you can interrupt their otherwise-unblockable attacks). Or stab a thousand snaking tails into a squad of **MARINES** before they can react. The **TENDRIL BARRAGE** is one of your most **POTENT DEVASTATORS**, and its ability to strike ground and air targets (inflicting more damage to each target than the **CRITICAL PAIN DEVASTATOR**) makes this the top choice for foe removal!

Remember that if you're unable to attack foes without being struck, launch an **AREA ATTACK**, especially as these usually **STUN** a foe, allowing you to press the attack. All of these Area Attacks can (when additional Upgrades are purchased) also be attempted from the **AIR**. The airborne versions are **EVEN MORE POTENT** because it is easier to **CHARGE** these attacks as you're dropping from the skies, and easier to **AIRDASH** or **GLIDE**. There's less chance of you being hit, and you drop into a concentrated area or one with an entity you wish to kill. This is especially useful for the Devastators because you can be interrupted in the middle of a charge. While in the air, it is easier to place yourself in a position to launch these Devastators without being hindered by any annoying foes.

ATTACKS

BREAKDOWN SMASH



[HOLD] [HOLD]

A devastating attack move with extra charge potential. Combo into this and charge for outstanding damage.

UPPERCUT LAUNCHER [FLOATS]



[HOLD] → [AWAY] → [HOLD]

Launch your enemy with a chin-shattering **UPPERCUT LAUNCHER**. Follow up while in the air, or **AIR STOMP** down.

AIR COMBO



[UPPERCUT] → [ENEMY IN AIR]

Bash your target toward the horizon with a bone shattering combo! Follows right out of the **UPPERCUT LAUNCHER**.

CURB STOMP



[DOWNED OPPONENT] →

Introduce your defeated enemy's face to the heel of your shoe.

CURB KICK



[DOWNED OPPONENT] →

With this variation of the Curb Stomp, you can strike your finished foe's corpse with a swift kicking.

PALM SLAM



+

Let your enemy know how you feel with a fast **PALM SLAM**. Clears nearby enemies from your path with a directed force attack. Allows access to the **CRITICAL PAIN DEVASTATOR**.

CRITICAL PAIN DEVASTATOR



[IN CRITICAL MASS] → [HOLD] +

The **CRITICAL PAIN DEVASTATOR** inflicts untold damage upon any enemies in the line of fire. Outstanding against large, powerful, or evasive enemies.

AIR CRITICAL PAIN DEVASTATOR



[IN AIR] → [IN CRITICAL MASS] → [HOLD] +

Air version of the **CRITICAL PAIN DEVASTATOR** attack. Does massive damage to anything in the line of fire; air version allows you to jump and charge the attack without exposing yourself to a counter-attack.

SNAPKICK LAUNCHER



[HOLD] → [AWAY] →

Use the **SNAPKICK LAUNCHER** to launch a single enemy far into the air: **CHARGE** to increase effect.

[Tactical Overview]

COMBAT ATTACKS are the backbone of your offensive techniques, and should be studied and employed in a variety of fighting situations, and always with the **MUSCLEMASS POWER** accessed. The initial **COMBO** is the **BREAKDOWN SMASH**, which offers three quick strikes. It's extremely flexible, because **ANY** or **ALL** of the strikes can be **CHARGED**, which can easily finish off human foes, even before you bulk up. Use this to tackle **MILITARY** or **HUMAN** opposition, or after an **INFECTED** or **HUNTER** is recovering from their attacks (which you should have dodged).

UPGRADES

When you purchase the **UPPERCUT LAUNCHER**, you now have a large and flexible number of additional moves you can tag onto the end of this attack, which **FLOATS** an enemy into the air; and you with them. This offers good practice when used on human-sized foes, as the ensuing **COMBO** or **STOMP** always kills them, but the **UPPERCUT** becomes truly useful when you attack **HUNTERS** with it. Simply launch a **HUNTER** up into the air with an **UPPERCUT**, then **CONTINUE** the punishment with the **AIR COMBO**. If you've selected **MUSCLEMASS**, this kills a Hunter with **ONE** series of **STRIKES**!

The **CURB STOMP** and **KICK** attacks are amusing and inflict damage on a downed foe, but as most enemies **DIE** when you've knocked them to the ground (especially as you progress with your Upgrades), they aren't particularly necessary. However, you can **FLIP** or **THROW** a **HUNTER** onto its back, and quickly **STOMP** it for additional damage, which can be handy. However, there is a more **DEVIOUS** reason to purchase the **CURB STOMP**, because it allows you kick **CORPSES** around with force, especially if you execute a **STOMP**, then **CHARGE** and **KICK** the body. Disgusting, but great fun!

The **PALM SLAM** and **CRITICAL PAIN DEVASTATOR** (both ground and air variants) are all similar abilities, with excellent and focused combat potential. However, if there was ever a move that needed a specific **TARGET**, this is it. The **PALM SLAM**, and to a greater extent, the **CRITICAL PAIN DEVASTATOR**, inflicts sizable damage on a single foe, and the former is ideal for **PUSHING BACK** and damaging a **HUNTER**, **SUPERSOLDIER**, or other troublesome entity. The **CRITICAL PAIN DEVASTATOR** meanwhile, is **EXCELLENT** at thoroughly pummeling a larger foe, such as a **HYDRA**. Expect severe damage to a target, but **NEVER** launch this **DEVASTATOR** without having a lock-on, or you may **COMPLETELY WASTE** this attack.

The **SNAPKICK LAUNCHER** is more of an entertaining than **VITAL** attack. With a swift **KICKING**, any enemy you're **STANDING NEAR** can be swiftly **BOOTED** away from you. Increase the distance by **CHARGING**. You can **KNOCK** larger foes (like Hunters) back with this as well, but in **FRANTIC** combat situations, it is sometimes difficult to target the foe you wish to launch. If there is more than one foe in your **KICKING ARC**, all are struck. This is reasonably good at **KNOCKING** foes away so you aren't bothered by them, and can be a great way to surprise a Military soldier as the **START** of series of attacks.

GRAB AND THROW UPGRADES

CHARGED THROW



[HOLDING OBJECT] → [HOLD]

CHARGE your throw before releasing for vastly increased range and power. **THROW CHARGING** is vital when engaging aircraft.

SPRINTING GRAB [CORE]



[HOLD] + [Sprint] → [Grab]

SPRINTING GRAB allows you to snag ammo or victims without sacrificing movement. Grab and run.

SPRINTING THROW



[HOLDING OBJECT] → [HOLD] + [Sprint] → [Throw]

Allows you to throw objects while you're **SPRINTING**.

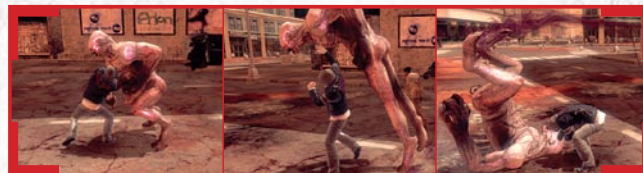
LONG RANGE THROW



[HOLDING OBJECT] → [Throw] or [HOLD]

Increase your object throw range; pick off opponents more than a block away when combined with **TARGETING**. Excellent against distant enemy groups, **INFECTED HIVES**, or **MILITARY BASES**.

HUNTER DIRTNAP




[WHILE GRABBING HUNTER]

Grab and slam a **HUNTER** to the ground. A good tactical option when you're surrounded by a pack of Infected, or want to get away from a single troublesome **HUNTER**.

[Tactical Overview]

DO NOT overlook these Upgrades! Although you may be swayed into purchasing **COMBAT** or **POWER** Upgrades, **GRABS** and **THROWS** grant you access to the most **POWERFUL** attack Alex has at his disposal! Before you meander too far through the **MISSIONS**, ensure that you have the **CHARGE THROW**, **SPRINTING GRAB**, and **SPRINTING THROW** in your repertoire, because these three **ABILITIES** allow you to pick up **VEHICLES** (except a **MILITARY TANK**), and **THROW** it at an enemy. Foes don't have to be **HELICOPTERS**; toss a **TAXI** into a **HUNTER** or **HYDRA** and you deliver the **BIGGEST ONE-HIT DAMAGE** possible. Further augment these throws with **MUSCLEMASS**, and

you have a vast and deadly arsenal of car projectiles that are always available.

Both the **SPRINTING GRAB** and **THROW** are thoroughly recommended as they allow **COMBAT** without you dropping from **SPRINT SPEEDS**. This extremely handy if you're trying to throw off a **STRIKE TEAM** of choppers; lure them away from the main threat, **SPRINT GRAB** a vehicle (or **ROOFTOP** air conditioning unit) and **HURL** it at the targeted Helicopter to instantly knock it out of the sky. Don't forget that you can **CATCH** objects being thrown at you too (usually by Hunters or Hydras), using . Now **HURL THEM BACK!** This tactic is also useful in certain boss fights if you're getting pummeled while in melee range.

LONG RANGE THROWING is also excellent, especially if further helped with **MUSCLEMASS**, because you can wait more than a **BLOCK AWAY** from a major target (such as a **BASE**) and **THROW VEHICLES** at troops and Tanks to soften up your target. Instead of a full-on assault, stay away, but within Long Range Throwing distance, and if the enemy spots you, then **EFFORTLESSLY HIDE**.

The **HUNTER DIRTNAP** may be expensive, but it is a **KEY ADVANTAGE** when facing this **PARTICULAR ENTITY**. Useful when fighting one or a group of these foes, you can easily keep a single **HUNTER** down on the ground, then **DIRTNAPPED** continuously for as long as you need to (until the beast dies), although following up with a **HAMMERFIST POUND** results in a quicker Hunter death.

GRAPPLE

GRAPPLESLAM



[HOLDING HUMAN] → 

Whiplash any human into a shockwave knockout with the **GRAPPLESLAM**, a powerful one-shot shockwave attack.

POWERBOMB





[HOLDING ENEMY IN AIR] → 

Face, meet cement. Share the fun of a communal gravity experience with the **POWERBOMB**. Excellent against the more resilient humanoid opponents.

[Tactical Overview]

Although only **TWO GRAPPLE** attacks are available, they are the key to some truly **AWESOME CHAIN COMBO STRIKES!** The **GRAPPLESLAM** allows you to **WALLOP** a foe straight into the ground, so he bounces and lies on the ground. This is enough to **KILL MARINES** and **INFECTED** foes, but that doesn't mean you have to stop the fun. As soon as you execute this attack, use a quick **HIT COMBO**, such as the **BREAKDOWN SMASH**, and **JUGGLE** the corpse

up to four additional times! If you're armed with a **POWER**, you can use their main **COMBOS** too, such as the **HAMMERFIST COMBO**. This is worth doing, if only to perfect your timing for when you attempt **AIR COMBOS** using other techniques.

The **POWERBOMB** is even more **INSANE** because you can **REPEAT** it almost **INFINITELY!** Simply execute the **POWERBOMB** as normal, and as both you and the **CORPSE** bounce upward, **GRAB** it with  and you'll automatically execute it **AGAIN!** You can keep this up for as long as you like (the foe died the first time you **POWERBOMBED** him) and for best results (we've managed a **31-HIT COMBO!**), continuously **TAP**  so you grab the victim as early as possible, and change direction only **ON THE WAY DOWN**. Finally, you can try any **AIRBORNE** attack after the **POWERBOMB** too, such as the **AIR COMBO**. Experiment with airborne combat moves for some impressive over-the-top takedowns!

[UPGRADES: DISGUISE]



NOTE

All of the **ARTILLERY STRIKE UPGRADES** become available only when you **CONSUME** a specific type of Military personnel during the **BASE INFILTRATIONS**. Follow the tactical advice in the **ADDITIONAL OFFERINGS** chapter of this guide for obtaining these abilities, which **CANNOT BE PURCHASED**.

DISGUISE	When Is It Unlocked?	Cost [EP]
Consume		
Disguise Power	2.01: Past and Present	Gifted
Stealth Consume	2.02: Behind the Glass	3,000
Stealth Consume Boost	4.04: Errand Boy	100,000
Consume Boost 1	3.02: A New Order	40,000
Consume Boost Max	5.03: Biological Imperative	550,000

Artillery Strike

Artillery Strike	2.02: Behind the Glass	Consume
Artillery Strike Upgrade 1	3.02: A New Order	Consume
Artillery Strike Upgrade 2	4.04: Errand Boy	Consume
Artillery Strike Upgrade 3	5.03: Biological Imperative	Consume
Artillery Strike Upgrade 4	6.05: Children of Blacklight	Consume
Artillery Strike Upgrade Max	8.03: Shock and Awe	Consume

Patsy

Patsy	4.04: Errand Boy	100,000
Patsy Range Boost	4.04: Errand Boy	270,000

ARTILLERY STRIKE UPGRADE 1



[IN MILITARY DISGUISE] [TARGET ENEMY]

→ [HOLD] →

UPGRADED
FIREPOWER, RADIUS,
and DURATION.
Upgradeable.

ARTILLERY STRIKE UPGRADE 2

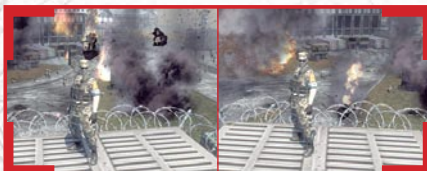


[IN MILITARY DISGUISE] [TARGET ENEMY]

→ [HOLD] →

UPGRADED
FIREPOWER, RADIUS,
and DURATION.
Upgradeable.

ARTILLERY STRIKE UPGRADE 3



[IN MILITARY DISGUISE] [TARGET ENEMY]

→ [HOLD] →

UPGRADED
FIREPOWER, RADIUS,
and DURATION.
Upgradeable.

ARTILLERY STRIKE UPGRADE 4



[IN MILITARY DISGUISE] [TARGET ENEMY]

→ [HOLD] →

UPGRADED
FIREPOWER, RADIUS,
and DURATION.
Upgradeable.

ARTILLERY STRIKE UPGRADE MAX



[IN MILITARY DISGUISE] [TARGET ENEMY]

→ [HOLD] →

UPGRADED
FIREPOWER, RADIUS,
and DURATION.
Upgradeable.

[Tactical Overview]

Outside of the **ENJOYMENT** of laying **WASTE** to a street filled with Infected, this isn't useful in **MANY SITUATIONS**. However, there are some **SPECTACULAR** and impressive ways to bring in the Military's **HEAVY BOMBARDMENT** to aid you. **ARTILLERY STRIKES** are useful for taking down **GIGANTIC ENTITIES**, such as **BOSS FORMS** or **HYDRAS**. Even better, both **MILITARY BASES** and **HIVES** can be targeted as well. This means you can attempt any of the **BASE**

INFILTRATION or **INFECTED CONSUME EVENTS**, and call in multiple **STRIKES** to demolish a base or Hive without lifting a finger (except the one you pointed with).

PATSY

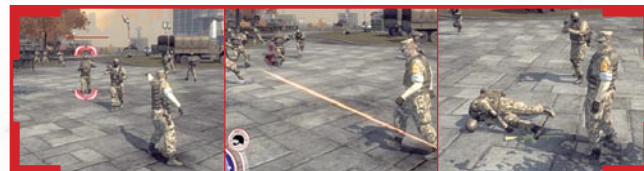
PATSY



[IN MILITARY DISGUISE] [TARGET ENEMY] → [HOLD] →

Use your disguise to accuse another of being hostile. Upgradeable.

PATSY RANGE BOOST



[IN MILITARY DISGUISE] [TARGET ENEMY] → [HOLD] →

A range boost to the **PATSY** move.

[Tactical Overview]

An excellent, not to mention amusing way for you to **REDUCE** your Alert status, as long as you're **NOT IN RANGE** of a **VIRAL DETECTOR** of any kind, the **PATSY** is easy to employ, and allows you to let the Military defeat one of their own with you only **INDIRECTLY** responsible. Note you **MUST** be in Military disguise for this to occur. The **RANGE BOOST** can be impressive, but for best results, it is usually preferable to be around 20 feet away when you **ACCUSE** someone. Note that this **POWER** must **REGENERATE** for around 20 seconds after each use, so you can't constantly attempt this, and that you must have the enemy targeted to perform this move. Tactically, you can use this to **REMOVE** a threat from a location you're attempting to reach, although **SPRINTING** through, or **ATTACKING** and **HIDING** are usually more viable options.

[UPGRADES: VEHICLE]



NOTE

All of the **VEHICLE UPGRADES** become available only when you **CONSUME** a specific type of Military personnel during the **BASE INFILTRATIONS**. Follow the tactical advice in the **ADDITIONAL OFFERINGS** chapter of this guide for obtaining these abilities, which **CANNOT BE PURCHASED**.

UPGRADES

VEHICLE	When Is It Unlocked?	Cost [EP]
Hijack		
Hijack Armored Vehicle	3.01: Wheels of Chance	Consume
Skyjack Helicopter	4.04: Errand Boy	Consume
Armored Vehicle		
Armored Vehicle 1	2.02: Behind the Glass	Consume
Armored Vehicle 2	3.02: A New Order	Consume
Armored Vehicle Max	4.04: Errand Boy	Consume
Helicopter		
Helicopter 1	4.04: Errand Boy	Consume
Helicopter 2	5.03: Biological Imperative	Consume
Helicopter Max	6.05: Children of Blacklight	Consume

HIJACK

HIJACK ARMORED VEHICLE



[GRAB VEHICLE] → [REPEATEDLY PRESS]

HIJACK enemy ARMORED VEHICLES. Rip open the hatch and commandeer. DRIVE with the LEFT STICK and AIM with the RIGHT STICK.

HIJACK ARMORED VEHICLE [DISGUISED]



[GRAB VEHICLE]

HIJACK enemy ARMORED VEHICLES while DISGUISED as MILITARY PERSONNEL, with a LOW ALERT LEVEL. You open the hatch and commandeer the vehicle WITHOUT INCIDENT.

SKYJACK HELICOPTER



[GRAB HELICOPTER] → [REPEATEDLY PRESS]

SKYJACK enemy HELICOPTERS. Jump onboard and take control.

SKYJACK GUNSHIP



[GRAB GUNSHIP] → [REPEATEDLY PRESS]

SKYJACK enemy GUNSHIP. Jump onboard and take control.

REACH AIRBORNE VEHICLE 1



[HOLD] → [JUMP] → [FLYING KICK] → [GRAB JUST BEFORE YOU HIT TARGET]

REACH AIRBORNE VEHICLE 2



[HOLD] → [JUMP] → [CANNONBALL] [HOLD] [IN AIR] → [GRAB JUST BEFORE YOU HIT TARGET]

REACH AIRBORNE VEHICLE 3



[HOLD] → [ON ROOFTOP GROUND] → [HAMMERTOSS] [HOLD] [8] + → [GRAB JUST BEFORE YOU HIT TARGET]

REACH AIRBORNE VEHICLE 4



[HOLD] → [WHIPFIST POWER] → [LONGSHOT GRAB]

There are many ways to reach an AIRBORNE HELICOPTER, and these four are OPTIMAL. You can CHAIN together FLYING KICKS and/or CANNONBALLS and LONGSHOT GRABS to increase the distance if the Helicopter is far away.

REACH HELICOPTER COCKPIT

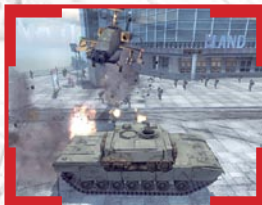


[ON HELICOPTER] [REPEATEDLY]

If you land on the **WING** or **REAR** of a **HELICOPTER**, you need to **SCRAMBLE** to the **COCKPIT** to Skyjack it.

ARMORED VEHICLE

ARMORED VEHICLE 1



INCREASED EFFECTIVENESS for **ARMORED VEHICLES**. Upgradeable.

ARMORED VEHICLE 2



INCREASED EFFECTIVENESS for **ARMORED VEHICLES**. Upgradeable.

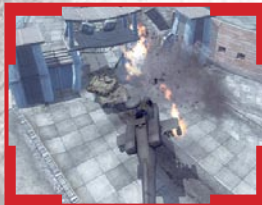
ARMORED VEHICLE MAX



MAXIMUM EFFECTIVENESS for **ARMORED VEHICLES**.

HELICOPTER

HELICOPTER 1



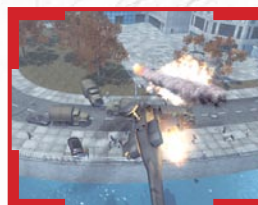
INCREASED EFFECTIVENESS for **HELICOPTERS**. Upgradeable.

HELICOPTER 2



INCREASED EFFECTIVENESS for **HELICOPTERS**. Upgradeable.

HELICOPTER MAX



MAXIMUM EFFECTIVENESS for **HELICOPTERS**.



NOTE

Basic tactical advice for **TANKS** and **HELICOPTERS** is contained in the previous chapter, **Adapt and Overcome: Basic Training**.

[Tactical Overview]

HIJACKING and **SKYJACKING** Military vehicles offers you the chance to control a different kind of devastating device: an **APC**, **TANK**, **TRANSPORT HELICOPTER**, or **GUNSHIP**. Hijacking **GROUND VEHICLES** can be attempted in one of **TWO WAYS**; normally or in **MILITARY DISGUISE**. During a normal Hijack, approach the Tank, press , and you automatically swing and land on the **TURRET**. You grab the hatch and must **HAMMER** until it opens. During this time you are susceptible to **ENEMY FIRE** and can be **BLASTED** off the turret by enemy Missiles. When successful, you drop in, commandeer the **TANK** by **CONSUMING** the **DRIVER**, and can now control the **VEHICLE**.

The **DISGUISED** way of Hijacking involves you approaching the Tank in **MILITARY GARB**. Be sure you haven't triggered an **ALERT**, press , and you automatically swing and land on the **TURRET**. You grab the hatch and **AUTOMATICALLY** open it, drop inside, and **COMMANDEER** the vehicle **WITHOUT INCIDENT**. Although you can't attempt this all the time, this is the preferred way to Hijack a vehicle, as it won't be fired upon when you start controlling it.

The **QUICKEST** way to Hijack a Tank is to target it, execute a **FLYING KICK**, and then (as you're about to strike the vehicle), **CANCEL** it into a **SPRINTING GRAB**.

You can **DRIVE** a Tank away, or **EXIT** the vehicle by **HOLDING DOWN** . A particularly **CUNNING** plan is to Hijack a series of Tanks, one after another, and exit each one, leaving it **IMMOBILE** and unable to cause any problems for you. Neutralizing Tanks in this manner can be very useful during battle situations.

SKYJACKING cannot be attempted without causing an **ALERT**, as you're **ATTACKING** the pilots inside. The biggest problem is that Helicopters are usually airborne, so attempt one of the **FOUR** different techniques for landing on the **SIDE** of the Helicopter to reach your target.

INCREASE the **EFFECTIVENESS** of a Tank or Helicopter with these **UPGRADES**, and you benefit from increased **AMMUNITION** counts, the **SPEED** in which you **HIJACK** or **SKYJACK** the vehicles, and the amount of **DAMAGE** the vehicle can take before it explodes. Upgrading vehicles is also very helpful during **MISSIONS** or **EVENTS** that require you to use these vehicles, so Upgrade as much as you can before the mission starts, or if you're always receiving crippling damage during an event.

UPGRADES

[UPGRADES: WEAPONRY]



NOTE

All of the **WEAPONRY UPGRADES** only become available when you **CONSUME** a specific type of **Military personnel** during the **BASE INFILTRATIONS**. Follow the tactical advice in the **ADDITIONAL OFFERINGS** chapter of this guide for obtaining these abilities, which **CANNOT BE PURCHASED**.

WEAPONRY	When Is It Unlocked?	Cost [EP]
Missile Launcher		
Missile Launcher 1	4.04: Errand Boy	Consume
Missile Launcher 2	5.03: Biological Imperative	Consume
Missile Launcher Max	6.05: Children of Blacklight	Consume
Grenade Launcher		
Grenade Launcher 1	3.02: A New Order	Consume
Grenade Launcher 2	4.04: Errand Boy	Consume
Grenade Launcher Max	5.03: Biological Imperative	Consume
Machine Gun		
Machine Gun 1	3.02: A New Order	Consume
Machine Gun 2	5.03: Biological Imperative	Consume
Machine Gun Max	8.03: Shock and Awe	Consume
Assault Rifle		
Assault Rifle 1	2.02: Behind the Glass	Consume
Assault Rifle 2	3.02: A New Order	Consume
Assault Rifle Max	4.04: Errand Boy	Consume

MISSILE LAUNCHER

MISSILE LAUNCHER 1



[PICK UP WEAPON]

INCREASED EFFECTIVENESS for the **MISSILE LAUNCHER**. Upgradeable.

MISSILE LAUNCHER 2



[PICK UP WEAPON]

INCREASED EFFECTIVENESS for the **MISSILE LAUNCHER**. Upgradeable.

MISSILE LAUNCHER MAX

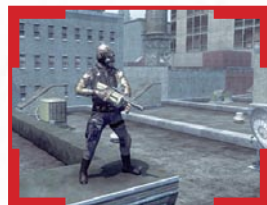


[PICK UP WEAPON]

MAXIMUM EFFECTIVENESS for the **MISSILE LAUNCHER**.

GRENADE LAUNCHER

GRENADE LAUNCHER 1



[PICK UP WEAPON]

INCREASED EFFECTIVENESS for the **GRENADE LAUNCHER**. Upgradeable.

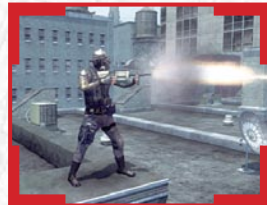
GRENADE LAUNCHER 2



[PICK UP WEAPON]

INCREASED EFFECTIVENESS for the **GRENADE LAUNCHER**. Upgradeable.

GRENADE LAUNCHER MAX

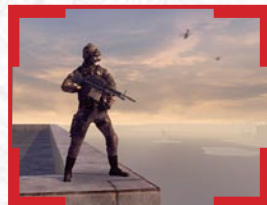


[PICK UP WEAPON]

MAXIMUM EFFECTIVENESS for the **GRENADE LAUNCHER**.

MACHINE GUN

MACHINE GUN 1



[PICK UP WEAPON]

INCREASED EFFECTIVENESS for the **MACHINE GUN**. Upgradeable.

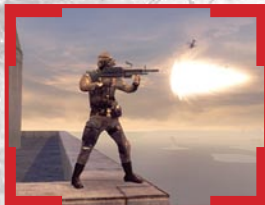
MACHINE GUN 2



[PICK UP WEAPON]

INCREASED EFFECTIVENESS for the **MACHINE GUN**. Upgradeable.

MACHINE GUN MAX



[PICK UP WEAPON]

MAXIMUM EFFECTIVENESS for the **MACHINE GUN**.

ASSAULT RIFLE

ASSAULT RIFLE 1



[PICK UP WEAPON]

INCREASED EFFECTIVENESS for the **ASSAULT RIFLE**. Upgradeable.

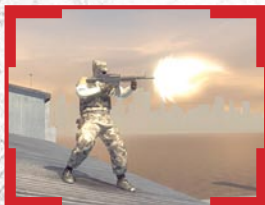
ASSAULT RIFLE 2



[PICK UP WEAPON]

INCREASED EFFECTIVENESS for the **ASSAULT RIFLE**. Upgradeable.

ASSAULT RIFLE MAX



[PICK UP WEAPON]

MAXIMUM EFFECTIVENESS for the **ASSAULT RIFLE**.

[Tactical Overview]

Each of the **WEAPONS** carried by the Military has its own set of **STRENGTHS** and **WEAKNESSES**, but all allow **SOME** of your **POWER** attacks, such as **AIRBORNE** strikes like the **HAMMERFIST ELBOW SLAM**, so spend some time finding the mixture of **COMBAT** and **WEAPON** strikes that most appeals to you.

The **MISSILE LAUNCHER** offers **DEVASTATING DAMAGE**, destroying a **HELICOPTER** in one shot, and a **TANK** and **HUNTER** in two shots. However, the ammunition is limited (to seven), meaning you must make every shot count. Naturally, the **BLAST** from a Missile Launcher creates **SPLASH DAMAGE** in an area around the epicenter of the actual target damage, so it is also useful for clearing a number of enemies close to each other. You should use Missiles to **SOFTEN UP LARGE TARGETS** before closing for the **KILL**. Missiles also **HOME** in, making it advantageous to fire at **GUNSHIPS**

to quickly rid yourself of **STRIKE TEAMS**. Just ensure you aren't near enemies closing in from the kill; firing while **STRAFING**, or from **ROOFTOPS** is a good idea.

The **GRENADE LAUNCHER** is a much more rare **WEAPON**, and is definitely worth picking up as it offers **QUICKER** firing than a **MISSILE LAUNCHER** but almost the same damage potential, and is useful to employ against **SUPERSOLDIERS** to soften them up a bit, as long as you keep **DODGING** on the ground and in the air. The only downside is that it doesn't keep track of its target at all. Beware of firing at point-blank range; there's small but painful **SPLASH DAMAGE** around a struck target, which can knock you off your feet. Upgrading these weapons results in increased damage and clip size

The **MACHINE GUN** and **ASSAULT RIFLE** are technically very similar weapons, although the **FORMER** offers more **AMMUNITION**. Either are great to utilize, and are excellent for **CUTTING DOWN INFANTRY**, such as Marines, or the charging **INFECTED**. They are **LESS EFFECTIVE** against vehicles, and larger beasts such as **HYDRAS**. One tactic to try when you're surrounded by foes is to utilize a **MACHINE GUN** or **ASSAULT RIFLE** but **MANUALLY AIM**, and **SPIN** in a circle, at all your foes. This cuts down multiple enemies like a **STREET SWEEPER** Whipst attack. Be sure to try manually aiming; you can (for example) strike at a **HIVE** or **BASE** from a **BLOCK AWAY** if you aim for the corner, whereas **TARGETING** would simply **FLICK** you between closer and unwanted adversaries. Upgrading these weapons also results in increased damage and clip size, and also increases accuracy when holding down the Fire button.



ENTITY ENCOUNTERS

[ANTAGONISTS & OPPOSITION:
ENTITY ENCOUNTERS]

Throughout the streets of **MANHATTAN**, you'll encounter various entities, and differentiating among them is the **KEY** to your survival. The following information shows how to **INTERACT** with them. For **SPECIFIC** methods of defeating certain foes, consult the **UPGRADES** or **WALKTHROUGH** chapters. If you wish to know the **EVOLUTION POINTS** you receive for killing each **ENTITY TYPE**, consult the **APPENDICES**.

The INNOCENT

Examples of **FEMALE INNOCENTS**Examples of **MALE INNOCENTS**

The **INNOCENTS** of Manhattan can be ignored, saved, or **CONSUMED**. None of the crowds pose any **THREAT** to you and you can ignore them as you focus on your greater goals. Like **CATTLE**, the Innocents do have some use. Try any of the **FOLLOWING**, taking care not to confuse **INNOCENTS** with those showing early signs of **INFECTION**:

- You can **GRAB** them.
- You can **CONSUME** them for a **HEALTH INCREASE**. If you have no other **FOOD SOURCE**, use these to achieve **CRITICAL MASS**.
- You can **THROW** them, although more **DEADLY** objects (like vehicles) are preferable.
- You can **ATTACK** them. Expect easy combat. However, you can't collect **HEALTH** this way; it comes only from **CONSUMING**.
- You can **WALK INTO** and **SHOVE** them out of the way. They either apologize, or make a **SMART-ALECK REMARK**. Are you going to let that slide?
- You can **SPRINT THROUGH** them, if you want to move quickly through crowds, although **GLIDING** over them is a much better plan.
- You can **BARRAGE** them with the **SHIELD** (shown) or **ARMOR POWER**, allowing easy Health gathering: Recommended.
- The only **INNOCENT** types that fight back are **LOCAL AUTHORITIES**.

All of these **TACTICS** can cause your **ALERT METER** to rise. Pay special attention if you are being watched, or the **AMBER BAR** begins to fill up. If you don't want a **MILITARY** confrontation, back off.

The INFECTED

The **ALERT METER** does not apply to the **INFECTED**; they are **ALWAYS** aggressive and attack you on sight.

The Infected Civilians

Examples of **INFECTED CIVILIANS**

On closer inspection (or with **INFECTED VISION**), these humans shamble, are **HUNCHED**, and usually **LUNGE** at you to bite you. As with the **INNOCENTS**, you can try **ALL** the previous plans with the **SAME RESULTS**. If you're looking for the **BEST PLACE** to **FIND** the **INFECTED**, consult your in-game **MAP**: You'll find Infected close to **HIVES** if you search for them. There are two **KEY DIFFERENCES** between **INNOCENTS** and the **INFECTED CIVILIANS**:

The **INFECTED CIVILIANS** are always aggressive, and will shamble to swing or maul you. Their attacks are only lightly damaging.

When you **CONSUME** an Infected Civilian, you cannot **TAKE THEIR DISGUISE**. This makes them the **PREFERRED** method of obtaining **HEALTH** between missions (because you don't have to change from a **MILITARY** Disguise).

Infectious Forms

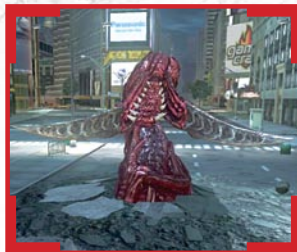
Example of a **EVOLVED INFECTED, MARINE, and COP** variantExample of a **MALE and FEMALE** variant

Viral Infection has **METASTASIZED** as these victims turn **FULLY VIOLENT**. They move at a **FULL SPRINT** toward you, savaging you until one of you falls. Most of the time, you encounter these entities during **KILL** or **WAR EVENTS**, and later in your **MISSIONS**. All of the facts relating to the **INFECTED CIVILIANS** also apply to these forms, too. If you're being **OVERWHELMED**, execute an **AREA EFFECT** attack, such as the **WHIPFIST'S STREET SWEEPER** (shown), or a **DEVASTATOR**. Don't forget these **FORMS** are also a good way to collect **HEALTH** too.

Hunters



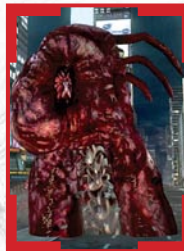
*Hunter (Common)
variant*



Hydra variant



Hunter (Leader) variants



*Behemoth
Atrocity "Mother"
variant*



*Supreme Hunter
variants*

Hunters are **HUGE, SINEWY MUTATIONS**, and they attack with **UNBLOCKABLE CLAW SWIPES**. Soften up Hunters with **MISSILES** or other weaponry. Learn **WHEN** to strike [just **AFTER** they complete their series of strikes]. **DIVEROLL** or avoid their swipes, then quickly **RETALIATE**, with a **LAUNCHING UPPERCUT** and **AIR COMBO**, **THROWN DEBRIS**, a **VEHICLE'S MAIN GUNS**, **HAMMERFIST COMBOS**, and of course, the **HUNTER DIRTNAP**. Blade strikes and your favorite Combos are also recommended.

Hydras are **GIGANTIC TENDRILS** with **SPINY MAWS** at the end. They have two attacks, which can strike **VEHICLES** too. The first is a **SLAMMING TENDRIL**. Simply back away! The Hydra also **SCOOPS UP VEHICLES** and **THROWS** them, which is **INCREDIBLY** damaging. Hydras also **BURROW** and appear **ELSEWHERE**; coax a Hydra out by descending to closer to ground level if you're in a Helicopter.

CIRCLE-STRAFE around them, so they can never hit you with their projectiles. **PROCURE** a **TANK** and hide behind the corner of a building, then trundle out to fire your vehicle's **BIGGEST WEAPON** before retreating again. If you're in a chopper, circle and lob down **MISSILES**. If you're facing this beast on foot, **CATCH** and **THROW** a vehicle, or use the **HAMMERFIST ELBOW SLAM**, or a **FOCUSED CRITICAL PAIN DEVASTATOR**. **MISSILE LAUNCHERS** help a little, too.

Leader Hunters, the "Mother," and the Supreme Hunters are all **HIGHLY DANGEROUS "BOSSSES,"** and you face them in a particular mission. Refer to the Walkthrough for all the advice you need to defeat them.

The MILITARY

The **MILITARY** has specific orders to shoot you [they refer to you by your code name of **ZEUS**] on sight. However, you can **BLEND** in to the city without them figuring out where you are, only to reveal yourself after committing an action that causes your **ALERT METER** to turn **RED**.



Agents



Scientists

Agents and Scientists appear in Mission 2.01 and the Military Consume: Scientist Hunt Event respectively. Tactics for their disposal are outlined in the appropriate areas of this guide.



*Marine and Blackwatch: Assault
Rifle Soldier*



*Marine and Blackwatch:
Machine Gun Soldier*



*Marine and Blackwatch:
Grenadier*



*Marine and Blackwatch: Missile
Launcher Soldier*

The main infantry consists of four types of Soldier, each armed with a different weapon [which you can procure from their corpses and use]. Take these Soldiers down in a variety of ways:

- **GRAB** and **CONSUME** or **THROW** them. A Consume nets you not only a **HEALTH INCREASE**, but a **DISGUISE** that fools **ALL MILITARY** when you **HIDE** and return with a **LOW ALERT LEVEL**.
- **CONSUME** a **COMMANDER**, and you can **WANDER INTO** other Military infantry. Remember you can **CONSUME** (shown) and also **STEALTH CONSUME**.
- **ATTACK** them. Any **BASIC** or **UPGRADED** attack can be attempted, and you can collect **HEALTH** in the form of an **ORB**.
- **WALK INTO**, **SPRINT THROUGH**, or **BARRAGE THROUGH** them with a **SHIELD** or **ARMOR** (shown) **POWER**.

ENTITY ENCOUNTERS

Perform some **SPECIAL** attacks such as this **DEVASTATOR** to clear a group of these foes. Flee at any time by **HIDING**, or **HIJACKING** a vehicle. Change direction if **MISSILES** are being fired at you.



Base
Commander

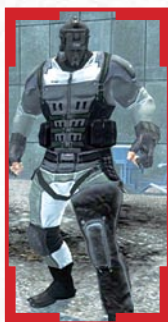


Blackwatch
Commander



Vehicle
Pilot

These **LEADERS** or specialized troops are used in **SPECIFIC** ways. The **COMMANDERS** are your key (literally: an icon appears) to entering the **BASE** they are associated with. The **VEHICLE PILOT** is your key to using a **HELICOPTER**; you simply **CONSUME** him; now you can **SKYJACK** a chopper.



Supersoldiers



The Specialist

IMPOSING and **TOUGH SUPERSOLDIERS** are **MASTERS** of hand-to-hand fighting. They can make incredible **LEAPS** and can **SENSE** you with built-in **VIRAL DETECTORS**. Defeat them first, or avoid them when attacking a Base. They easily fall under a hail of **VEHICLE** fire, or if you rapidly deploy a **GRENADE** or **MISSILE LAUNCHER**

at them as they close. In **MELEE** combat, use your **BLADE**, and **COUNTER** their grabs with an **APPROPRIATE BUTTON PRESS** before executing a **COMBO** (or **THROW** and **CONSUME**). Some attacks (such as your **UPPERCUT LAUNCHER**) don't work on **SUPERSOLDIERS**, so concentrate on **AREA EFFECT** pounding to push them back. The **SPECIALIST** is an impressively imposing Military **LEADER**, who you face in Mission 4.05.



Viral Detectors



UAVs



Base Sentry Guns

The **VIRAL DETECTOR** is a solid, immovable unit that **RAISES** your **ALERT** Level. Destroy it or avoid the **CIRCUMFERENCE** of its detection (the **WHITE LINE CIRCLE** in your **MINI-MAP**). Destroy at extreme **RANGE** using **WEAPONS**, so you don't have to **HIDE** afterward. Or, **BLAST** it with vehicle weapons, **COMBO** it, or (in **MILITARY DISGUISE**) step in and **SABOTAGE** it (as shown). The **UAV** is an airborne version of the Viral Detector accompanying some **STRIKE TEAMS**, **PATROLS**, or **BASES**. These are **EASILY SMASHED**. You can also use **UAVs** at the end of an **AIRDASH-GLIDE** airborne

COMBO to begin your combo again. Base Sentry Guns fire on you when a **HIGH ALERT LEVEL** occurs. Simply stay **HIDDEN**, or launch a **CANNONBALL**, **FLYING KICK** or **WEAPON** attacks at them.



Marine Tank and Blackwatch Tank



Marine APC and Blackwatch APC



Marine Transport Helicopter and Blackwatch Transport Helicopter



Marine Gunship and Blackwatch Gunship

These are the **FOUR** vehicles to **COMMANDEER** or **FIGHT**. **LEARN** how to **HIJACK** and **SKYJACK**, which occurs during specific **MISSIONS**. Further **AUGMENT** your vehicle's characteristics by consuming **PILOTS** and **DRIVERS** who are inside Bases.

The **TANK** and **APC** both have a highly damaging **MAIN GUN**, and a **MACHINE GUN** secondary 360 degree turret, allowing you to escape while **TARGETING** a foe. Use Tanks to destroy **CROWDS** of pedestrians, or to recoup your energy in relative safety until the Tank is destroyed. For **EXTRA FIREPOWER**, hold down **BOTH WEAPON BUTTONS**! Also tackle larger enemies, other vehicles (especially helicopters), and collapse **BUILDINGS**. Destroy a **TANK** using the **MISSILE LAUNCHER**, **DEVASTATORS**, or the **HAMMERFIST ELBOW SLAM** or **BLADE AIR SLICE** for best results. Or attack it using **COMBOS** or **THROWN SCENERY** and **MUSCLEMASS**.

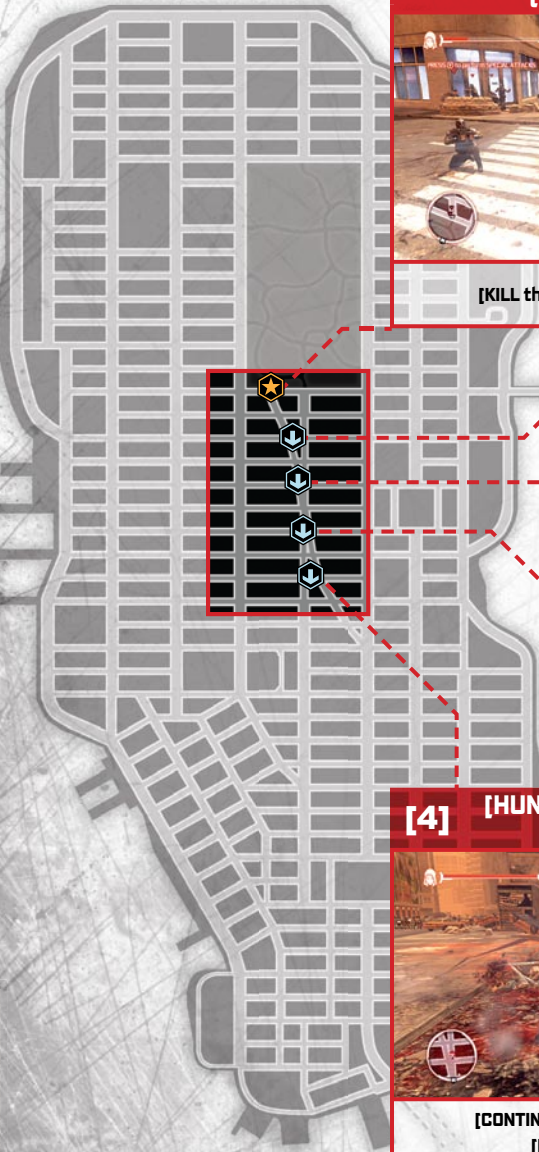
The helicopters are **LIGHTLY** armored, but much more maneuverable than a **TANK**. Use them to defend convoys, moving long distances, searching for **COLLECTIBLES** or **WATER TOWERS**, and attacking **BUILDINGS** and larger enemies; circle-strafe so you aren't a prone target. Disable a **HELICOPTER** with the **MISSILE LAUNCHER**, **SKYJACKING**, the **CANNONBALL**, the **ELBOW SLAM** or **AIR SLICE**, or another vehicle's firepower. Thrown **SCENERY** with **MUSCLEMASS** is a key technique. To **REACH** a chopper that's not within **FLYING KICK** distance, try **CANCELLING** a Flying Kick into a Cannonball, then **GRABBING** it just before you strike. Two Helicopters usually make up a **STRIKE TEAM**, which are called on by **MARINES** if you don't stop them radioing in time. **HIDE** from them for a quick getaway, or face them for **EVOLUTION POINTS**.

[MISSION 1.01: MEMORY IN DEATH]

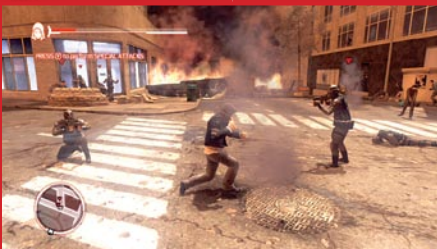
[OVERVIEW]



Memories cut in and out of your consciousness. A genetic abhorrence. Blackwatch military forces taking over Manhattan. Specially imbued powers you're losing control over. There is little to do except relive your violent memories amid the chaos and confusion. You must survive and thrive: Adapt and overcome.



[1] [CENTRAL PARK [Southwest]]



[KILL the MILITARY PERSONNEL]

[2] [TIMES SQUARE [North]]



[GO to TIMES SQUARE]
[KILL the MILITARY PERSONNEL]

[5] [BLACKWATCH COMMANDER Location]



[CONSUME the COMMANDER]

[4] [HUNTERS INCURSION Point]



[CONTINUE down TIMES SQUARE]
[KILL the HUNTERS]

[3] [BLACKWATCH TANK Deployment Point]

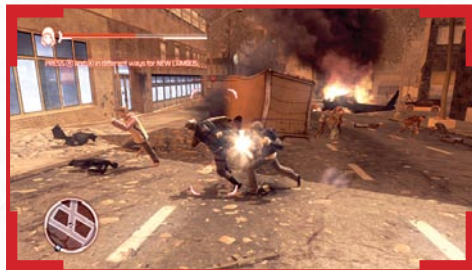


[CONTINUE down TIMES SQUARE]
[DESTROY the TANKS]

MISSION 1.01: MEMORY IN DEATH

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[1: KILL the MILITARY PERSONNEL]



There are five Blackwatch Troopers to nullify, in a variety of impressive and gruesome ways. You are prompted to

perform **BASIC ATTACKS**. You are then prompted to perform **SPECIAL ATTACKS**. In reality, all of your Basic Combat Training can now be put into practice. Try out any of the combos and chains shown in the **COMBAT TRAINING** chapter of this book. Remember to **TARGET** the specific foe you're fighting to lock onto them.



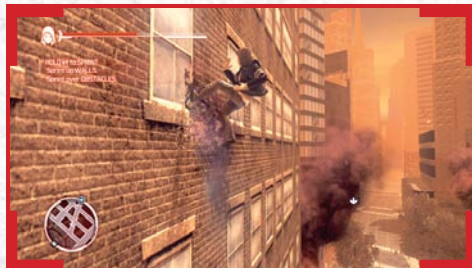
TIP

In addition, you can try out the following actions during this part of the mission:

- CONSUMING** Troopers or the general public for additional health.
- Picking up and **THROWING VEHICLES**.
- SURFING** on victims (either military or civilian).
- Leaping to the air and attempting **AIR ATTACKS**.
- Grabbing the Blackwatch Troopers' **WEAPONS** and using them.
- Causing seismic ground damage with **GROUND-SHATTERS**.
- Notice that **PEDESTRIANS** show up as **GREEN** on your targeting, while **ENEMIES** (either military or Infected) show up as **RED**.

Once the five Blackwatch Troopers are dispatched, your objective updates:

[2: GO to TIMES SQUARE]



An Objective Marker appears on your Mini-Map, and the City Map when you Pause. Times Square is a few blocks

south of your current position. You are now encouraged to **SPRINT**, either up and along **WALLS** (picture 1), or over **OBSTACLES** (picture 2). Additionally, you should practice **AIRDASHING** (Sprint while airborne) and **GLIDING** (Hold



Sprint, then Jump while airborne], as these are key maneuvers you'll use constantly. Now move to the blue arrow (Waypoint 2).

[2: KILL the MILITARY PERSONNEL]



CLAWS POWER is ACQUIRED!



You're in no mood for conversation; you've transformed a pair of savage claws and must tear apart those responsible. Head to the Blackwatch sandbag defenses, and begin **CLAW COMBOS** using Attack and Special Attack. Don't forget to employ the spectacular skewer known as the **GROUND SPIKE** attack (hold Special Attack and release for more power). Continue to tear apart the Blackwatch soldiers until you complete the objective. The soldiers are easily spotted on your Mini-Map.

[3: CONTINUE down TIMES SQUARE]



There are Infected everywhere, and this allows you to try a vast array of additional attack strategies, such as the following:

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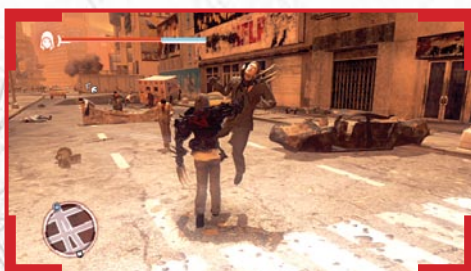
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Grab Blackwatch weaponry (such as this **MISSILE LAUNCHER**) and aim it at anything you want blown apart. Beware of **SPLASH DAMAGE** if you fire it too close to yourself.



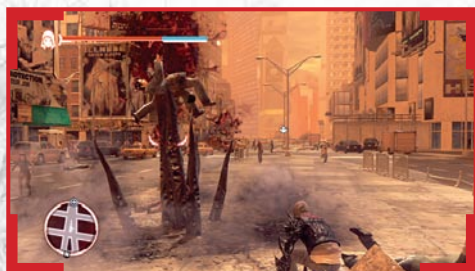
Continue to **CONSUME** by grabbing a victim, and then hitting Special Attack. Alternately, press the **GRAB** button

again to hurl them away, which can knock other enemies over, or damage airborne foes.



Your **CLAW POWER COMBOS** are as devastating as they are messy; mix up the **ATTACK** and **SPECIAL ATTACK** presses to try out different combos. Remember to charge buttons for a more damaging initial strike.

Continue to hone your **GROUND SPIKE** attack, learning how long to charge the **SPECIAL ATTACK** button. Try catching multiple foes with a single skewering.



Learn that throwing vehicles can topple multiple foes, but that slaughtering the Infected near a vehicle causes it to **EXPLODE**. This damages enemies within the blast radius, and is another excellent plan.



TIP

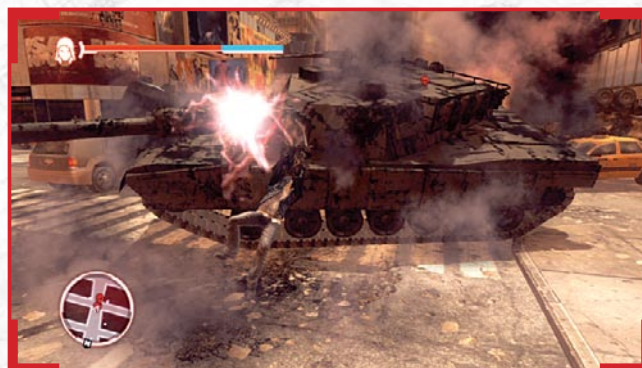
Don't forget to collect the red glowing **HEALTH ORBS** from any Infected you tear apart; these are added to your Health.

Continue southward, toward the blue Waypoint arrow.

[3: DESTROY the TANKS]



HAMMERFIST POWER is ACQUIRED!



Blackwatch sends in the heavy armor to combat your powers, but they are simply outclassed, especially as you've summoned the Hammerfist Power! Be sure you Sprint to your first **TANK**, and demolish it with a series of **HAMMERFIST COMBOS**. Remember you can also **GROUND-SHATTER** to stave off multiple enemies. Keep moving to avoid incoming missile fire, and check your Mini-Map for **SKULL ICONS**. These represent the Tanks that are your primary targets. Deal with any Troopers afterward.

MISSION 1.01: MEMORY IN DEATH

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With four Tanks to destroy, you may opt for another, even more potent strike, known as the **HAMMERFIST ELBOW SLAM**. Simply Jump and then hit Special Attack and you bring a massive crushing attack on your enemy (try it on Tanks and pedestrians!). Continue to target one Tank at a time to destroy them as quickly as possible. Alex homes in on a foe when you Hammerfist Elbow Slam, so you can perform the move farther away than you'd imagine; try this out, as well as charging **SPECIAL ATTACK** to increase the crushing damage.

TIP

If you're being constantly knocked off your feet by projectiles, or you're close to death, seek cover atop buildings or down side streets before **CONSUMING** pedestrians to increase your Health again. Remember you can Combo a Tank, and stand on it and pound away, although you're more exposed. Instead, use the Tank as cover from enemies up ahead, as you strike it. Also collect the Health Orbs each Tank leaves behind.

Be sure you defeat any Troopers, and all four Tanks to complete this objective.

[4: CONTINUE down TIMES SQUARE]

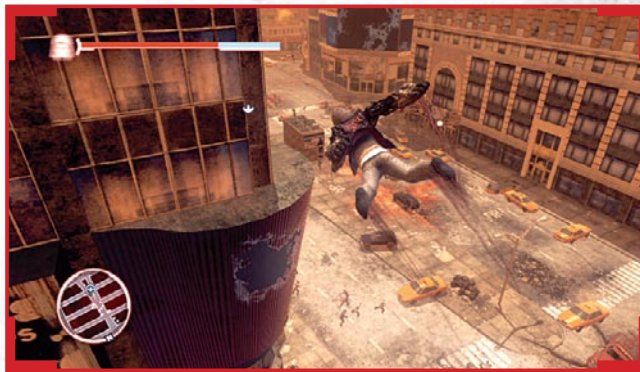


The mayhem continues as you move farther south down Times Square. Be sure you continue to hone your talents:

Still armed with the **HAMMERFIST POWER**, your **GRAB** and **CONSUME** technique results in a literal ground and pound.



The Infected become more violent, bloated, and toughened. Tackle these charging foes with any attack, or try out the Blackwatch **ASSAULT RIFLE**. Press **GRAB** near a dropped Rifle to retrieve it, or drop it again.



Don't forget to move vertically as well as horizontally; you are a more difficult target if you **WALL RUN**, and then **GLIDE** from rooftop to rooftop, instead of remaining with the hordes on the ground.



Blackwatch Troopers make their first appearance on **HIGHER GROUND**. Although you could try throwing vehicles at them from down below, you could grab some ordnance and attack them from



the opposite side of the street, (picture 1), or bound up the nearby buildings and drop down to surprise them (picture 2).

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Continue to fight pockets of Trooper resistance as you head south, toward Waypoint 4; the Blackwatch recruiting station stand.

[4: KILL the HUNTERS]



BLADES POWER is ACQUIRED!



Some **HUNTERS** are bounding into battle, and Times Square turns into a bloody free-for-all, with Blackwatch, the Infected, and Hunters all attacking each other, and you! With so many targets, it is wise to back up a little and target individual Hunters. As long as you aren't too close, Blackwatch Troopers tend to fire on these powerful pink monstrosities. Meanwhile, seek the cover of vehicles, structures, or a side street (so you aren't struck by missiles or other attacks), and begin your Hunter takedown plans:



GRABBING and **THROWING** a Hunter is an effective way to nullify their attacks, and you can finish them with a series of **BLADE COMBOS** while they writhe on the ground. This is less effective when you're struck by multiple Hunters.



Hunters are so powerful that it is worth waylaying them instead of defeating each one, as they can tear through your defenses. Time your attacks carefully, and begin the **BLADES DASHING COMBO** [with Special Attack], following up with more strikes.

When you're presented with a seemingly hopeless situation, where three Hunters are all closing in on you, slash at the closest one, then **DIVEROLL** out of the way before you're caught by multiple attacks.



Although you can "pick" at Hunters by Jumping, then aiming a **FLYING KICK** before retreating, this causes minimal damage. Instead, employ the **AIR SLICE** (Jump, then Special Attack) to savagely sever a Hunter, before backing up and trying again.

Continue with the beatdowns, ensuring you tackle the Hunters atop the lower buildings (throw vehicles or scale the buildings to fight them there or coax them down to the ground), until all Hunters are defeated. Collect the red Health Orbs immediately.

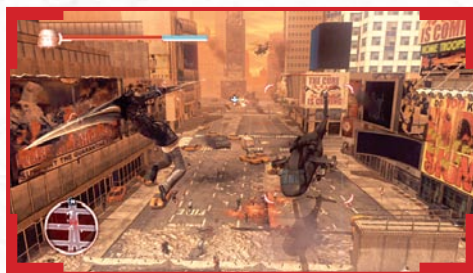
MISSION 1.01: MEMORY IN DEATH

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[5: CONSUME the COMMANDER]



Blackwatch trundles in a host of **TANKS** and **GUNSHIPS**, and it's your job to backtrack northward, to the opposite end of Times Square (where you first arrived), and locate the **COMMANDER** to Consume. It helps to practice the following combat moves on the heavy vehicles and Troopers, although these are optional:



You still have your **BLADES POWER**, and you can use the **AIR SLICE** on the Troopers, as well as a new airborne

enemy; the **GUNSHIP**. Slice through it when the Helicopter flies low, or climb a building, target the chopper, and attack it.

The **FLYING KICK** also damages the Helicopter, although only lightly. Inflict more devastating damage by picking up and **THROWING** a **TAXI CAB** or other vehicle at the Helicopter; this usually demolishes it with a single Throw.



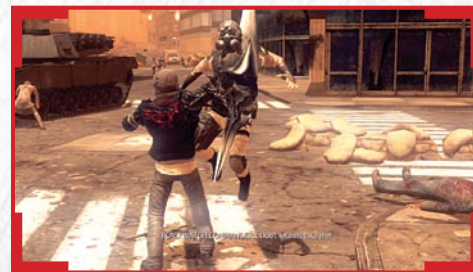
The **AIR SLICE** also devastates Tanks, and you can try out any **BLADE COMBO** on Tanks, Troopers, and any Hunter incursions you encounter. The battle doesn't let up, so continue northward when you're ready to complete this mission.



TIP

You can ignore most of the combat by simply **Wall Running** and **Gliding** northward, across the building sides and rooftops, to your objective.

The **COMMANDER** himself, easily distinguishable from his men by his lighter combat fatigues (and blue arrow above him) is located at Waypoint S. Rush over and **GRAB** him, and then **CONSUME** him immediately. You lash out at the Commander in a frenzy of bloodletting, before releasing a massive writhing **TENDRIL BARRAGE DEVASTATOR** attack you have no control over. Just what has happened to you?!



<[Mission Awards]>

Available Events: 0 [New], 0 [Total]
Newly Available Upgrades: 0 [New], 0 [Total]



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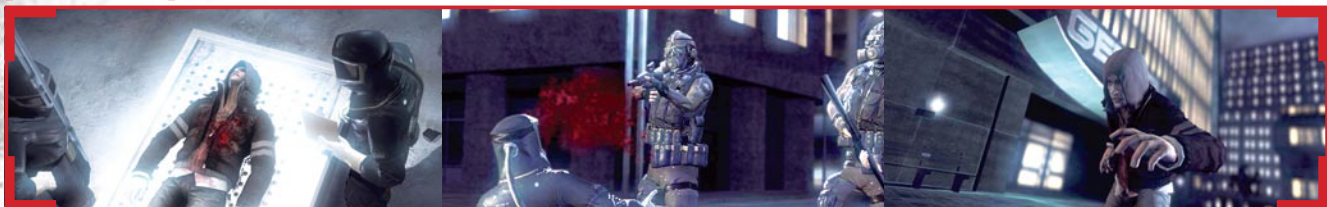
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[MISSION 1.02: UNEXPECTED FAMILY]

[OVERVIEW]



Your mind and body flash back to 18 days previous to the Times Square rampage. Escaping the Gentek Facility, you must put your diminished powers to good use, leaping the facility gate and dodging Helicopter fire until you can face the airborne menace. After scaling a building, you seek the memories of others, and this revelation indicates you have brethren in danger. You sprint to the apartment where your sister resides, attempting to infiltrate the place without alerting the omnipresent Blackwatch.

[5] [DANA'S APARTMENT]

[GO to DANA'S APARTMENT]
 [ENTER DANA'S APARTMENT without being in ALERT]

[6] [OVERLOOK POINT]

[GO to the OVERLOOK to investigate the area]

[1] [GENTEK FACILITY [Exterior]]

[JUMP over the GATE to ESCAPE]

[4] [BLACKWATCH COMMANDER]

[CONSUME the BLACKWATCH COMMANDER]

[3] [SKYSCRAPER ROOF]

[WALL RUN up to the TOP of the BUILDING]
 [DESTROY the HELICOPTERS]

[2] [HELICOPTER COMBAT Location]

[ESCAPE the GENTEK FACILITY area]
 [DESTROY the HELICOPTER]

MISSION 1.02: UNEXPECTED FAMILY

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[1: JUMP over the GATE to ESCAPE]



ESCAPE THE GENTEK FACILITY



NOTE

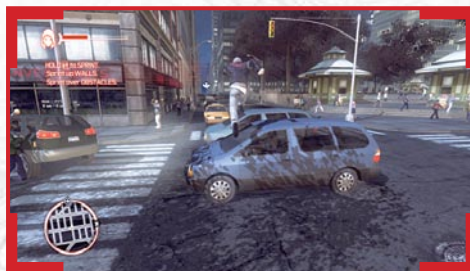
Eighteen days prior to 1.01 MEMORY IN DEATH, you begin your escape with none of the previous POWERS.



With almost none of your Powers yet manifesting, you begin your adventure with only a few pre-ter-natural

abilities. The first of these is **JUMP**: Exit the **GENTEK** Facility by charging **JUMP** and **SPRINTING** toward the gate, letting go of **JUMP**, and leaping over the gate to the street beyond.

[2: ESCAPE the GENTEK FACILITY area]



Your antics have attracted the attention of a Blackwatch Transport Pilot and **HELICOPTER**. Although you can pick up a vehicle and lob it at the Helicopter, which is likely to damage and then destroy it, another soon appears.



Because you cannot **AIRDASH** or **GLIDE**, you have little choice but to maneuver to Waypoint 2, west of the Gentek Facility. You can **SPRINT** (picture 1), automatically leaping any vehicles and avoiding pedestrians, or **WALL RUN** to avoid ground traffic.

[2: DESTROY the HELICOPTER]



As you reach Waypoint 2, the Helicopter (which has been steadily following you, firing sporadically) launches a Missile at you. You leap at the last moment to avoid it, catching a **TAXI** that was also caught in the blast. Use your **TARGETING** to **LOCK ON** to the Helicopter, then **CYCLE** through the available targets before **THROWING** the Taxi at it. The Helicopter explodes, leaving you to deal with the Blackwatch Troopers that rappelled from the chopper.



NOTE

On **HARD** Difficulty, the Taxi doesn't destroy the Helicopter. Pick up a second vehicle and attempt this again.

[3: WALL RUN up to the TOP of the BUILDING]



GET TO HIGHER GROUND

You are immediately instructed to flee to higher ground, which is your next plan. But first, it is wise to clear the

ground of Blackwatch Troopers, because you receive **EVOLUTION POINTS** (EPs) for each one killed. You can try your **ATTACK COMBOS** (as shown), or you can **GRAB** and **THROW** a foe (ideally into a second adversary). Or, you can pick up an **ASSAULT RIFLE** and blast the remaining Troopers until no one is left.



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Fleeing to higher ground is achieved by **WALL RUNNING** up any nearby building, and then Jumping across to

the large glass skyscraper to the southwest. Begin a fast **WALL RUN** vertically, which you can intersperse with **WALL JUMPING**, vertical jumps that hug the wall, and offer a quicker ascension than **WALL RUNNING** alone. Don't stop until you reach the top.

[3: DESTROY the HELICOPTERS]



DEAL WITH THE HELICOPTERS

Two **TRANSPORT HELICOPTERS** have spotted you and begin an attack run, circling you. Fortunately, you have a number of large **AIR-CONDITIONING UNITS** to rip off the building [with Grab], and hurl at each chopper. Make sure you **TARGET** the airborne enemies before you Throw.



You stagger into an alley, the voices of the Gentek scientists still echoing in your mind. You collapse, clutching your stomach. A Blackwatch Trooper from Ghost Team spots you slumped against the wall, and plants an Assault Rifle round into you. He radios in that the target is down. Not for long...you grab the Trooper, Consume him, and transform into the Trooper himself!



NOTE

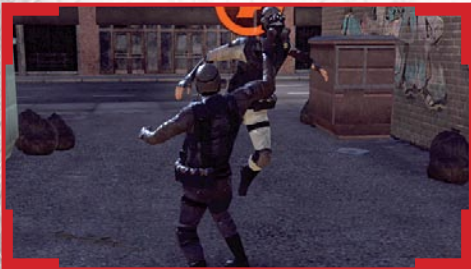
This memory is the first you've collected, and part of the **WEB OF INTRIGUE**. Access this later.

WEB OF INTRIGUE TARGET:
Lt. James Goodwin

[4: CONSUME the BLACKWATCH COMMANDER]



FIND OUT WHO YOU ARE



You begin in the Trooper's garb, with the **COMMANDER** walking toward you, demanding a status report. Quickly

GRAB him, and then **CONSUME**. Your mind floods with the Commander's memories. After the memory transference, you realize the Commander knew where your sister was. You need to find her, and fast!



NOTE

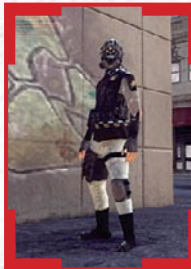
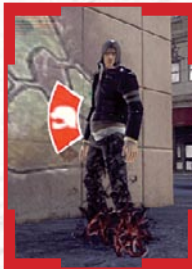
Remember that each entity you **Consume** gives you **HEALTH**. You can also gain Health by **AVOIDING DAMAGE**, allowing your body to **REGENERATE**. This memory is the second you've collected, and part of the **WEB OF INTRIGUE**.

WEB OF INTRIGUE TARGET:
Lt. Charles Perri

[5: GO to DANA'S APARTMENT]



DISGUISE POWER UNLOCKED!



You now have the ability to **TRANSFORM** thanks to the **DISGUISE POWER**. Simply **SWITCH** between disguises. Now run west, either along the street or bounding across

the rooftops, until you reach Waypoint 5. You can use your Commander disguise to minimize enemy attacks.

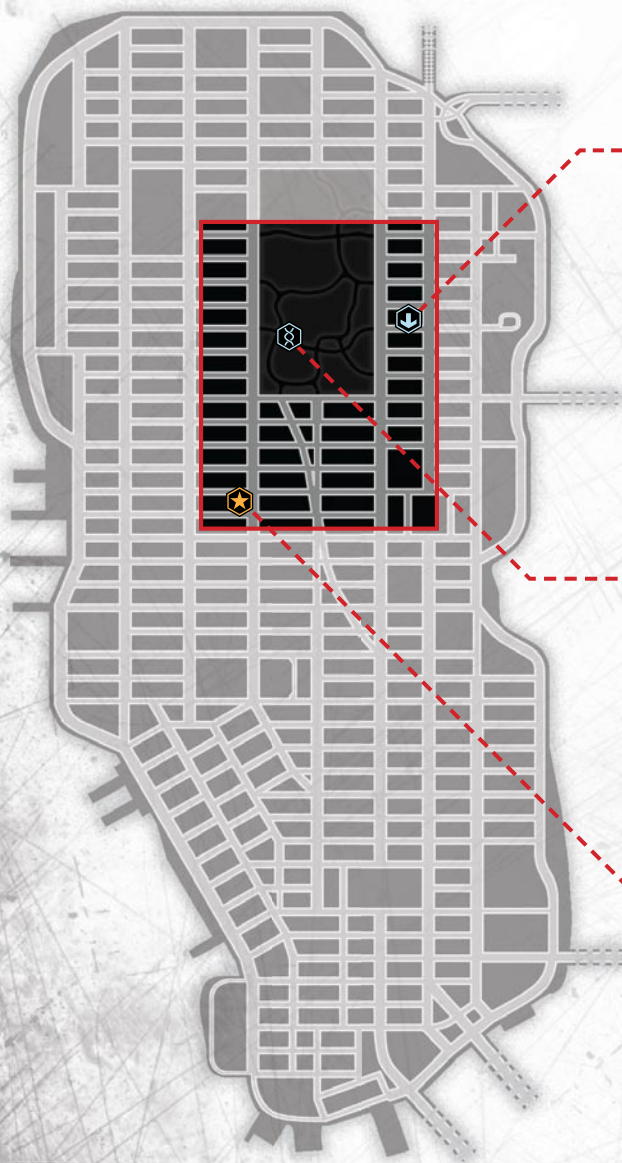
EPISODE 10



[MISSION 2.01: PAST AND PRESENT]

[OVERVIEW]

You have every right to be paranoid, as you discover when you stagger back to your apartment and have moments to relive your past life before your home is destroyed by Blackwatch forces. The fight is brought to you, and you're ready to crush the Marines waiting to waylay you. They are simply a secondary threat compared to the memories contained within the real target; the Blackwatch Agent who must be forced from his protective shell, and Consumed with vehemence.

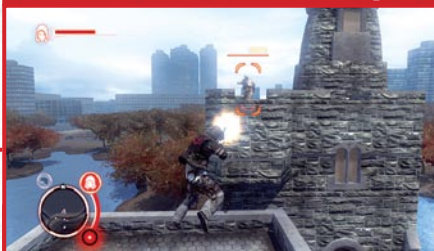


[1] [ALEX'S APARTMENT: RENALIA BUILDING]



[GET to your APARTMENT]
[KILL any MARINES attempting to radio for support]
[OPTIONAL: EVADE or DESTROY the STRIKE TEAM]

[2] [CENTRAL PARK FOLLY: AGENT EXTRACTION POINT]



[LOCATE the AGENT at the extraction point]
[GET to the EXTRACTION POINT before the helicopter]
[DAMAGE the APC to force the Blackwatch agent out]
[EVADE or DEFEAT nearby ENEMIES to complete the MISSION]

[S] [ALEX'S starting LOCATION]



MISSION 2.01: PAST AND PRESENT

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[1: GET to your APARTMENT]

LOOK FOR CLUES ABOUT YOUR PAST



From your vantage point to the west of Times Square, you must travel northeast to your apartment on the Upper East Side. As usual, you can remain on the ground, quickening your pace by **SPRINTING**. Another option is to familiarize yourself with Alex's hardy constitution; it is impossible for you to die from a vertical plummet. Try this out (as shown) by **WALL RUNNING** or **WALL JUMPING** up to a skyscraper roof en route, and then **JUMPING**, and **AIRDASHING** off. You haven't mastered the **GLIDE** ability yet, but you can steer yourself toward an adjacent building wall, and **WALL RUN** up that.



TIP

JUMPING from building to building is a quicker and more effective method of covering long distances, and is preferable to remaining at ground level.

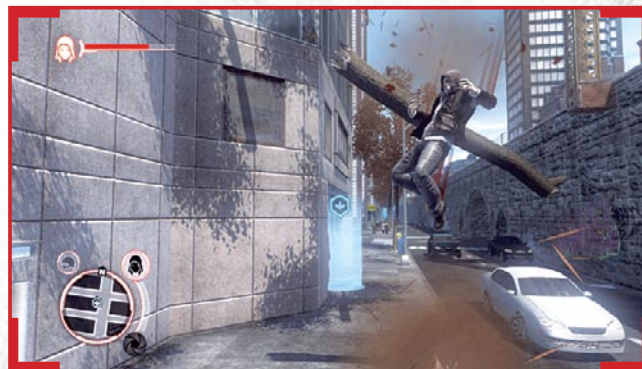


TIP

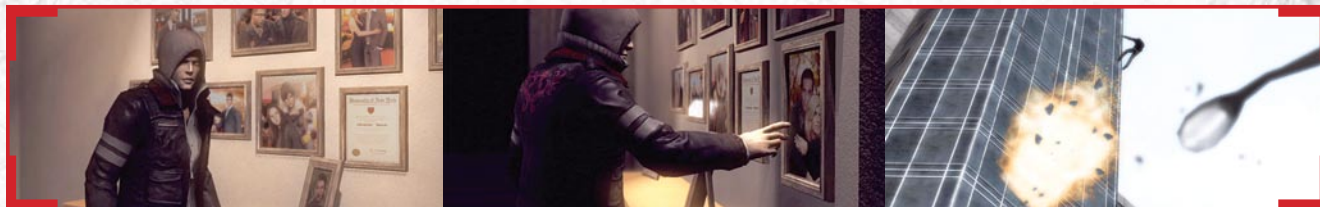
The **FASTEST** way to travel, either by ground or air, is to **JUMP**, then **AIRDASH**, and repeat.



You also benefit from making your route as direct as possible. There's no need to follow the streets here; simply cut diagonally across **CENTRAL PARK**. It is here you can drop into the bodies of water, and learn that Alex automatically bounds back out of them. Bound and cut across the park.



Your apartment is the **RENALIA BUILDING**, close to the raised Metro tracks. Simply use the **MINI-MAP** (or this guide's map) to reach your destination. Along the way, you should realize **TREES** are definitely as destructible as vehicles. The entrance is on the ground floor.



You stride into your home. Unseen Blackwatch forces have you under surveillance. You pass a wall filled with pictures, and a framed Doctorate from the University of New York's Department of Biometric Sciences. You reach for a photograph of yourself and a blond-haired woman. Silent memories flash of her convincing you to enter the Gentek building. You have no time to ponder, as you're forcibly removed from the premises.

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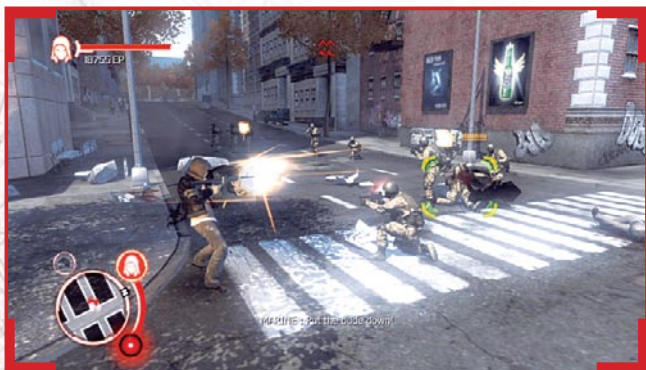
Gallery

[1: KILL any MARINES attempting to radio for support]



FIND OUT WHO TRIED TO KILL YOU

After you land on the ground, a Blackwatch **AGENT** escapes in an APC, and a Transport Helicopter is deploying a squad of Marines to deal with you. Shrug off their Assault Rifle fire, and home in on the specific target; the Marine **RADIOING** a **STRIKE TEAM**. **TARGET** this enemy, and either Combo him, or Grab and Throw or Consume him before he finishes his message. Fail, and you have a Strike Team to deal with. Watch out for any more Marines **RADIOING** in by looking for the icon above their head. The Radioing Marine is your primary target; then continue to massacre all other Marines (and the **STRIKE TEAM**), using any of the following techniques, before moving to Waypoint 2.

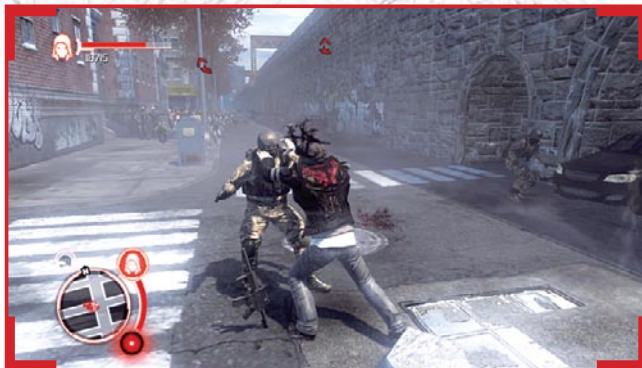
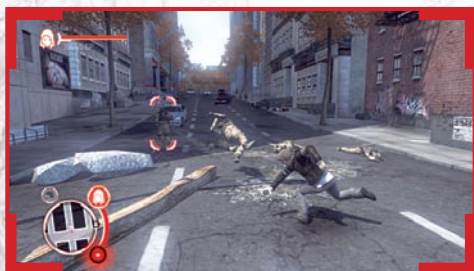


ASSAULT RIFLE: Grab a gun from a fallen foe, and use it on the rest of these murderous thugs.



COMBOING: Let loose your fists, or feet, of fury and attempt any **ATTACK** or **SPECIAL ATTACK** Combinations.

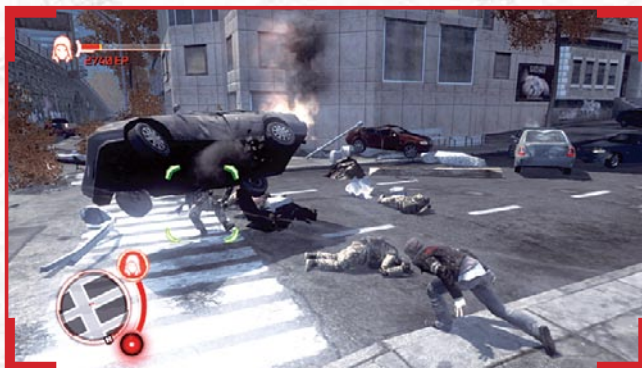
GRAB and THROW: Grab a foe, and Throw them, either into a crumpled dead heap, or into another foe, killing them both.



GRAB and CONSUME: Grab a foe, and Consume them to kill them and add to your Health.



FLYING KICK: Excellent for covering distances, and instantly killing Marines, target the enemy, Jump, and execute this Kick.



VEHICULAR MANSLAUGHTER: Pick up any nearby vehicle, target a foe, and lob the vehicle at them.



NOTE

You can also flee the area, although this isn't recommended, as you don't earn as many EPs.

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CAUTION

STRIKE TEAM: The **ENEMY** is **RADIOING** a **STRIKE TEAM**, a fast-moving aerial unit and your most dangerous opponent. **KILL** the **ENEMY** before they complete the **RADIO MESSAGE** to cancel the **STRIKE TEAM**.



[1: OPTIONAL: EVADE or DESTROY the STRIKE TEAM]



FIND OUT WHO TRIED TO KILL YOU



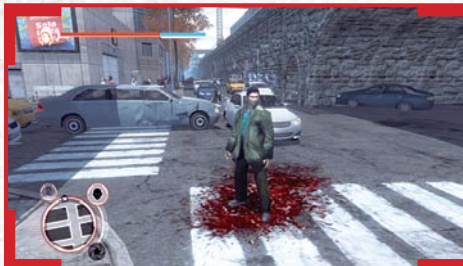
NOTE

This **OBJECTIVE** is activated if you leave the **Radioing Marine** to finish his alert call, and a **Strike Team** arrives. If this is the case, expect a **Transport Helicopter** and a quartet of additional **Marines** to defeat, either by **Destroying** or **Evading**:



CAUTION

STRIKE TEAM: A **STRIKE TEAM** is **INBOUND** to your **POSITION**. **ESCAPE** the **AREA** before they arrive or **ASSUME** a **DISGUISE** before they arrive. If a **STRIKE TEAM** locates you, **DESTROY** or **EVADE** it for **EP bonuses**.



EVAADING: You are bullet-resistant, and not bulletproof! Flee the **Marines**, turning down any side

street and locate any pedestrian. **GRAB**, and then **CONSUME** them. You not only gain their **Health**, but their physical presence. Your **ALERT Meter** is usually still **Red**, so bound around a corner, or head up to a rooftop so you aren't

seen by any foes, and **SWITCH** to your **Consumed victim** (an on-screen prompt appears at optimal moments to attempt this). Then simply walk away from the **Marines**, and begin the next objective.



DESTROYING: The additional **Marines** can be defeated using any method previously mentioned. However, the **Transport Helicopter** must be attacked by **JUMPING**, and then struck by a **FLYING KICK**. Be sure to hold down your **Jump** and **Attack** buttons to gain distance and damage respectively. Keep this up until the chopper bursts into fire, and falls from the sky.



TIP

Gain **MAXIMUM EP** by **Evading** a **Strike Team**, then revealing yourself, and then **Destroying** the team!

[2: LOCATE the AGENT at the extraction point]

[2: GET to the EXTRACTION POINT before the helicopter]

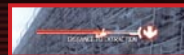


FIND OUT WHO TRIED TO KILL YOU



NOTE

If the **Strike Team** was summoned, you have seconds to reach the **EXTRACTION POINT** (Waypoint 2), as indicated by a distance bar at the screen's top-right (as shown). If you simply killed or ran from the foes outside your apartment, you have unlimited time to reach the next location.



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TIP

Before proceeding, Consume a Marine, so you can **DISGUISE** yourself as one of the forces, if the mission becomes trickier for you.



The next waypoint is just west of the middle of Central Park. The Marines have commandeered a folly (small stone building), and the **APC** carrying the **AGENT** is parked by a bridge. The folly is well-guarded. Bound across the park until you automatically stop on the perimeter of the building's grounds. A cursory glance reveals you need to force the Agent out of his armored vehicle. Try one of the following plans:

[2: DAMAGE the APC to force the Blackwatch agent out]



FIND OUT WHO TRIED TO KILL YOU



DISGUISE: Ignore the objective, and morph into your previously obtained Marine disguise. Then promptly **RADIO ALL CLEAR**, and the Agent appears from the APC.



DESTRUCTION: Or, run up to any of the Marines with a Missile Launcher; Grab and Throw or Consume them, and pick up their dropped **WEAPON**. It is advisable to seek the guard standing at the northeast parapet (in front and right of you) as you can use the wall to shield you from attacks. Then drop to the ground, allowing yourself an unobstructed view of the **APC**, and launch **MISSILES** at it, while dodging side to side to avoid the returning fire. Keep this up until the **APC HEALTH BAR** is diminished.



CAUTION

It takes four shots (even on **HARD DIFFICULTY**) to destroy the APC, so make sure you've **TARGETED** the vehicle: Make every shot count.

[2: CONSUME the AGENT before he reaches the helicopter]



FIND OUT WHO TRIED TO KILL YOU



The **AGENT** is out! Immediately **SPRINT** toward the APC, turning west and heading under the bridge along the tarmac path, toward the fleeing foe. If he reaches the waiting Helicopter, your mission fails, so Grab and **CONSUME** the Agent at the earliest possible opportunity. You are immediately struck by a flood of memories!

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Web of Intrigue **TARGET CONSUMED:**
Cptn. Mac Marshall



TIP

SIDE-STRAFING while firing the **MISSILE LAUNCHER** is the preferred way to dodge incoming enemy fire. Remember you can **DIVEROLL** or **JUMP** sideways, too.



NOTE

At this time, you familiarize yourself with the **WEB OF INTRIGUE**. To uncover ALL 131 Web of Intrigue Targets, please consult the **ADDITIONAL OFFERINGS** chapter of this guide.



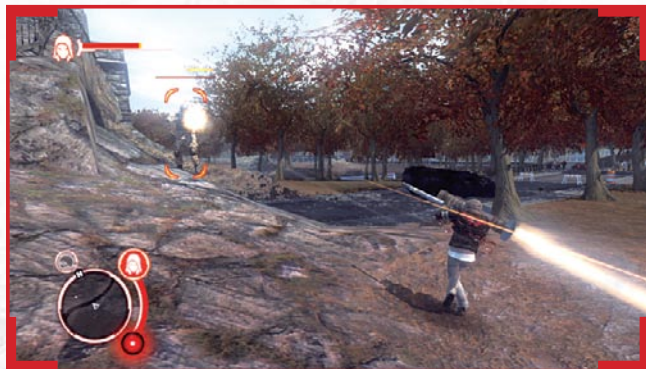
CAUTION

WARNING! Certain Web of Intrigue Targets are **ONLY AVAILABLE** during specific Episodes. Make sure you know the available Targets, as they aren't available at all times!

[2: **EVAD**E or **DEFEAT** nearby **ENEMIES** to complete the **MISSION**]



EVAD E THE MILITARY



You can now either **FLEE** the area (if you're low on Health), ensuring your **ALERT METER** returns to normal, or (and this allows for additional EPs) you can defeat the remaining Marines and the Helicopter. If you are so inclined, remember you can **CONSUME** foes for the Health boost, and you should let any **RADIOING** Marines call in a **STRIKE TEAM**; they increase your **EVOLUTION POINTS** too. Use any of the previously mentioned combat techniques. Remember there's a plentiful supply of **MISSILE LAUNCHERS**; just beware of hitting foes too close to your location, as you'll suffer **SPLASH DAMAGE**. Keep up the killing until **MISSION COMPLETE** appears.

<[Mission Awards]>

Available Events: 2 [New], 2 [Total]

Newly Available Upgrades: 13 [New], 13 [Total]



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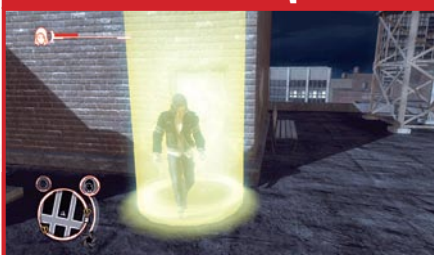
[MISSION 2.02: BEHIND THE GLASS]

[OVERVIEW]

Dana is ever-helpful, providing the location of the Gentek Facility itself, where enemy forces are holding another captive, known only as Elizabeth Greene. A stealthy approach to building infiltration soon turns into manic and violent bloodshed as Elizabeth easily escapes –it is if she has been waiting your arrival–forcing you to evolve and think to battle more primitive mutations known as Hunters. If the collateral damage is a Military Base, so be it.

[1]

[DANA'S
SAFEHOUSE]



[To begin, go to Dana's Safehouse]

[2]

[GENTEK
FACILITY]



[GO to the GENTEK FACILITY]

[ENTER the GENTEK FACILITY undetected]

[CONSUME the GENTEK FACILITY COMMANDER]

[ENTER the GENTEK FACILITY]

[3]

[MILITARY
BASE]



[LEAD the HUNTERS inside the MILITARY BASE]

[STUN and CONSUME a HUNTER]

[DEFEAT the HUNTERS]

[KILL all the HUNTERS at once: DESTROY the BASE
by RUPTURING the FUEL TANKS]

MISSION 2.02: BEHIND THE GLASS

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TIP

[UPGRADES]

Before you begin the next mission, purchase some **UPGRADES** using Evolution Points you've collected. Collect EPs by using one or more of the following plans:

Begin collecting **LOCATION COLLECTIBLES**.

Attract, then **EVADE** and **DESTROY** as many **STRIKE TEAMS** as possible.

Complete **BOTH MOVEMENT EVENTS**. With the right upgrades, you should be able to claim a **GOLD MEDAL** for each event.

To continue, you **MUST** purchase the **DIVEROLL UPGRADE**.

To purchase the most **EFFECTIVE** and **USEFUL UPGRADES**, also consult the **TRAINING** chapters in this guide. The Upgrades listed at the end of Mission 2.01 are **AVAILABLE**.

[1: To begin, go to Dana's Safehouse]



INFECTION DAY 3: INFECTION CONFIRMED ON MANHATTAN ISLAND



You step inside, scaring Dana. You explain about the trap at your apartment, while Dana tells you she's been busy sifting through the contents of your laptop. She's found photographs of a girl named Elizabeth Greene, who is in isolation at the **GENTEK** building. She knows more about your predicament than you. Meanwhile, **GENERAL RANDALL** is ordering **COLONEL TAGGART** to contain this Infection while he speaks to **CAPTAIN CROSS** about a specific target to be contained: Code named **ZEUS**.

[2: GO to the GENTEK FACILITY]



RESCUE ELIZABETH GREENE



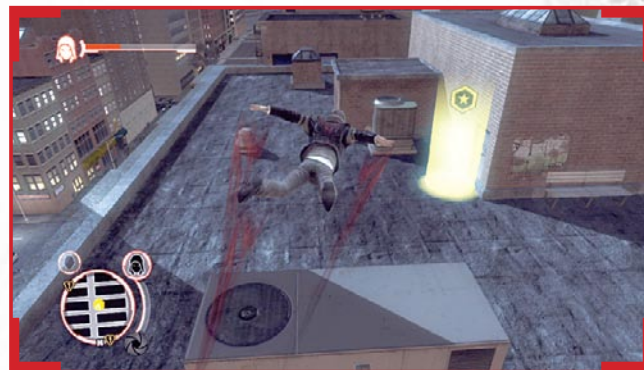
Secure a vantage point overlooking the tall, black skyscraper in north Gramercy. It is easily spotted at a distance

due to its zigzagging exterior reinforcement design. Try **AIRDASHING** and **GLIDING** multiple times to familiarize yourself with this technique; head directly to Waypoint 2, and try to scrape against buildings to start your **AIRDASH** and **GLIDING** again.



TIP

You are at a slight advantage if you have already procured a **MILITARY** disguise prior to the start of this mission.

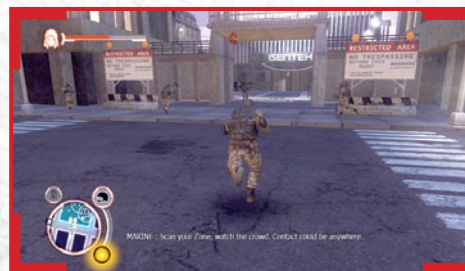


Ideally after completing the two events, and definitely after purchasing some **UPGRADES**, **AIRDASH** and **GLIDE** to Dana's Safehouse, just west of Times Square. You're looking for the yellow **GLOWING VOLUME** on the roof, which signifies access to a building interior.

[2: ENTER the GENTEK FACILITY undetected]



RESCUE ELIZABETH GREENE



After viewing the heavily defended facility, you decide to infiltrate it. Wading in and battling the Military

is an option (and one that gains you EPs), but this attracts Strike Teams, and you must eventually **HIDE** and reduce your **ALERT** level. Instead, **DISGUISE** yourself as a Marine or Blackwatch Marine, either by donning a previous Disguise.

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or grabbing a Soldier and **CONSUMING** him, then fleeing to hide. Run through the **MAIN ENTRANCE** while your **ALERT METER** is Amber. Move into the facility, and skirt the **VIRAL DETECTOR**.



CAUTION

VIRAL DETECTORS can see through your **DISGUISE**. When their **LIGHT** changes to **YELLOW**, they've **DETECTED** you. When they go **RED**, they've **ACTIVATED** an **ALERT**.

[2: CONSUME the GENTEK FACILITY COMMANDER]

[2: ENTER the GENTEK FACILITY]



Without damaging anything (and heightening your Alert Meter), move around the facility, looking for



the **COMMANDER**, who is easily spotted with his cap, sunglasses, and fatigues. Creep up behind, or run straight at him, then **GRAB** and **CONSUME**. As you haven't learned how to attempt this without being spotted, the base switches to high Alert. Flee the area, **SWITCH** disguises if you wish, tackle a Strike Team if you wish, and wait for the Alert Meter to return to **AMBER STATUS**. Then, while disguised as the Commander, move to the front entrance of the base (picture 2), and step inside.



TIP

VIRAL DETECTORS can be destroyed, although it isn't necessary to attempt this currently. If you accidentally **KILL** the Commander instead of Consuming him, **RETREAT** a few blocks away, and try the infiltration again.

Web of Intrigue **TARGET CONSUMED:**
1st Lt. Todd Chupka



Up on Floor S1, the **BLACKLIGHT** Research Division is in a state of silent chaos. Fleshy material lines the walls, and Marines lie gargling through crushed and crumpled bodies. In a central cage, you call on the huddled form of a girl. **ELIZABETH GREENE** launches herself at you, filling your mind with memories of inhuman experimentation and verbal revelations. Then she destroys an exterior wall, drops away, and leaves a group of **HUNTERS** to throw you from the building. You all land near the Military; **CONSUME** a soldier to find out more and begin a violent struggle.

Web of Intrigue **TARGET CONSUMED:**
Pfc. Jesse Arel

[3: LEAD the HUNTERS inside the MILITARY BASE]

DEFEAT the HUNTERS



TIP

Before engaging Hunters in combat, it is important to learn their strengths and weaknesses. Consult the Entity Encounters chapter for further information.



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By **CONSUMING** a Marine's thoughts before the action starts, you realize you can contain this **HUNTER** outbreak in a nearby **MILITARY BASE**. Although you can battle both Marines and Hunters, this simply whittles your Health down, and Hunters are a dangerous adversary. Take to the streets, and then the walls of buildings, cutting a path through to the roof skylight of the Military Base. Ideally, drop down from a nearby taller building to avoid milling around on the ground.

[3: STUN and CONSUME a HUNTER]



DEFEND THE HUNTERS




CAUTION
This next bout of combat is long and fraught. It is advisable to reach the Military Base with a full **HEALTH BAR**, and have all available **UPGRADES**.



The Marines milling about this base open fire, but you can withstand most of their attacks. Keep constantly moving to avoid being hit by **MISSILES**. After a few seconds, a **HUNTER** drops in from the skylight, and the Marines' gunfire is trained on that. Concentrate your offensive powers and tackle this foe immediately. Hunters are almost impossible to hit when they are throwing their massive swipes at you; **ROLL** or **RETREAT** to avoid these attacks, then **ASSAULT** them immediately afterward. You can:




When the Hunter receives enough damage to **STUN** it (when the **INFECTED** bar in the screen's top right has almost diminished), **CONSUME** the mutation! You immediately go into spasms, as a pair of massive **CLAWS** extrude from your arms. This **POWER** is currently **ACTIVE** for the remainder of this battle, and should be used in the place of your regular Combos. Remember you may have purchased the **SHIELD POWER** as well, which is a great help when fending off attacks.



CLAW POWER UNLOCKED!



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[3: DEFEAT the HUNTERS]



DEFEAT the HUNTERS



After a few seconds of combat with Marines (immediately **GRAB** and **CONSUME** as many as possible to refill your **HEALTH BAR**), two more **HUNTERS** drop in from the roof. You are now tasked with defeating both of them. Use any of the previously listed techniques, ensuring that you are constantly moving to avoid the Hunters' savage attacks and the Missile Launcher strikes. Concentrate on one Hunter at a time, raking them with **CLAW COMBOS** until both are defeated.



TIP

PATIENCE is key here; combat with Hunters takes a while, and quick darting attacks followed by a retreat, **GRABBING** and **THROWING** a Hunter to waylay them, and never standing around in one place for long, are all vital to your survival. You should also try activating your **SHIELD POWER** when being struck by Hunters, or when running around to deflect damage, until the Shield breaks.



The combat continues to get more desperate, as three additional Hunters drop in from the roof, followed by three more. Your task now is to defeat all the Hunters, but the objective changes once five Hunters are culled. This is a difficult task, as multiple targets can rampage through you in seconds. Try picking up a Missile Launcher from fallen Marines (save the ones in the racks for later), and **CIRCLE-**

STRAFE around the central area, firing on them. Jump to avoid attacks while maintaining a lock-on. Soften up each Hunter, then **CLAW** them with quick dashing attacks in and out. Combat is lengthy and fraught, so don't wade in and expect to survive!



TIP

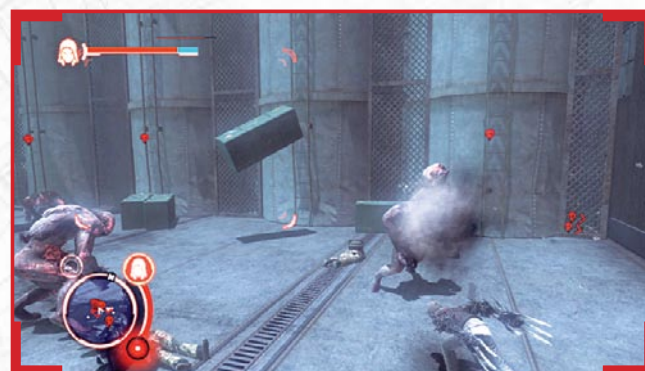
Marines should be regarded as **HEALTH REPLENISHERS**. Never kill them outright as they are much more useful when **CONSUMED**.

[3: KILL all the HUNTERS at once: DESTROY the BASE by RUPTURING the FUEL TANKS]



DEFEAT the HUNTERS

The situation becomes dire once the fifth Hunter is defeated. Wait for the objective to update, and then ignore Hunter combat (flee from them, unless they are badly wounded and you wish to finish them off for the EPs). You have a set of four plus a set of two **FUEL TANKS** to destroy. With constant Hunter harassment, flexible and constant **JUMPING** and **FLEEING** is imperative. Then **TARGET** and begin your Fuel Tank assault:



You can throw **OBJECTS** at the Tanks, which is a good idea if you've used up all the Missiles.



You can execute **FLYING KICKS**. These are quite effective, as long as you don't aim at a Tank for more than a couple

MISSION 2.02: BEHIND THE GLASS

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of kicks. Land, then **JUMP**, execute a **HEAVY KICK**, land, and repeat the process.



Or, you can grab the **MISSILE LAUNCHERS** from the foes atop the garages, or on the racks, and blast each Fuel Tank.

Remember to use the **SPLASH** damage to your advantage. Targeting a Fuel Tank in the middle with a **MISSILE LAUNCHER** will also damage the ones beside it.

Keep this up until all six Fuel Tanks are alight. They explode and the entire base disintegrates into a pile of fiery rubble. The Hunters are nullified. You automatically unlock the **POWER SELECT WHEEL** (allowing access to any **EARNED** or **PURCHASED POWER**).

POWER SELECT WHEEL UNLOCKED!

<[Mission Awards]>

Available Events: 3 [New], 5 [Total]
Newly Available Upgrades: 19 [New], 32 [Total]



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[MISSION 3.01: THE WHEELS OF CHANGE]

[OVERVIEW]

Your key to progress lies with Karen Parker, a loved one currently in great danger. Amid the pitched battles being waged outside her apartment, you must visit her, commandeer a variety of Military skin-disguises, and return to Parker's Apartment with a vehicle suitable to carry her back to her laboratory. Naturally, the Military will try to thwart your progress. Punish them and a nearby Hive with the APC's key ordnance, before you go to ground.

[5]

[SAFETY POINT]



RESCUE KAREN PARKER
GET PARKER TO SAFETY

[GET PARKER TO SAFETY]

[The MILITARY is looking for this APC. AVOID THEM.]

[3]

[MILITARY BASE]



GO TO the MILITARY BASE
[CONSUME the COMMANDER to access the base]
[ENTER the BASE in COMMANDER DISGUISE]
[CONSUME an APC DRIVER]
[EXIT the BASE]
[GET INTO an APC]

[2]

[KAREN PARKER'S APARTMENT and INFECTED HIVE]



[VISIT 1] [GO to KAREN PARKER'S APARTMENT]
[VISIT 2] [RETURN to KAREN PARKER'S APARTMENT]
[VISIT 2] [DESTROY the HIVE before picking up PARKER]
[VISIT 2] [PICK UP KAREN PARKER]

[4]


[INFECTED AREA]



GO to the INFECTED AREA to test the weapons!
[USE the APC to KILL the INFECTED]

[1]

[DANA'S SAFEHOUSE]



[To begin, go to Dana's Safehouse]

MISSION 3.01: THE WHEELS OF CHANCE

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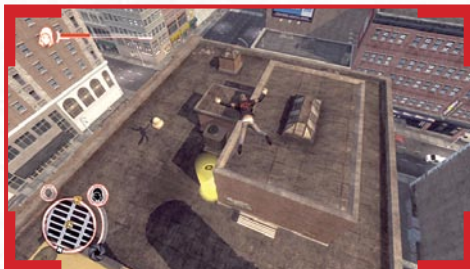
[1: To begin, go to Dana's Safehouse]



TIP

To continue, you **MUST** purchase the **STEALTH CONSUME UPGRADE**.

Before you begin the next mission, you should purchase some **UPGRADES** using Evolution Points you've collected. This includes claiming a **GOLD MEDAL** for all the unlocked **EVENTS**.



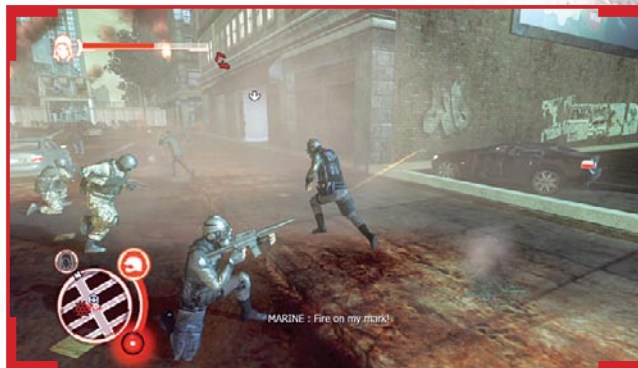
Choose the **UPGRADES** you wish, or purchase all that you can. You'll need the Stealth Consume Upgrade, at

the very least, to acquire this mission. Then head to Dana's Safehouse near Times Square in **MIDTOWN WEST**, and drop in on her. The **GOLD STAR** icon on the map signifying Dana's Safehouse is easy to spot. Once inside, Dana asks you about your ex-girlfriend, named **KAREN PARKER**. You need to find her before the **MILITARY** does.



[2: GO to KAREN PARKER'S APARTMENT]

CONTACT KAREN PARKER



AirDash and Glide to the northwest, following the **MAP MARKER** to Karen's Apartment. As you close, the **MILITARY** is engaged in a chaotic battle to stem the flood of a fleshy virus that has consumed an entire building and is rapidly expanding into adjacent city blocks! You need not concern yourself with any fighting (unless you want the EPs). Instead, whether you've been spotted or not, drop down and look for Waypoint 2, and step into the apartment.



You enter Karen Parker's Upper West Side Apartment, and she's startled but overjoyed to see you. You can survive outside, but Karen most certainly cannot. She suggests the only way for you both to flee is for you to hijack a military vehicle, and bring it back to this location. As you step out into the carnage, giant pulsating sacs on the sides of the building burst, spreading unspeakable matter across the streets below.

[2: CONSUME a SOLDIER to locate a MILITARY BASE]



GET AN APC TO RESCUE PARKER



Hunters have joined the mayhem, so plan your actions carefully; scan the street outside the

apartment for a suitable Soldier (displaying the **HELIX** icon), and Sprint toward him. If you've purchased the **SPRINTING GRAB**, run at him, scoop him up, ideally moving away from any close combat, and quickly **CONSUME** the foe. If the Soldier is attacked, or dies (either by Hunters or your own ineptitude), another Soldier becomes available.

Web of Intrigue **TARGET CONSUMED:**
Capt. Charles Conley

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[3: GO to the MILITARY BASE]



GET AN APC TO RESCUE PARKER



With Conley's memories allowing you to pinpoint a **MILITARY BASE**, bound off across the skyscrapers and fly toward the base itself, located near the northwest corner of **CENTRAL PARK**. You don't actually need to be **DISGUISED** as the Soldier as you arrive, as long as your **ALERT METER** is **AMBER** or not registering. Now casually walk in.

[3: CONSUME the COMMANDER to access the base]

[3: ENTER the BASE in COMMANDER DISGUISE]

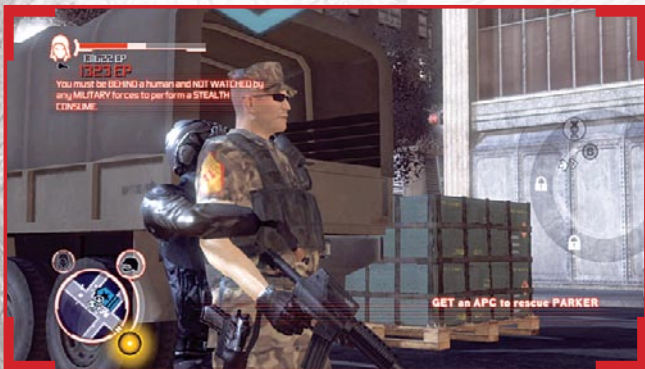


GET AN APC TO RESCUE PARKER



TIP

To **GET PAST** the **ACCESS SCANNERS**, you need to **CONSUME** a **COMMANDER** and **ASSUME HIS FORM**. You can use **STEALTH CONSUME** to **SECRETLY CONSUME TARGETS** in **PLAIN SIGHT**. If you haven't **PURCHASED STEALTH CONSUME**, now is the time to do so. You may wish to amble into **CENTRAL PARK** and try out this technique on pedestrians before you continue.



You must now rely more on your **STEALTH** than simple savagery. Walk through the outer base walls and around



the parked trucks looking for the **COMMANDER**; he is on a patrol path. The preferred plan is to creep up behind the Commander, and **STEALTH CONSUME** him (picture 1). The effect is no less gruesome, but you don't attract any unwanted attention. Then, as the Commander, walk to the orange **GLOWING VOLUME** outside the security entrance (picture 2). This appears only when you appear as the Commander when the base is not in Alert Status.



CAUTION

If you **STEALTH CONSUMED** the Commander, you're carrying his **ASSAULT RIFLE**. This isn't needed for the next part of the mission. Discard it if you can't be trusted not to use it!



TIP

If you **CONSUMED** the Commander, or were spotted and the **ALERT** raised, simply dart up onto a nearby roof, fleeing the scene until your **ALERT METER** returns to **AMBER** or **OFF**, and then enter the base.

[3: CONSUME an APC DRIVER]

[3: EXIT the BASE]



GET AN APC TO RESCUE PARKER



There are two ways to **CONSUME** the **APC DRIVER**, and one results in a substantial **15,000 EP** gain. The preferred plan

MISSION 3.01: THE WHEELS OF CHANCE

EPISODE 1 EPISODE 2 **EPISODE 3** EPISODE 4 EPISODE 5 EPISODE 6 EPISODE 7 EPISODE 8 EPISODE 9 EPISODE 10

is to walk to the other end of the base chamber, and follow the **DRIVER** on his patrol path. When he reaches the corner between the gas tanks on your right, and the steel bay to your left, **STEALTH CONSUME** him. You won't be spotted, and you can safely leave the way you came. Alternately, you can run up to the **DRIVER**, **GRAB** and **CONSUME** him, and then engage the enemy in battle, throwing everything you have at them, including the parked **TRUCKS**. This isn't advisable though; there are plenty of other occasions to slay the Military for EP gains.

HIJACK ARMORED VEHICLE UNLOCKED!

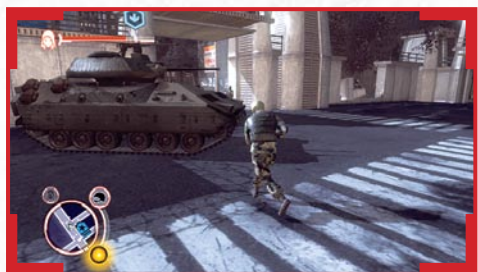
ARMORED VEHICLE 1 UNLOCKED!

Web of Intrigue TARGET CONSUMED:
GySgt. Mark Mead

[3: GET INTO an APC]



GET AN APC TO RESCUE PARKER



Once you exit the base interior, even if you were spotted and a fight started, your Alert Meter should still

be pulsating with Amber. Be sure you're Disguised as the **DRIVER** (if you appear as **ALEX**, the Military immediately attack), and head toward the nearby APC with the **BLUE ARROW** pointing at it. Sidle up to the APC, **GRAB** at it, and you flip up onto the **TURRET HATCH**, open it, and drop into the vehicle. Time to take it out for a spin!

[4: GO to the INFECTED AREA to test the weapons]

[4: USE the APC to KILL the INFECTED]



TEST OUT THE APC



TIP

Refer to the on-screen instructions, or this guide's **GENERAL TRAINING** chapter for the **APC CONTROLS**.



Trundle westward out of the base. Try not to run over any Soldiers; carefully maneuver around any military obstacles to avoid ruining your cover. Only a couple of blocks away is a park where **INFECTED** pedestrians are running rampant. Turn in and slow down (you can park, but don't exit the vehicle). There are around a dozen Infected forms to slay, ideally using the **MAIN GUN**, as it offers quick and direct fire, whereas the **MISSILES**, which you normally have only eight of (you have unlimited ammo for this tutorial section), arc through the air and may miss smaller targets. You must give the **APC's TURRET** a little time to rotate into a direct firing position. Then rake the charging Infected mutations until you've dispatched them all.



CAUTION

If you trundle out of the base, but fire on or run over the Military (accidentally or otherwise), you **ALERT** them, and have to deal with them throughout the rest of this mission. The Military cause additional damage to your APC. If your APC is destroyed before reaching Parker, you will have the opportunity to find a replacement.

[2: RETURN to KAREN PARKER'S APARTMENT]

[2: DESTROY the HIVE before picking up PARKER]



RESCUE KAREN PARKER

Exit Location 4, ideally via the narrow alley to the south, and head south toward Parker's Apartment. As you near the location, a Military Tank takes a series of devastating shots and explodes. The virus has completely taken over a nearby building, and you're tasked with **DESTROYING** this **HIVE** before you can reach **PARKER**. Trundle toward the building, until you reach the Military's concrete perimeter. This is the reason you should have saved your Missiles! You can try two plans from this point:

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LONG-RANGE BOMBARDMENT: Park as shown, and bombard the corner of the **INFECTED HIVE** with Missiles, until it **EXPLODES**. You may need to train your **MAIN GUN** on the building, too. It is usually difficult to get an **AUTOMATIC AIM**, so **MANUALLY** position your **TARGET RETICLE** on the building. You destroy the structure without **RAISING THE ALERT**. As for the Infected attacking your APC? Back over them, or shrug off their attacks, concentrating all firepower on the **HIVE**.

SHORT-RANGE MAYHEM: Ram, or shoot out with your Main Gun, the concrete wall the Military has erected, which usually results in them being on **ALERT**, and ignore their attacks, and any from the Infected on the ground, and concentrate all your firepower on the **HIVE** itself. Keep your **APC** moving so you aren't a sitting target. Expect your APC to take greater damage with this plan. However, you will be able to **AUTOMATICALLY TARGET** the Hive if you're close enough.

[2: PICK UP KAREN PARKER]



RESCUE KAREN PARKER



The Military have cordoned off all streets approaching Parker's Apartment, meaning you must ram through one of their defended concrete walls. Then move back to Location 2, which is easy to spot due to the **GLOWING VOLUME** outside.

[5: GET PARKER to SAFETY]

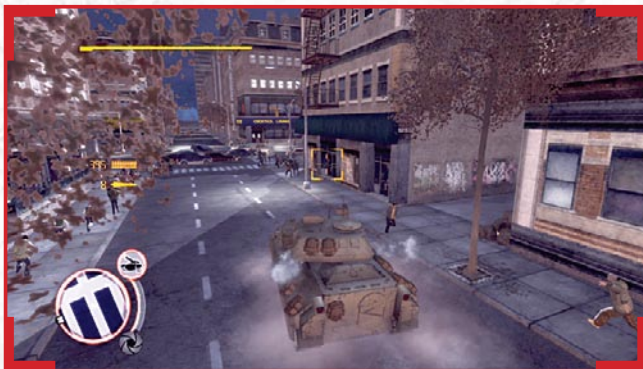
[5: The **MILITARY** is looking for this APC. **AVOID THEM.**]



RESCUE KAREN PARKER



The final part of this mission is trickiest of all, as you must move **KAREN PARKER**, now safely inside your APC, to a safe position. The position in question is **LOCATION 5**; a north-south alley a block north of **CENTRAL PARK**. The problem stems from the **MILITARY**, who are actively seeking you, and when they spot you (and they will), your **ALERT METER** activates, and the **SAFE POSITION** vanishes from your in-game map. There is a way to counteract this, however: First, swing your APC so it faces **NORTH**; you're retracing your steps.



Use this guide's map to plot out a route to **SAFETY**, as you can't count on your Mini-Map. Then head along the streets, attempting to reach your destination as quickly as possible. If you trundle into a **MILITARY BLOCKADE**, don't stop and engage; this APC cannot be exited because **KAREN PARKER** is inside, and the vehicle must **REMAIN INTACT** for the remainder of this mission. Instead, drive quickly down a nearby street, then into an alley, and watch for your **ALERT METER** to reach **AMBER**. Then carefully drive out, and look for the alley to the south, near the **FOUR-WAY INTERSECTION** one block north of **CENTRAL PARK**. This is your **DESTINATION**.

<[Mission Awards]>

Available Events: 3 [New], 8 [Total]

Newly Available Upgrades: 1 [New], 33 [Total]

MISSION 3.02: A NEW ORDER

EPISODE 1 EPISODE 2 **EPISODE 3** EPISODE 4 EPISODE 5 EPISODE 6 EPISODE 7 EPISODE 8 EPISODE 9 EPISODE 10

[MISSION 3.02: A NEW ORDER]

[OVERVIEW]

You are fortunate to have such loyal friends. Now ensconced inside her laboratory, Karen Parker has made two important discoveries regarding this viral outbreak; there are dual strains, one emanating from Infected Water Towers, and the other from the Hives themselves. You are to destroy these Water Towers, now Hunter incubators, before those powerful mutations hatch. Then, as Genetic Material spills from the Hive, you must round it up before the Military can demolish the Hive itself.

[1] [KAREN PARKER'S LAB]



[Return to Karen Parker's Lab]

[2] [INFECTED WATER TOWER OVERLOOK]



[GO to the INFECTED WATER TOWER and COLLECT the GENETIC MATERIAL]

[3] [INFECTED WATER TOWERS (7)]



[DESTROY the INFECTED WATER TOWER before it can hatch]
[COLLECT the GENETIC MATERIAL and move to the next INFECTED WATER TOWER]
[The INFECTED WATER TOWER HATCHED before you could destroy it. LOCATE ANOTHER]
[INFECTED WATER TOWER RAMPAGE: PLANS OF ATTACK]

[4] [HIVE OVERLOOK]



[GO to the HIVE and collect more GENETIC MATERIAL]

[5] [INFECTED HIVE]



[COLLECT GENETIC MATERIAL on foot]
[COLLECT GENETIC MATERIAL before the HIVE is DESTROYED]

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TIP

[UPGRADES]

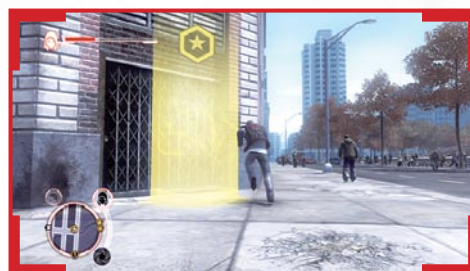
Before you begin the next mission, you should purchase some **UPGRADES** using Evolution Points you've collected. Continue Freeform activities, such as **DEMOLISHING HIVES** and **BASES**, locating **LANDMARK** and **HINT** Collectibles, and don't forget your **EVENTS**: You can definitely claim a **GOLD MEDAL** for **EIGHT** of the **TEN EVENTS** (the other two are **CONSUME** Events, which are ongoing and multi-stage in nature).

To continue, you **MUST** purchase the **AIRDASH UPGRADE**.

[1: Return to Karen Parker's Lab]

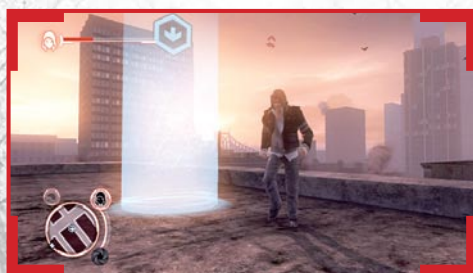


You haven't visited **PARKER'S LAB** before, but it is across the street from the alley where you parked the APC in the previous mission, in East Harlem. **GLIDE** or **SPRINT** to this location and step into the **GLOWING VOLUME**.



Karen Parker's information reveals that **TWO GENETIC STRAINS** are responsible for this mass outbreak. In order to treat it, samples from both strains must be found. It appears one of the strains is located inside **INFECTED WATER TOWERS**, while the other strains form in the full-blown **HIVES**. Whatever is happening here, you're sure this is only the beginning....

[2: GO to the INFECTED WATER TOWER and COLLECT the GENETIC MATERIAL]


COLLECT GENETIC MATERIAL


Location 2 is atop the buildings in the Upper East Side, and finding the **GLOWING VOLUME** atop the roof is

straightforward; simply cut across **CENTRAL PARK**, scale any of the large buildings as you continue southeast, and then **AIRDASH** and **GLIDE** to this rooftop Waypoint. Once you step into the Glowing Volume, you spot an **INFECTED WATER TOWER**.

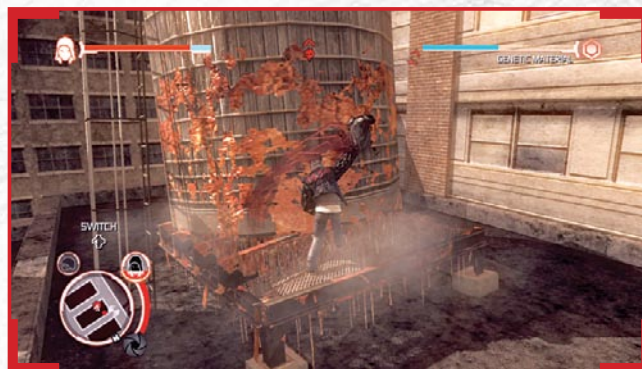

TIP

INFECTED WATER TOWERS are **INCUBATORS** for **HUNTERS**. When you **APPROACH**, they begin to **HATCH**. When you **BACK AWAY**, they become **DORMANT**. Stay **NEAR** too long and they will **ERUPT**.

[3: DESTROY the INFECTED WATER TOWER before it can hatch]


COLLECT GENETIC MATERIAL

Your **INFECTED WATER TOWER** rampage begins now: Before you tear apart the rooftops, it is wise to understand exactly what the potential problems are likely to be, so you can counter them. First, there is an optimal way to **DESTROY** each Water Tower:



By far the most effective and quickest option is to choose your **HAMMERFIST POWER**, target the **WATER TOWER** you're attempting to destroy, and execute a **COMBO** with incredible brute force. The **HUNTERS** have no time to hatch, as long as you're fast. You then receive the following objective:

MISSION 3.02: A NEW ORDER

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[3: COLLECT the GENETIC MATERIAL and move to the next INFECTED WATER TOWER]



Yellow, orb-like **GENETIC MATERIAL** scatters from the exploding Infected Water Tower; and you

should immediately concentrate on collecting it. As you do so, the **GENETIC MATERIAL BAR** in the screen's top-right corner increases. It should take only two to three assaults on Infected Water Towers to gather enough Genetic Material. Be sure you look all around the base of the Water Tower for Genetic Material, including peering down to the ground below, in case some has fallen down there.

It is now a relatively straightforward matter of destroying each Infected Water Tower as soon as it appears on your **MAP**, shrugging off attacks from foes in favor of collapsing the Water Towers before Hunters break out. Certain Water Towers have specific problems to overcome, which are detailed below. If you are too slow in demolishing an Infected Water Tower, you receive the following objective:

[3: The INFECTED WATER TOWER HATCHED before you could destroy it. LOCATE ANOTHER]



This occurs if you left the **INFECTED WATER TOWERS** for too long, and allowed the **HUNTERS** to **SPAWN**.

Expect one or two **HUNTERS** to contend with, as well as any other enemies. Hunters begin to **HATCH** if you get within about 20-30 feet of a Water Tower; and Hatch after around five seconds, if the Water Tower isn't demolished. With this in mind, try to defeat any foes near the Water Towers from range, so you aren't waylaid. Concentrate completely on the destruction of each Water Tower. If you use less

damaging single attacks, such as the Flying Kick or other combos instead of the Hammerfist, this usually takes too long and the Hunters **ERUPT**. Mop up the immediate area, then continue to your next Infected Water Tower.

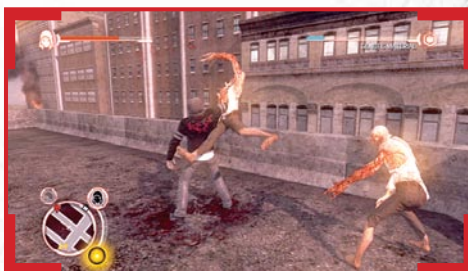
[3: INFECTED WATER TOWER RAMPAGE: PLANS OF ATTACK]



You may encounter any or all of the following entities and problems during your Infected Water Tower rampage:

THE INFECTED:

Once a Water Tower has been destroyed successfully, you are usually set upon by the Infected; apply your **USUAL OFFENSIVE ATTACKS** to nullify them. Stay on, or lead the enemies to a large rooftop area where you have room to attempt your favorite combination strikes or Consume attacks.



STRIKE TEAMS:

If you're attacking **HUNTERS** and **THE INFECTED**, you're not likely to attract too much attention from

the Helicopters flying above you. However, if you're aggressive to any **MILITARY** forces standing on the rooftop, or the **CHOPPERS**, expect them to attack and call in reinforcements. Naturally, you can Disguise and Hide (if you're low on Health), or hold in your **JUMP** and **FLYING KICK** buttons and execute heavy strikes inflicting maximum damage. It takes **TWO FLYING KICK** strikes to down a Helicopter. Try this for the EPs, but only if you're healthy enough.

OTHER

OFFENSE

[PART 1]: If you're dealing with **STRIKE TEAMS**, also remember you can throw **VENTS** and other **ROOF DEBRIS** at the flying foes. Or, if you're being struck by the Infected and Strike Teams, try **THROWING INFECTED** at the Helicopters!



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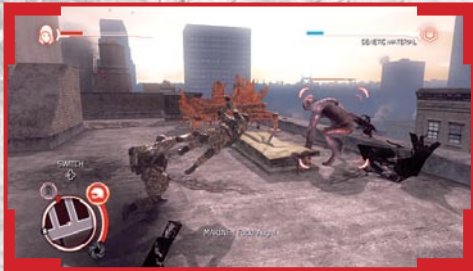
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THE MILITARY: The second Infected Water Tower is guarded by the Military. Ideally, you'd pick off these foes from

range using **WEAPONRY** (which you'd find at a nearby **MILITARY BASE**, although this would involve departing from the mission temporarily), so as not to disturb the **ERUPTING HUNTERS**. Remember you can keep the **MILITARY DISGUISE** from the last mission and land on their rooftop. If you're purposely ineffectual, triggering the **HUNTERS**, you can watch both sides fight, and start throwing **MILITARY** at Hunters, who are the more dangerous targets.

THE MILITARY [PART 2]: There's a second Military infraction to deal with, atop one of the tallest



buildings overlooking Central Park. As you reach the Water Tower on this roof, a squad of Marines are rappelling down from a Helicopter. Again, with these additional entities, destroying this Water Tower is difficult, unless you ignore the forces and just strike the Tower itself. If this fails, prepare to leap to lower and more expansive rooftops. Try whittling **HUNTER HEALTH** down a little using **MILITARY WEAPONS**, if you wish.



OTHER OFFENSE [PART 2]: If you've been consistently **UPGRADING** your **POWERS**, you should be able to launch a couple of **DEVASTATOR STRIKES**, which can really clear an area, leaving only one or two Hunters to engage. You need full Health for this powerful attack, so start **CONSUMING** as many foes as you can.

When your **GENETIC MATERIAL BAR** is full, you are prompted with the following objective:

[4: GO to the HIVE and collect more GENETIC MATERIAL]



TIP

Be sure you have a **MILITARY DISGUISE** ready before you head to the next location.



Glide away from the clusters of demolished Infected Water Towers, and head for the second type

of **GENETIC MATERIAL** you must collect; the yellow **ORB-LIKE** objects that are falling out of a **HIVE** located to the south. Drop down on the **ROOFTOP** and step into the **GLOWING VOLUME** overlooking the Hive itself.

[5: COLLECT GENETIC MATERIAL on foot]



CAUTION

Remember! You aren't destroying the **HIVE**, you are **DEFENDING** IT! However, make sure you do **DEMOLISH** it once the mission is over, and claim the additional **EPs**!



The Military is en route to this location, and you have but a few seconds to begin the **HIVE GENETIC MATERIAL HUNT**! **SPRINT** along the street in front of the Hive, collecting the **YELLOW ORBS**, and pushing pedestrians out of the way. Continue this until the Military arrives, and the objective updates:

MISSION 3.02: A NEW ORDER

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[5: COLLECT GENETIC MATERIAL before the HIVE is DESTROYED]



You're spotted by the Military, and you can **HIDE**, then return in your Military **DISGUISE** (or use the previous few seconds to reduce your **ALERT LEVEL**), or try the following plan while the Military trains its hardware on both you and the Hive:



HIJACK AND LEAVE: The biggest threat to the Hive are **MILITARY VEHICLES**. Use your **MINI-MAP** to locate the

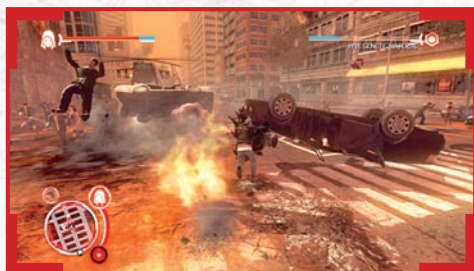
nearby **APCs**, and Sprint to the first one. Quickly **HIJACK** it, then exit the vehicle. It is now simply unused, and doesn't present a threat to the Hive. Exit, Sprint to the next Tank, and repeat this plan.



HIJACK AND ATTACK: A variation on this tactic involves you Sprinting to the nearest **APC**, **HIJACKING** it,

and then turning its **MAIN GUN** and **CANNON** attack on all the other enemy **APCs** and **HELICOPTERS**. Do this for a few moments before exiting, as that Genetic Material needs collecting, and you can't hold off the Military forever!

Check the Mini-Map to ensure that no **SKULL ICONS** (Tanks) remain, and begin a **SPRINT** along the main street,



checking each side street adjacent to the **HIVE** for falling **GENETIC MATERIAL**. Ensure that you barrage through all obstacles (except Tanks) by activating your **SHIELD POWER**, which pushes everything out of the way. Ignore both Military Helicopters and Hunters as your **MATERIAL BAR** fills up.



Keep up this **ON-FOOT RAM-RAID** using your **SPRINT** and **SHIELD** as Helicopters attack Hunters and eventually a **STRIKE TEAM** and **MARINES** are called in. With around **TWO-THIRDS** of your Genetic Materials Bar filled, the Military is likely to gain a **POSITIVE I-DENT** on you, and the situation becomes a little more frantic. **MISSILE LAUNCHER MARINES** can blast you off your feet, so try any of the following plans:

CIRCLE around them, **GRAB** and **CONSUME** them, and take their Missile Launcher; which you can use to add some EPs to your total if you fire on the incoming **STRIKE TEAMS**.

Or, drop into a newly arriving or old Tank, and lay waste to the entire area.

Or, use your Devastator attacks to clear away large areas of the Military. There should be plenty of ways to replenish your Health to put you in Critical Mass mode. First, the Genetic Material gives you a Health boost for each orb you collect. Second, the APCs and Helicopters you destroy should drop Health replenishing orbs as well. Lastly, there are plenty of Marines around to Consume. The **TENDRIL BARRAGE DEVASTATOR** is particularly useful in clearing the area around you. Make sure you are not too close to the Hive though, as that will take some damage as well.

Or, shrug off these attacks and continue to collect Genetic Material. The **HIVE INTEGRITY** is shown at 75, 50, and 20 percent, but if you're always Sprinting and collecting Material, and you nullify the Tanks, the Military can't destroy the Hive. When the **HIVE GENETIC MATERIALS BAR** is filled, your mission is complete.



TIP

THE STRUGGLE FOR CONTROL: You can now attack both **HIVES** and **MILITARY BASES** across the city more easily, as the two sides attempt to fortify their positions. Destruction results in **MASSIVE EP BONUSES!**

<[Mission Awards]>

Available Events: 2 [New], 10 [Total]
Newly Available Upgrades: 22 [New], 55 [Total]

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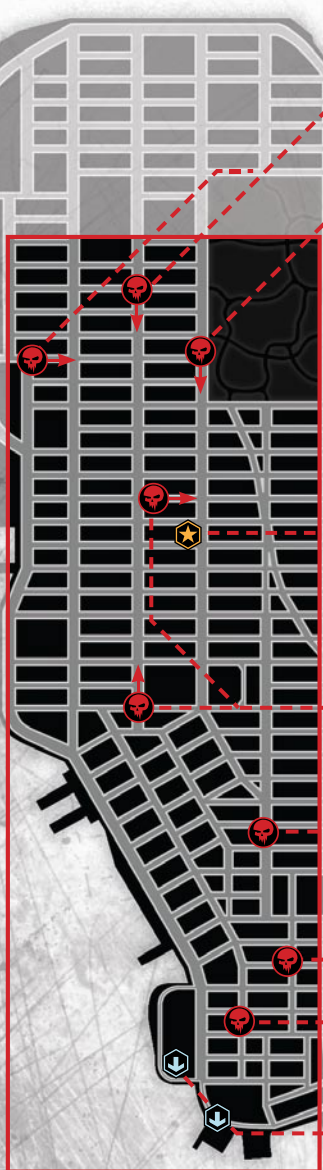
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MISSION 4.04: ERRAND BOY		MISSION 4.05: VETERAN ENTITY ENCOUNTER (VEE): THE SPECIALIST			
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[MISSION 4.01: OPEN CONSPIRACY]

[OVERVIEW]

Dana has some worrying new information to share. It seems the U.S.S. Reagan, moored in the Hudson River, has already docked and brought in a huge number of additional Military supplies and infantry. You are tasked with checking on their progress, and once your cover is blown, you must fight your way back in a Military APC, demolishing armored Patrols (which include airborne Viral Detectors known as UAVs) before they converge on Dana's Safehouse.



[5] [MILITARY PATROLS (3)]

[DESTROY ALL THE PATROLS before they reach Dana's Safehouse]

[1] [DANA'S SAFEHOUSE]

[To begin, go to Dana's Safehouse]

[4] [MILITARY PATROLS (2)]

[DESTROY ALL THE PATROLS before they reach Dana's Safehouse]

[3] [MILITARY PATROLS (3)]

[DESTROY the NEARBY PATROL]
[DESTROY ALL THE PATROLS before they reach Dana's Safehouse]

[2] [RED CROWN MILITARY COMMAND: VANTAGE (North) and ISLAND FERRY (South)]

[LOCATE the BLACKWATCH BASE COMMANDER]
[CONSUME the BLACKWATCH COMMANDER]

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[1: To begin, go to Dana's Safehouse]



TIP

To continue, you **MUST** purchase the **GLIDE UPGRADE**.

Prior to commencing the next mission, try to claim a **GOLD MEDAL** for all open **EVENTS**. Then check the **UPGRADES MENU** and purchase any of the **NEW UPGRADES**, or previously available Upgrades you want. Naturally, the more Upgrades you have, the more powerful you become.



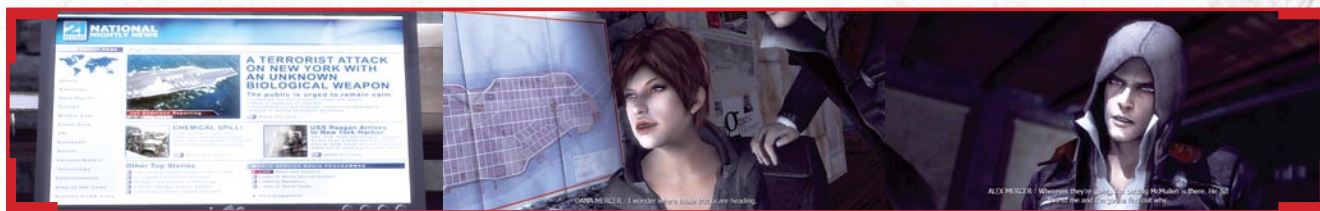
Ideally after **PURCHASING** as many of the recommended **UPGRADES** as possible, and claiming **GOLD** in all **OPEN EVENTS**.

locate and maneuver through the buildings to Dana's Safehouse in Midtown West, near Times Square.



TIP

If you're planning a **STEALTH INVESTIGATION**, **CONSUME** any **MILITARY** pedestrian so you can **Disguise** yourself, after your rendezvous with Dana.



The Military is bringing in some impressive reinforcements, and you want to know where they are. Dana has spotted the U.S.S. Reagan. Supposedly patrolling off the southern coast, the ship has docked in New York already, and its cargo of troops and trucks are on the move. Your sister wonders where they are headed, and you're betting McMullen is among them. The man responsible for your mutations must never experiment on another human subject, ever again!

[2: LOCATE the BLACKWATCH BASE COMMANDER]



INVESTIGATE THE BASE



You automatically arrive at a vantage point (Location 2: North) overlooking **RED CROWN** Command, in Battery Park. This is where you start your investigation. As you can see, there are dozens of **MARINES** and Blackwatch Troopers to contend with. You can approach the base investigation by executing one of the three following plans:



STROLL ON IN: This requires little planning, except for a **MILITARY DISGUISE**. If you don't currently have one, search the nearby streets for a soldier; **GRAB** him, **SPRINT** away until your Alert Level drops, and Consume him. Then **SPRINT** southward, straight through the outer pavement area filled with soldiers. As long as you're in Military garb, you're seen as suspicious, but not a direct threat; especially if you keep moving! Run through the sets of gates guarded by Tanks and Turrets, and into the **INNER AREA** (Location 3).

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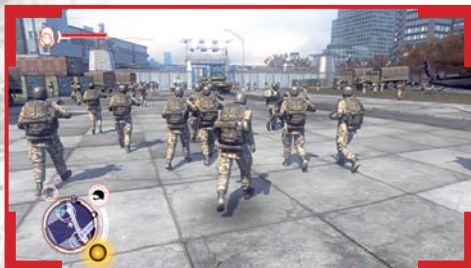
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CAUTION

Follow this plan, but dressed as **ALEX**, and expect the enemy to turn **INSTANTLY HOSTILE**. You should **RETREAT** and **HIDE**, or switch plans to **ABSOLUTE SAVAGERY**.



SNEAK ON IN:

This is similar to the first plan, but is guaranteed to keep you anonymous and under cover until

you spot the **BLACKWATCH BASE COMMANDER**. Procure a **MILITARY DISGUISE**, and then approach the base from the east, moving southwest to the entrance near the water's edge. There are few enemies here, and you can quickly reach the **INNER AREA** and step out of **VIRAL DETECTOR RANGE**, reducing your Alert Level. You are now free to move about as long as you remain Disguised.



TIP

Assuming you're **DISGUISED**, it is **VITAL** to know that unless you're killing the Military, the only way you can be discovered is if the **VIRAL DETECTORS** are set off. Check your **MINI-MAP** to see the circumference of each detector. Stand within that circumference, and your **ALERT LEVEL** rises. Step out of the circumference, and the Alert Level drops. Therefore, you should (while **DISGUISED**) **SPRINT** out of detector range to maintain your anonymity.

ABSOLUTE SAVAGERY: **SPRINT** off the vantage point as **ALEX**, and you're immediately spotted.

Shrug this off and Sprint toward any Tank, although you may be knocked off it as you try to **HIJACK** it. If this occurs, retreat, Disguise yourself and return, so you can instantly drop into the Tank's turret. Then start a **DANGEROUS** but **INCREDIBLY SATISFYING** rampage around the Island Ferry terminal. Survive for the longest time by targeting the fortified gates; use **MISSILES** to take out the **TURRET GUNS**, as well as any **APCs**, **HELICOPTERS**, **VIRAL DETECTORS**, and other heavy vehicles. Then you can try any of the following attack strategies:



VEHICULAR MANSLAUGHTER: You can't pilot Helicopters (yet), but you can hop from Tank to APC, demolishing groups of infantry with single **Missile** strikes. When **STRIKE TEAMS** are called in, be sure you save a **MISSILE** or two for them! When you're trying to Hijack another APC, choose one on the edge of the base, where there's less crossfire to knock you off the turret.



SHOOT-'EM-UP: Assuming you've used APC to destroy all the **TURRETS** atop the fortifications, you can have

some amusingly carnage-filled combat using any **ASSAULT RIFLE** dropped by a foe. This isn't the easiest method of taking down an army, so make sure you have...

ROOM TO CONSUME:

A must for surviving the odds, if you're proficient enough to **GRAB** and **CONSUME**, and

REPEAT this tactic, you can tear through dozens of foes quicker than they can harm you, increasing your **HEALTH** until you can try something...



DEVASTATING!:

When you reach **CRITICAL MASS**, you can perform a **DEVASTATOR** attack, which nets you

Health, and an impressive multiple takedown. You can keep this up as long as you aren't wounded or your Critical Mass lowers. Of course, you can always rely on...



MISSION 4.01: OPEN CONSPIRACY

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



COMBO CARNAGE: By now, you have access to **WHIPFIST** and **MUSCLEMASS** abilities (if you've purchased

these **UPGRADES**); you can try these out, or rely on your perfected **COMBO** strikes.

When you've cleared most of the troops, or snuck into the Island Ferry area, your objective updates:

[2: CONSUME the BLACKWATCH COMMANDER]



INVESTIGATE THE BASE

This objective begins as soon as you breach the outer perimeter of the base, whether you're discovered

or not. The Commander is near the Island Ferry terminal (Location 2: South), and is easily spotted. Simply **GRAB** the **COMMANDER** and **CONSUME** him. If you accidentally (or otherwise) kill him, retreat or continue the fight until another Commander appears. Your mind quickly swims with knowledge!



Web of Intrigue **TARGET CONSUMED:**
2nd Lt. Joel Brunner

[3: DESTROY the NEARBY PATROL]



STOP THE MILITARY FROM DISCOVERING THE SAFEHOUSE



PATROL 3.1: Patrols are attempting to locate Dana's Safehouse, and it's your job to prevent them from encroaching

on this location (1). You are initially tasked with destroying a nearby **PATROL**. Although you may want to drop into a

nearby **APC** at Location 2, you're better off fleeing on foot northward, to the Patrol itself. As you near the street junction, you spot two APCs and two **UAVs**. These are your **PRIMARY TARGETS**. Immediately **HIJACK** the closest **TANK**, then fire a **MISSILE** at the other Tank before finishing it off with your **MAIN GUN**. Immediately target and dispatch the two **UAVs**.



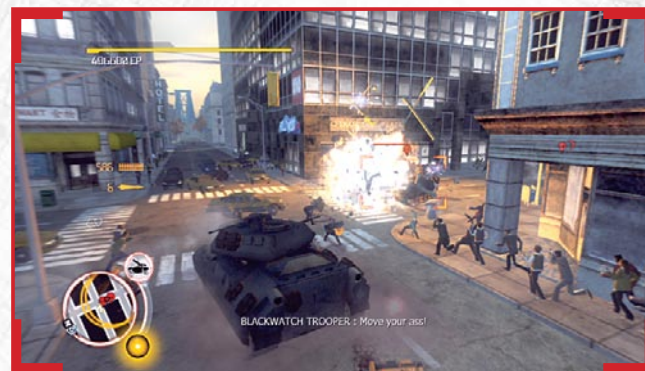
CAUTION

UAVs are mobile versions of **VIRAL DETECTORS**. If their light turns **RED**, you've been **DETECTED**. If the **UAVs** aren't dealt with, expect a **STRIKE TEAM**, which can cause major problems later in this mission, as **PATROLS** converge on the safehouse. **UAVs** work the same way as **Viral Detectors**: Enter their **CIRCUMFERENCE**, and your **ALERT LEVEL** turns **AMBER** and increases until it turns **RED**, triggering a **STRIKE TEAM** arrival. Prevent this by downing both **UAVs** before this happens. You can usually do this after taking out both Patrol APCs, as long as you're quick.

[3, 4: DESTROY ALL THE PATROLS before they reach Dana's Safehouse]



STOP THE MILITARY FROM DISCOVERING THE SAFEHOUSE



PATROL 3.2: Immediately drive your **APC** at maximum speed north for two blocks, then east a block, to your next **PATROL INCURSION**. Use the corner of the building as partial cover if you need to. Launch a **MISSILE** at each **APC**, finishing it with **MAIN GUN** blasts, then strafe both **UAVs**. Easy! This is the tactic to use for each consecutive Patrol you encounter.

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PATROL 3.3: The third **PATROL** appears on your **MINI-MAP**. Use the guide map to plot a route north, and follow it until you reach the Patrol itself, which is starting to maneuver slowly toward Dana's **APARTMENT** (Location 1). Bring out the big guns and reduce all Military machinery to scrap. You can ignore any Soldiers you see; they aren't important and waste time.



TIP

Throughout your vehicular combat, be aware of two additional plans:

You can flee an area after defeating both **PATROL APCs**. UAVs do not need to be destroyed, as long as you drive out of their range. However, it is advantageous to destroy each one (for the EPs and to ensure they don't raise the alarm if you drive back into their radar range).

Instead of destroying the last APC, **HIJACK** it if your current vehicle is low on ammunition or about to explode due to damage.

Also worth noting is that you can use your **LEFT THUMBSTICK** to accelerate forward, and keep your **SPEED UP**, while using your **RIGHT THUMBSTICK** to steer around corners. This is by far the best way to maneuver a Tank when you aren't engaged in combat.



PATROL 4.1 is heading north to **DANA'S SAFEHOUSE**, so move northwest along the street, turn west, and then head north, coming up behind them and destroying them. Then accelerate as quickly as possible north, moving past

eight city blocks before taking a right (east) turn at the east-west street just south of Location 1. Turn left, and reach the **SAFEHOUSE** just as **PATROL 4.2** (pictured) arrives on the scene. A **TIMER** indicates how long you have before the apartment is overrun. Make your destruction count, as quickly as you can!

[5: DESTROY ALL THE PATROLS before they reach Dana's Safehouse]



STOP THE MILITARY FROM DISCOVERING THE SAFEHOUSE



The order from the **MARINE HEAD-QUARTERS COMMUNICATIONS OFFICER** goes out to three additional

PATROLS, and **ALL THREE** are now converging on your location (!) Fortunately, all three can be tackled well before they reach the apartment. Ideally, begin with **PATROL 5.1** that is headed south, directly toward you (if you're facing north). Simply tear up the street until you spot them in the distance. Destroy all Military hardware when you're a block away (picture 1), then turn west, head across a block, and stave off **PATROL 5.2** (picture 2). Finally, head south, checking your **MENU MAP** (which shows exactly where **PATROL 5.3** has moved to), and head them off to complete the mission.

<[Mission Awards]>

Available Events: 4 (New), 14 (Total)

Newly Available Upgrades: 0 (New), 55 (Total)

MISSION 4.02: IN THE WEB

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

[MISSION 4.02:
IN THE WEB]

[OVERVIEW]

The Military reacts quickly, and they have the firepower and technology to thwart you and your sibling. They must be stopped at all costs, and the only way is through massive bouts of destructive carnage. Across this section of the city are 10 Viral Detectors, complete with Blackwatch Troopers and vehicles guarding them. You must attack each one, severely damaging the Military's ability to locate viral strains in this district.

[2]

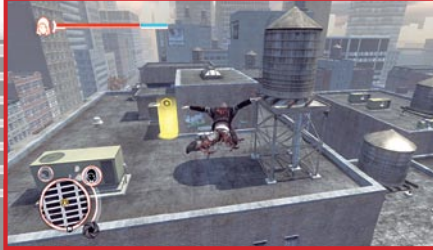
[ROOFTOP VIRAL DETECTOR #1]



[DESTROY the VIRAL DETECTOR]

[1]

[DANA'S SAFEHOUSE]



[To begin, go to Dana's Safehouse]

[3]

[ROOFTOP VIRAL DETECTOR #2]



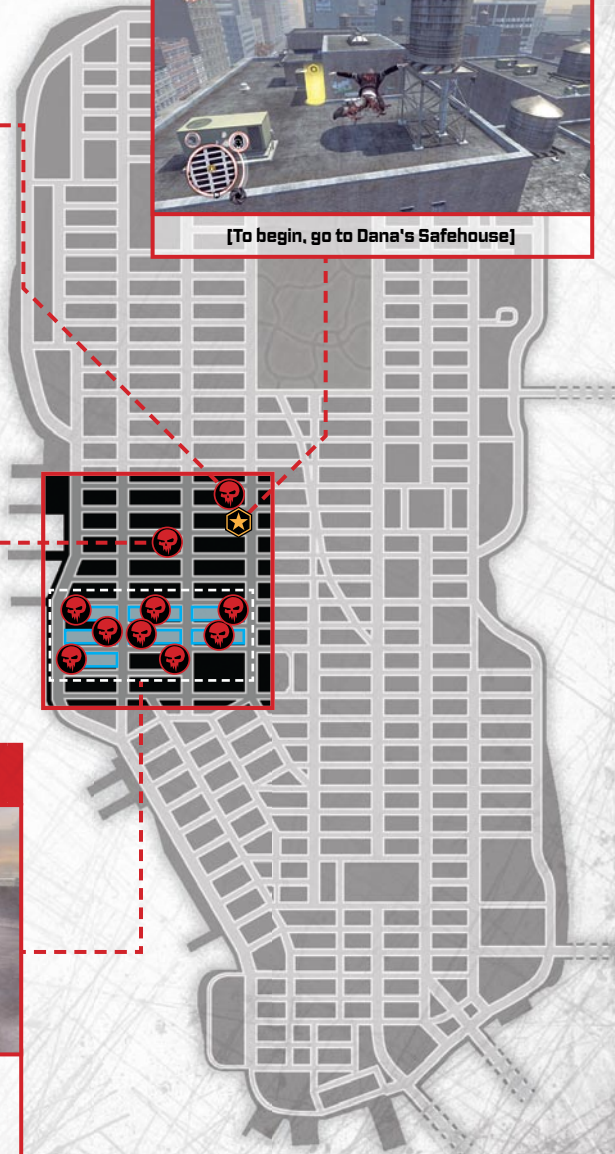
[DESTROY another VIRAL DETECTOR]

[4]

[VIRAL DETECTORS #3-10]



[GO to the CHELSEA AREA where the VIRAL DETECTORS are being deployed]
[DESTROY the remaining VIRAL DETECTORS in each MARKED CITY BLOCK]



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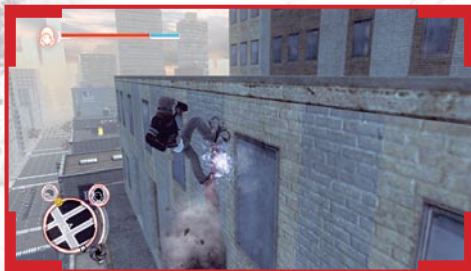




TIP

To continue, you **MUST** purchase the **SPRINT SPEED 1 UPGRADE**.

[1: To begin, go to Dana's Safehouse]



Ideally after **PURCHASING** as many of the recommended **UPGRADES** as possible, and claiming **GOLD** in all **15 OPEN EVENTS**,

locate and maneuver through the buildings to Dana's Safehouse in Midtown West, near Times Square. In this picture, Alex is **WALL RUNNING** to an overlooking position before **GLIDING** to Dana's Safehouse. As you reach the door, a Blackwatch Helicopter deposits a squad of Troopers to a nearby rooftop, to guard a **VIRAL DETECTOR**. The Military may have found the Safehouse!

[2: DESTROY the VIRAL DETECTOR]



STOP THE MILITARY FROM DISCOVERING THE SAFEHOUSE

The squad has landed one block north, on the nearby rooftop. Bound across and begin by launching a **FLYING KICK** at the **TARGETED HELICOPTER** (picture 1); hold down the button to increase the potency of the strike. While it sways around



to fire on you, drop in on the squad, and make immediate mincemeat of them. Use your preferred **COMBOS** and strikes, or perhaps a **DEVASTATOR** attack to catch them, and the **DETECTOR**. Or, try throwing Troopers off the roof. Consuming them, or Throwing them at other Troopers or the Helicopter. In-between Combos (picture 2), launch

another two Flying Kicks at the Helicopter until it explodes. Then punch or fire an **ASSAULT RIFLE** at the Viral Detector until it explodes, too.



TIP

If you aren't interested in destroying the Helicopter for the EPs, you can wait for it to depart, and simply defeat the foot-soldiers only.

[3: DESTROY another VIRAL DETECTOR]



DRAW MILITARY ATTENTION AWAY FROM THE SAFEHOUSE



A second **VIRAL DETECTOR** has been spotted, and it's a block southwest of you, on the roof behind the billboard

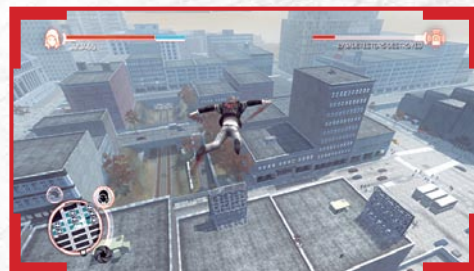
for the movie **HIDE**. Perform a similar plan of attack as you did before. As a bonus, one of the **TROOPERS** drops a **GRENADE LAUNCHER**, which is an excellent **GROUND-TO-AIR** attack weapon for defeating Helicopters. Unless you stop the Trooper in time, a **STRIKE TEAM** (two Helicopters) is called in. You can attack these, or flee from them; **HIDE** and transform into the Trooper you just **CONSUMED**.

[4: GO to the CHELSEA AREA where the VIRAL DETECTORS are being deployed]



DRAW MILITARY ATTENTION AWAY FROM THE SAFEHOUSE

By now you should have spotted an **INFORMATION BAR** in the screen's top-right, showing how many



DETECTORS you've **DESTROYED**. There are 10 total, and the remaining **EIGHT** are located in the **CHELSEA** district, as shown on your **MINI-MAP**. Accurate locations are also shown in this guide's map. The same exact tactics apply when attempting to destroy all the **REMAINING DETECTORS**. However, there is some additional information pertinent to this mission, and strategies you'll want to try:

MISSION 4.02: IN THE WEB

EPISODE 1

EPISODE 2

EPISODE 3

EPISODE 4

EPISODE 5

EPISODE 6

EPISODE 7

EPISODE 8

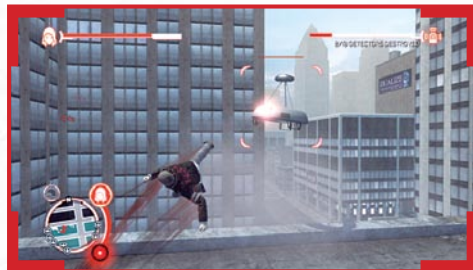
EPISODE 9

EPISODE 10

[4: DESTROY the remaining VIRAL DETECTORS in each MARKED CITY BLOCK]



DRAW MILITARY ATTENTION AWAY FROM THE SAFEHOUSE



UAVs: Consult your Mini-Map closely, and you'll see each **VIRAL DETECTOR** has a **CATCHMENT CIRCUM-FERENCE**. Step

within that, and your **ALERT LEVEL** rises until **RED**, when the Military attacks you on sight. Also be aware of **UAVs** patrolling the streets between and above the **MARKED CITY BLOCKS**. These can also scan your composition. However, you don't need to destroy them; only attempt it if you want the **EPs**, and additional enemy attention.

STRIKE TEAMS:

Two **GUNSHIPS** appear if a Strike Team is called when you assault each Viral Detector. As you might

be overwhelmed by Trooper and chopper firepower, you can quickly fight back (using Grenade Launchers, Thrown objects, or Flying Kicks), or flee and **HIDE**. There is no time limit, so don't worry about planning a slow and steady infiltration. Transport Helicopters patrol the skies in this area, so watch out for them as well.



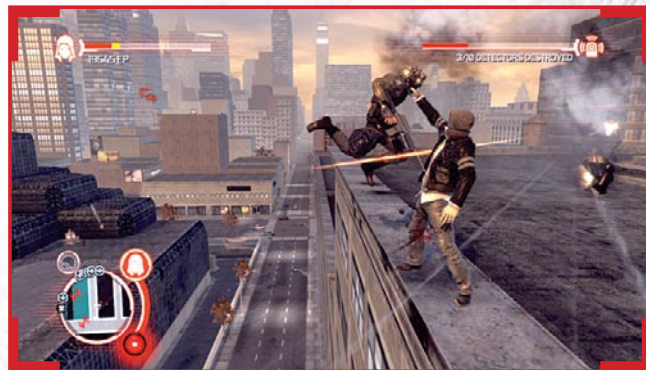
TROOPER INFILTRATION: The railway underpass, side streets, and alleys are perfect locations to **HIDE**, allowing

you to **SWITCH** to an alternate **DISGUISE**; in this case the **TROOPER** you last **CONSUMED**. This allows you to reach every **VIRAL DETECTOR** without being fired upon (although your **ALERT LEVEL** will be rising). Naturally, as soon as you begin to dismantle the Viral Detector, your cover is blown.



SURGICAL STRIKES: Combine this with a Trooper **DISGUISE** for best results. You may find that caution and stealth

simply drag out the combat and leave you constantly fleeing to Consume and rebuild your **HEALTH**. Therefore, it is better to try the following general tactic: Locate a **VIRAL DETECTOR**, and ignore all enemies. Concentrate solely on smashing the Detector, optimally using **MUSCLEMASS** to quickly destroy it. Then flee to the next Detector. Grab and Consume any foes if you need the Health. Then repeat this tactic.



NO MERCY!: Although it is most unwise to try to withstand a constant bombardment, the **EVOLUTION POINTS** you gain are reasonable if you wish to engage every single enemy. Start with targets closest to you, or those that can damage you more severely, such as the **GUNSHIP Helicopters**.



HUNTING THE HUNTERS: As you progress through the **DISMANTLING** of the Viral Detectors, expect to see slightly more **TROOPERS**, quick **STRIKE TEAM** calls, and for the ninth and tenth Detectors, the arrival of **HUNTERS**. Stand and fight (as shown), or concentrate on crushing each Detector before fleeing.

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[4: FINAL EIGHT VIRAL DETECTORS: OVERVIEW]



NOTE

Remember! You can approach each **BLOCK** in any order you like. Expect more enemies the closer you are to destroying all 10 Detectors.



TIP

As long as you **KEEP MOVING**, you can don your **BLACKWATCH TROOPER** Disguise, and inspect every one of the following eight locations prior to tackling them.



NORTHWEST:

The Viral Detector is on the **ROOF** of the tallest building on the block. The narrow section that

houses this Viral Detector makes **COMBOS** a little tricky, so bring a weapon, and be prepared to execute a few **JUMPS** and **GLIDES** while blasting away at the Troopers and Detector. Be aware that some enemies may be firing **GRENADES** at you from the **WESTERN** location. Firing up from the lower roof to the Troopers guarding the Detector isn't wise as they can easily step back into cover.

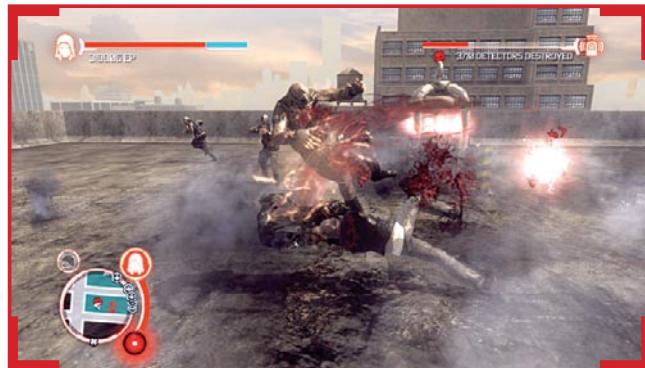


NORTH: The Viral Detector is on **GROUND LEVEL**, in the corner of the **PARKING LOT**. Instead of storming in and having to take evasive maneuvers (as shown), **DISGUISE** yourself as a Trooper, then **HIJACK** the **APC** without wrestling the **TURRET HATCH** open. Then you can easily deal with the Viral Detector and the couple of Troopers on the ground, although those on the roof are more difficult to aim at.



TIP

There is a second patrolling **APC**. Instead of fighting it, nullify it by Hijacking it when clad as a Trooper, and hop out, leaving it until you need it. **APCs** are great at defeating **UAVs** and **STRIKE TEAMS**.



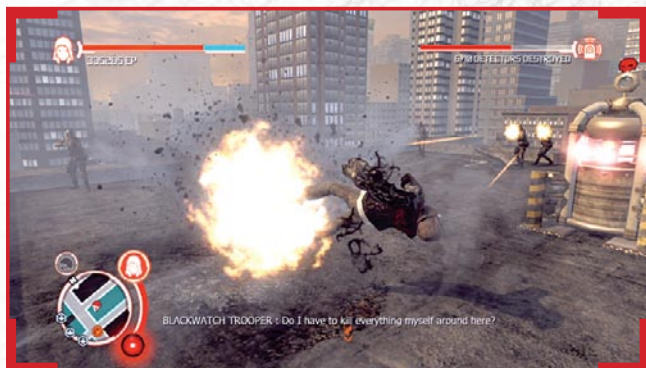
NORTHEAST: The Viral Detector is on the **ROOF**. Four Blackwatch **TROOPERS** guard the Detector: These are easily massacred, although it's wise to land on the roof **DISGUISED** as a Trooper so you can ambush them, killing them all before they raise the alarm and call in a Strike Team.



WEST: The Viral Detector is on the **ROOF**, nestled in the southwest corner of the **BLACK GLASS** roof structure. You're likely to reach this Detector later, so expect two foes with **GRENADE LAUNCHERS** on the black glass, and **HUNTERS** near the Detector itself. Grab a **GRENADE LAUNCHER** from a dead Trooper and use it to soften up any Hunters you want to face.

MISSION 4.02: IN THE WEB

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



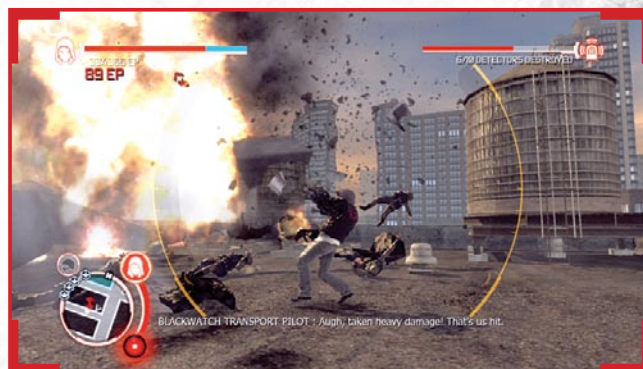
CENTRAL: The Viral Detector is on the **ROOF** of the tallest building on the block. As you can see, Troopers firing **GRENADE LAUNCHERS** can cause **SEVERE HARM** to your Health and killing plans! Overcome this by landing on the roof in **TROOPER DISGUISE**, visually locating any Troopers with Grenade Launchers, and killing (or Consuming) them first. Apply this plan to any Detector location. **STEALTH CONSUME** if possible, as this will put their weapon in your hands as soon as you Consume them, allowing you to use their own **GRENADES** on them!

EAST: The Viral Detector is on the **ROOF**, although there is a higher building you can watch the enemy from, before planning your attack. Drop down and execute the Troopers using your favored killing techniques, or use a **GRENADE LAUNCHER** from the upper building roof to knock out the Detector easily.



SOUTHWEST: The Viral Detector is on the **ROOF**. This large, flat expanse of roof is likely to be one of the last you

visit, so expect a few extra Troopers and problems dodging incoming Grenades. Counteract this by **CIRCLE-STRAFING** while firing an **ASSAULT RIFLE** or **GRENADE LAUNCHER** to clear the area of Troopers. Or you can move straight to the Detector and demolish it. Or try firing on the Detector from the upper rooftop of the building a block to the south.



SOUTH: The Viral Detector is on the **ROOF**. This is what an exploding Helicopter looks like when it crashes into a squad of Troopers! Approach this area with caution, as there are limited **HIDING** opportunities. There are **OBJECTS** to hurl at enemies, but your own **COMBOS** are much more potent. If Strike Teams are called, destroy them before moving on; it is wise to **REDUCE** your **ALERT LEVEL** between Viral Detector demolitions.



*Blackwatch Headquarters: Red Crown Command. A news report flashes on **GENERAL RANDALL**'s screen, blaming Dr. Alex Mercer for the recent biological attack. Beckoning to **CAPTAIN CROSS**, Randall tells him **DIRECTOR McMULLEN** is here to reveal data critical to his ongoing mission. It seems McMullen has developed a pathogen to "cure" Mercer, but it needs to be injected. Cross's thoughts about injecting a human subject are dismissed by Randall, who remarks that Cross always had difficulty seeing the bigger picture....*

*You are now back in game where you have to escape from your **ALERT STATUS** if you have been identified during your **VIRAL DETECTOR** destruction spree.*

<[Mission Awards]>

Available Events: 1 [New], 15 [Total]
Newly Available Upgrades: 0 [New], 55 [Total]

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MISSION 4.04: ERRAND BOY		MISSION 4.05: VETERAN ENTITY ENCOUNTER (VEE): THE SPECIALIST			
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		MOVES LIST		WEB OF INTRIGUE	
EVENTS, HIVES, BASES & COLLECTIBLES					

[MISSION 4.03: THE ALTERED WORLD]

[OVERVIEW]

The plan is straightforward enough, and you're hopeful that one of the men behind your mutated existence can give you the answers you need. You must head for a Hive Building to the south, and under the guise of a Captain, infiltrate and sabotage the Viral Detectors while the Military is engaged with the mutations spawning from this hellhole. But will shutting down Viral Detectors be enough to convince McMullen to leave his transport helicopter?

[1]

[DANA'S SAFEHOUSE]



[To begin, go to Dana's Safehouse]

[2]

[HIVE and STREET COMBAT]



[GO to the HIVE to LURE McMULLEN OUT]

[3]

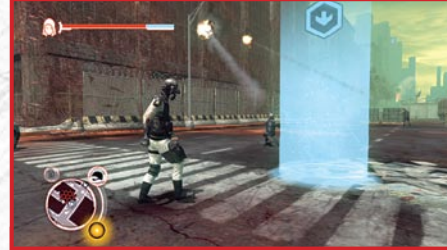
[HIVE RESEARCH SITE]



[GO to the next HIVE RESEARCH SITE and check its activity levels]
[SABOTAGE the VIRAL DETECTORS]

[4]

[LANDING ZONE]



[GO to the LANDING ZONE to signal McMULLEN]
[ACQUIRE an UNCOMPROMISED DISGUISE and ESCAPE ALERT]

MISSION 4.03: ALTERED WORLD

EPISODE 1 EPISODE 2 EPISODE 3 **EPISODE 4** EPISODE 5 EPISODE 6 EPISODE 7 EPISODE 8 EPISODE 9 EPISODE 10



TIP

To continue, you **MUST** purchase the **CRITICAL MASS ABILITY UPGRADE**.



[1: To begin, go to Dana's Safehouse]



Continue to accrue **EVOLUTION POINTS**, and then swoop down to **DANA'S SAFEHOUSE**, located in Midtown West. Dana believes she can get you close to McMullen. The news is showing **BLACKWATCH** Scientific Teams turning up at Hives, and they must be working for McMullen. You need to draw McMullen in; he seems to be the key to all of this.

[2: GO to the HIVE to LURE McMULLEN OUT]



LOCATE McMULLEN



One of the major hotspots is a **HIVE** that's almost due south of Dana's Safehouse. **AIRDASH** and

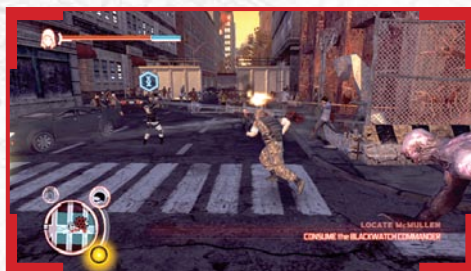
GLIDE across the rooftops and the building walls to quickly reach Location 2; a **GLOWING COLUMN** on the corner of a roof overlooking the carnage-filled streets below.

[2: FIND and CONSUME a COMMANDER among the survivors]



LOCATE McMULLEN

After optionally **DISGUISE** yourself as any Military infantryman (assuming you Consumed one previously),



drop down to the ground below, and check your **MINI-MAP** for the approximate location of the **COMMANDER**. Dress in Military garb so your **ALERT LEVEL** remains manageable, and you're only attacked by **HUNTERS** and the **INFECTED**. The situation on the ground is chaotic, and you should expect combat if you don't completely focus on your **TARGET**. Wait around and fight if you must, but home in on

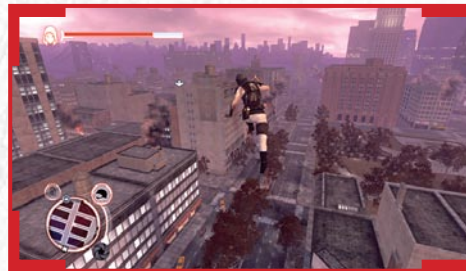
the Commander; **GRAB** him, and immediately **CONSUME**. If he dies, **LEAP** to safety, and wait for another Commander to appear.

Web of Intrigue **TARGET CONSUMED:**
Capt. Derrick Kaufman

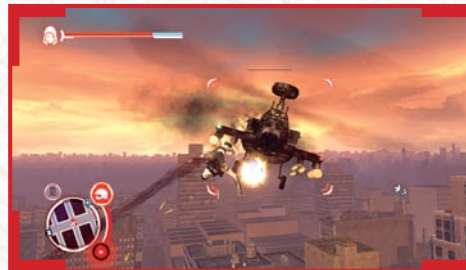
[3: GO to the next HIVE RESEARCH SITE and check its activity levels]



LOCATE McMULLEN



With the memories of Captain Kaufman still dancing about in your brain, you're now able to **INFILTRATE** the **HIVE RESEARCH SITE**, and monitor the activity levels. **DISGUISE** yourself as the **COMMANDER**,



and bound across the rooftops heading southwest, toward the map marker. En route, you may be waylaid by a Blackwatch **GUNSHIP** (picture 2). The tactics for dealing with this are identical to any airborne foe; plant a **FLYING KICK** foot into the fuselage until it explodes! Alternately, try **WEAPONRY**, **ROOF OBJECTS**, or simply **HIDE** and **SWITCH** identities. Reduce your **ALERT LEVEL** before you reach the vantage point overlooking the Research Site.

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[3: SABOTAGE the VIRAL DETECTORS]



BRING McMULLEN TO THE SITE



CAUTION

REFRAIN from aggressive behavior in favor of quick, **STEALTHY SURGICAL SABOTAGING**: You are attempting to **COAX** McMullen into this area; not **DEMOLISH** all Military installations!



Remain in your **DISGUISED FORM**, and drop down to ground level, approaching any of the **FOUR VIRAL DETECTORS** in any order you like. **McMULLEN** needs to believe the area is **CLEAR OF INFECTION** before he will land. **APPROACH** a **VIRAL DETECTOR** and begin the **SABOTAGING** process! The process itself requires you to press a series of randomly appearing **BUTTONS** in the correct order; within a **TIME LIMIT**. The buttons refer to the four color or symbol buttons on your **CONTROLLER**. Study your controller so you instantly know which buttons are being requested. Here's how the Sabotaging breaks down:

Detector	Time Limit	Number of Buttons to Press
1	5.4 seconds	3
2	5.4 seconds	4
3	5.4 seconds	5
4	5.4 seconds	5

Succeed, and the Detector is shut down without **BLACKWATCH** realizing. Fail, and the Detector **FLASHES RED**, **ALERTING** the Military. The four Viral Detectors are positioned around the perimeter of the **HIVE BUILDING**. Here's where they are:



NORTHERN DETECTOR: Down in the **SIDE STREET** just southwest of where you begin this part of the mission. The street is flanked by Tanks and Troopers.



EASTERN DETECTOR: In front of the **HIVE**, along the main street, with numerous guards and parked trucks.

SOUTHERN DETECTOR:

Down the **SIDE STREET** to the south of the Hive. There's less room to maneuver here, so you might wish to Sabotage this second.



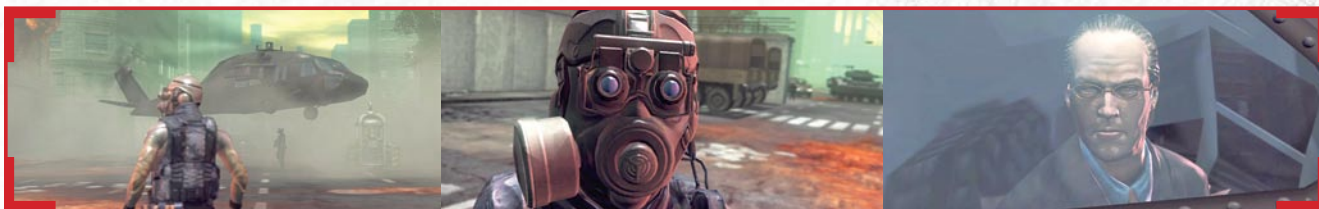
WESTERN DETECTOR: On the roof of the building in the same block as, and **ADJACENT TO**, the Hive. A few **TROOPERS** guard it. Because this isn't on the ground, you won't be attacked by Tanks, making this a good choice to Sabotage last.

MISSION 4.03: ALTERED WORLD

EPISODE 1 EPISODE 2 EPISODE 3 **EPISODE 4** EPISODE 5 EPISODE 6 EPISODE 7 EPISODE 8 EPISODE 9 EPISODE 10



If you make a mistake with the Sabotage, and the **ALERT** sounds, you can certainly stand and **FIGHT** against the Military, but the situation is untenable, although you can obtain some **EPs** if you bring down **STRIKE TEAMS**, which are now **GUNSHIPS** (as shown). You need to keep up the pretense that you're a **TROOPER**, so bound away from the Detector location, **SWITCHING** forms if you need to. When the **ALERT** has subsided, return to your Trooper Disguise, and try the Detector again.



Under the guise of the Commander, you radio the all-clear to McMullen's transport. Moments later, a Military Helicopter descends to the east of the Hive. As it is about to touch down, the Hive's many disgusting pustules begin to pulsate and rip open, depositing Infected and Hunters into the streets! McMullen watches you intently—almost knowingly—from his transport, and orders the pilot out of harm's way. The area has been compromised!

[4: ACQUIRE an UNCOM-PROMISED DISGUISE and ESCAPE ALERT]



EVASIMCMULLEN'SFORCES



So close! You can take out your **FRUSTRATION** on the nearby enemies, both Militaristic and Infected in nature (such as this **APC**; picture 1), if you wish to earn more **EPs**. Don't forget your **DEVASTATOR** attacks! When the time comes

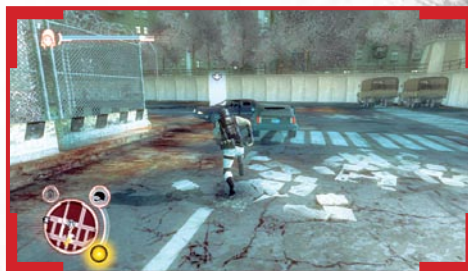
[4: GO to the LANDING ZONE to signal McMULLEN]



BRINGMCMULLENTOTHE SITE

With all of the Detectors neutralized, you can beckon McMullen to join his troops at the **LANDING**

ZONE, which is to the southeast of the **HIVE BUILDING**. Run from the last Detector you Sabotaged, dodging Troopers engaged in firing Missiles at the building. **DO NOT ENGAGE** the Military! The Landing Zone is not available until your Alert Level subsides to Amber or off.



to leave, simply **JUMP**, **AIRDASH**, and **GLIDE** out of the area (picture 2) to the top of a building or an alley

and **SWITCH** to your own form, or back to the Commander. You don't need to Consume anyone. The area must be difficult to spot by the enemy, as you have **10 SECONDS** to remain hidden, after which the Military loses its bearings on you, and the mission is as complete as possible, but not as complete as you'd hoped!



<[Mission Awards]>

Available Events: 1 [New], 16 [Total]
Newly Available Upgrades: 0 [New], 55 [Total]

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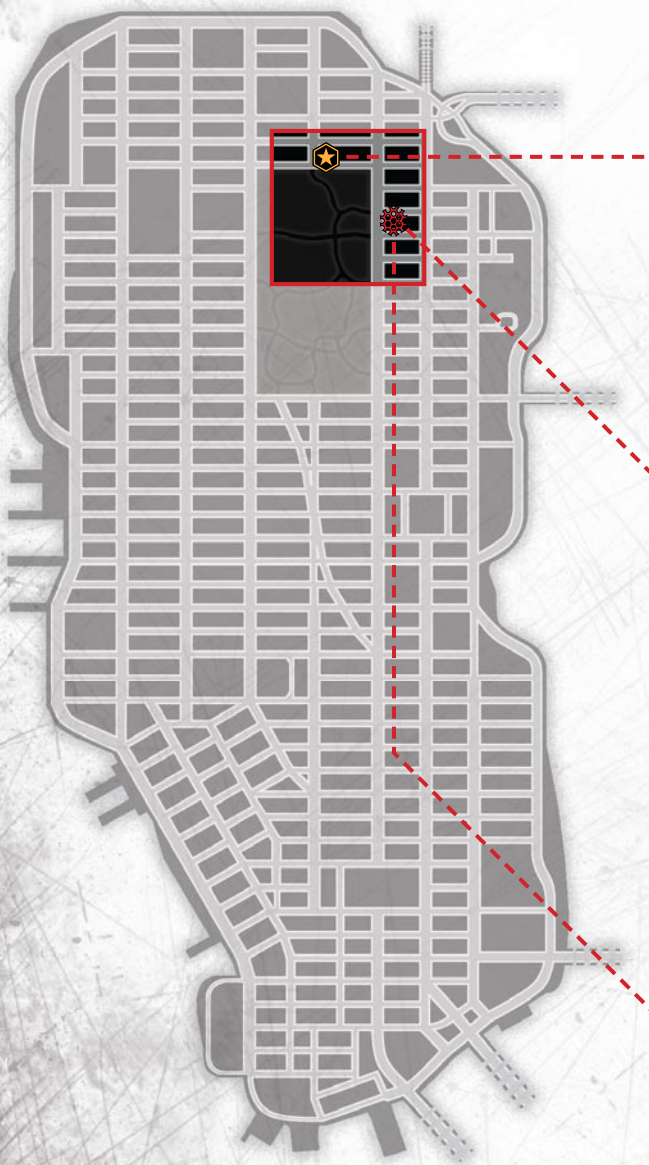
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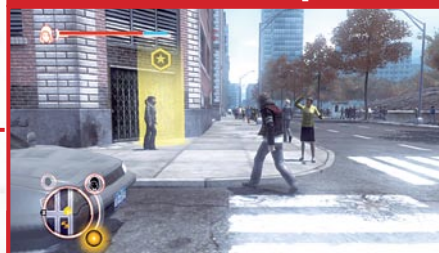
[MISSION 4.04: ERRAND BOY]

[OVERVIEW]

Karen Parker should have made some significant progress analyzing the two Genetic Material sample strains you collected. After you pay her a visit, she convinces you to enter a nearby open Hive, as she requires further samples. It is only after Captain Cross descends from his rappel line that you realize you've been double-crossed, and you're lucky to escape with your life. Your Powers however, have been ripped from your being.



[1] [KAREN PARKER'S LABORATORY]



[Check in on Karen Parker's progress by returning to her lab]

[2] [OPEN HIVE]



[ENTER the HIVE]

[WARNING! VETERAN ENTITY ENCOUNTER!]



CAPTAIN ROBERT CROSS: "THE SPECIALIST"



MISSION 4.04: ERRAND BOY

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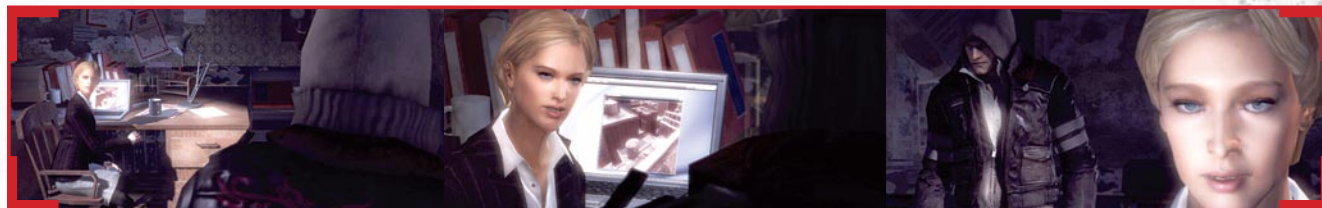


TIP

To continue, you **MUST** purchase **JUMP UPGRADE 1**.



[1: Check in on Karen Parker's progress by returning to her lab]



Continue to accrue **EVOLUTION POINTS**, and then head to **KAREN PARKER'S LAB**, located in East Harlem. Karen tells you that the samples you recovered aren't enough for her testing procedures. She needs you to enter a Hive itself. The substance at the center; the material the virus is producing, might be the key to reversing the virus's effects. Karen pauses, then tells you she's sorry it had to play out like this. Why is she sorry? You tell her not to be sorry; just to cure this problem.

[2: ENTER the HIVE]

COLLECT GENETIC MATERIAL



TIP

STOP!

Before you continue, it is **EXTREMELY ADVISABLE** that you **UPGRADE** the following **POWERS** to the **MAXIMUM CURRENT LEVEL** allowed.

- GRAB and THROW
- WHIFFIST
- MUSCLEMASS
- DEVASTATOR
- DIVEROLL and AIRDASH



The only **OPEN HIVE** is a few blocks southeast of your current position. **GLIDE** across **CENTRAL PARK**, which is

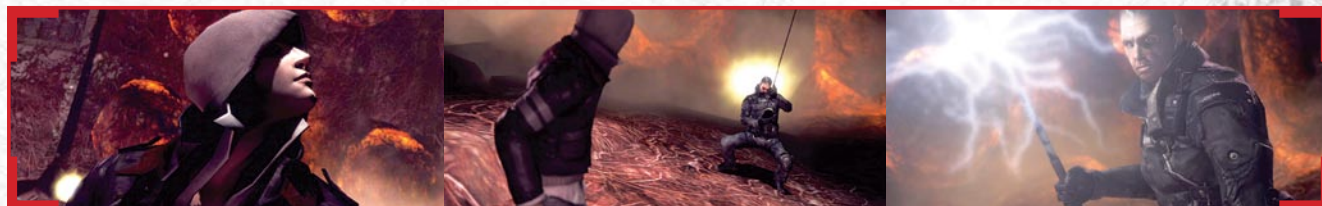
becoming increasingly gloomy thanks to an omnipresent fog in the air. As you near the **HIVE BUILDING** itself, **WALL RUN** up to the roof. There's an opening where the Military have been investigating the **VIRUS**. Head toward the opening.

[2: COLLECT the GENETIC MATERIAL]

COLLECT GENETIC MATERIAL



You land with a disgusting plop inside this tendrilled mess of pulsating walls covered in globules of viral sacs. You should immediately choose your preferred **POWER** by accessing the **POWER WHEEL** (**MUSCLEMASS** is a good choice), and set to work collecting the **GENETIC MATERIAL**, which takes the form of yellow orbs. Continue circling the chamber until the **GENETIC MATERIAL BAR** on your screen is one quarter filled.



You continue your search for Material in the Infected Hive Interior; in the Upper East Side Control Zone. "Mercer, you're a hard man to find!" You turn to see the source of this voice. Rappelling down from between the pustules is **CAPTAIN CROSS: THE SPECIALIST**. It seems you've been double-crossed by the person you were closest to: Karen Parker. Cross lands by you, and brings out an **ELECTRICAL STUN BATON**. "I've been looking forward to this!" he murmurs, before advancing.

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[MISSION 4.05: VETERAN ENTITY ENCOUNTER: THE SPECIALIST]

[2: DEFEAT the SPECIALIST: ADAPT AND OVERCOME]



ENEMY ATTACK #1: LOW GRENADE VOLLEY. The Specialist begins with a series of **FOUR** arced shots from his **GRENADE LAUNCHER**. These explode on contact with the ground, or you, and throw you backward, off your feet, as well as damaging you.



ENEMY ATTACK #1: AVOIDANCE. This attack is straight-forward, but damaging. Fortunately, The Specialist's Grenade Launcher has a **GREEN TRACER LASER** allowing you to see where he's about to fire. When he does, **DIVEROLL** out of the way.



MISSION 4.05: THE SPECIALIST

EPISODE 1

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ENEMY ATTACK #1: AVOIDANCE. If you're still being struck, make sure you're **SPRINTING**, and **CIRCLE-STRAFING** around your foe. When the attacks are launched, you may also wish to **JUMP** and **AIRDASH** (as shown), completely avoiding the ground Grenades.



ENEMY ATTACK #2: ELECTRICAL BATON COMBO. The Specialist's close combat attack is highly damaging and cannot be blocked. Whenever you see the glow of his **BATON**, keep away, or you'll be struck one to three times and sent sprawling. Avoid this attack by staying away!



TAKEDOWN PLAN #1A: MUSCLEMASS and THROWING DEBRIS. Select **MUSCLEMASS** from your Power Wheel (as **THROWN** and **FLYING KICK** attacks inflict more damage now), and strafe The Specialist when he fires his Grenades. When he switches to his bat, **TARGET** him, and quickly pick up any piece of **DEBRIS**, whether it's a sofa, section of concrete, or an Infected enemy you've Grabbed, and **LOB IT** at him.



TAKEDOWN PLAN #1B: FLYING KICK into AIR COMBO. Because The Specialist can't dodge or shoot **DEBRIS**, throw multiple objects. Then, while he's reeling, launch into a **FLYING KICK** and **AIR COMBO**. Retreat when he brings out the **BATON**, then repeat this tactic and you can damage him without being hurt yourself.

TAKEDOWN PLAN #2: WHIPFIST ATTACKS.

Just after The Specialist runs out of **GRENADES** and shouts that

he's reloading, but before he brings out the **BATON**, **TARGET** him quickly, and execute any **WHIPFIST COMBOS** that you wish. These are excellent and damaging, and great for longer range strikes; you don't have to waste time rushing him, and risk him bringing out the Baton.



TAKEDOWN PLAN #3: DEVASTATOR ATTACKS. This allows you to inflict straightforward damage from medium range without fear of receiving a **BATON** attack. It is also excellent during Stages 2 and 3 of combat. **GLIDE** away from any foes, building up your **DEVASTATOR** as you land, then release it, and skewer or stab everything in the chamber!

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TAKEDOWN PLAN #4: OTHER RANGED ATTACKS. Keep your distance; certainly farther than this picture

demonstrates, and try other ranged attacks you favor. During Stage 3, you can even stoop to **GRAB** Blackwatch weaponry and fire either **ASSAULT RIFLE** or **GRENADES** at The Specialist. However, he tends to **ROLL** and **SWIPE** with his **BATON**, so always prepare for a **DIVEROLL** or **AIRDASH** retreat, and fire while **AIRBORNE** for best results.

[2: STAGE 1: ATTACK SPECIALIST CROSS]



You face **THE SPECIALIST** without any other enemies for the initial stage of the fight. Collect **GENETIC MATERIAL** to increase your **HEALTH**. Always **DIVEROLL** and **GLIDE** away, and try any of the previously mentioned attacks, until The Specialist's **HEALTH** is reduced to around 80 percent.

[2: STAGE 2: ATTACK SPECIALIST CROSS AND EVOLVED INFECTED]



The Specialist continues his relentless attacks with a host of **EVOLVED INFECTED** swarming

your location. If you can't remove them all with a **DEVASTATOR**, try the **WHIPFIST STREET SWEEPER POWER** (as shown), which clears the swarm in a second. This combat can become overwhelming, so the best way to stay alive is to keep moving, **SPRINTING**, **STRAFIN**G, and know where The Specialist is by **TARGETING** or **QUICK-TARGETING** the most powerful enemy in the chamber: obviously The Specialist.

[2: STAGE 3: ATTACK SPECIALIST CROSS, EVOLVED INFECTED, and BLACKWATCH SQUAD]



As he reaches just under 50 percent Health, The Specialist calls in a **BLACKWATCH SQUAD**. These guys mill about and provide covering fire, and although you can **GRAB** and **CONSUME** them for Health, it is better to retrieve their Health via a **STREET SWEEPER**, or other combat moves. Clear the regular enemies while Sprinting and taking your time to whittle down The Specialist's Health. During the last half of the fight, The Specialist's **FOUR GRENADE VOLLEY** explodes in the air; and a **DOZEN** smaller explosions hit the ground. **GLIDE** away from this attack, and keep up the **TAKEDOWN** tactics until The Specialist finally yields.

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MISSION 4.05: THE SPECIALIST

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For a man crawling away from combat, Cross is certainly confident in your demise. However, your demeanor changes when Cross mentions Penn Station, and a series of frightening memories come flooding back. While you are prone, Cross steps behind you, produces the serum he was instructed to infect you with, and stabs it firmly in your back. You spasm in pain, but flee the rooftop before Cross can bring you in.

[2: ESCAPE the ALERT]



EVASIVE: BLACKWATCH



The **INJECTION** has rendered your **POWERS** useless, but your **STRENGTH**, **SPEED**, and **DISGUISE** abilities are **UNAFFECTED**. You can also maneuver through the **AIR** as normal. Now outside the **HIVE**, you have two options: you can grab an **ASSAULT RIFLE** after beating down a nearby **TROOPER**, and then rake the two **GUNSHIPS** and waves of infantry until the area is secure, or you can **FLEE**, finding a **HIDING PLACE** to **SWITCH** to a **DISGUISE**, to drop your **ALERT LEVEL**.

<[Mission Awards]>

Available Events: 3 [New], 19 [Total]
Newly Available Upgrades: 23 [New], 78 [Total]



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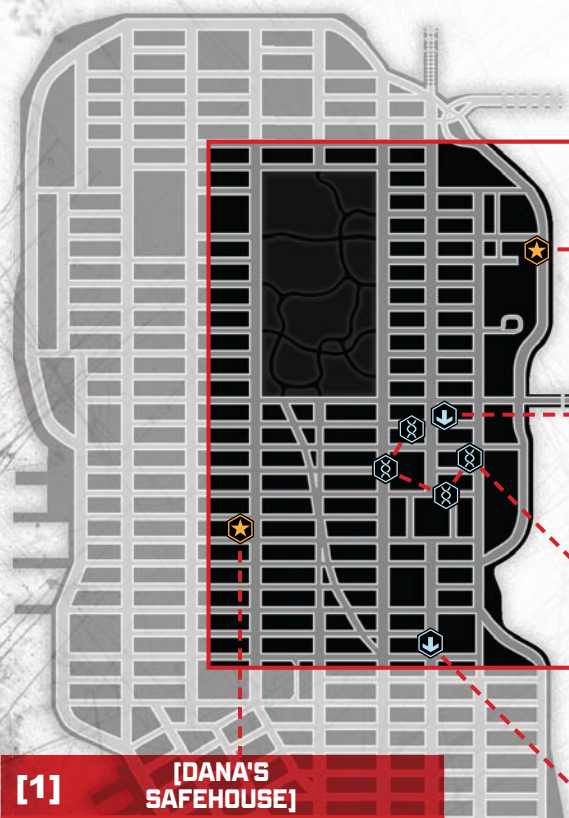
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[MISSION 5.01: UNDER THE KNIFE]

[OVERVIEW]

At least your sister is still loyal, and she's found information on a doctor who might be able to further your cause. The doctor agrees to help when you catch up with him, as long as you can find out more information about Patient Zero. This involves infiltrating a team of shock Blackwatch Troopers known as Specters. Their commander is Captain Lim, and his DNA may be the key to furthering your understanding of this nightmare.



[2]

[DR. RAGLAND'S MORGUE]

[To begin, go to Dr. Ragland's Morgue]

[3]

[BLACKWATCH SPECTER OVERLOOK]

[LOCATE BLACKWATCH SPECTER FORCES]

[1]

[DANA'S SAFEHOUSE]

[To begin, go to Dana's Safehouse]

[5]

[SPECTER AND INFECTED BATTLE HOTSPOT]

[LOCATE CAPTAIN LIM]

[DESTROY the BLACKWATCH SPECTER VEHICLES]

[DESTROY the BLACKWATCH SPECTER TANKS]

[DESTROY the BLACKWATCH SPECTER TANKS]

[CONSUME CAPTAIN LIM]

[4]

[BLACKWATCH APC]

[HIJACK an APC to CONSUME a COMMANDER]

MISSION 5.01: UNDER THE KNIFE

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[1: To begin, go to Dana's Safehouse]



CONFESSIONS



TIP

To continue, you **MUST** purchase the **KNUCKLE SHOCKWAVE UPGRADE**.

Prior to commencing the next mission, try to claim a **GOLD MEDAL** for all open **EVENTS**. Then check the **UPGRADES MENU** and purchase any of the **NEW UPGRADES**, or previously available upgrades you want.

The optimal moment to stagger back to Dana's Safehouse is after completing the newly unlocked

EVENTS, which can be completed to a **GOLD** standard even with your **LACK OF CERTAIN POWERS**. Now find Dana's Safehouse in Midtown West, near Times Square. As always, a **MILITARY** Disguise may help in the mission to come.



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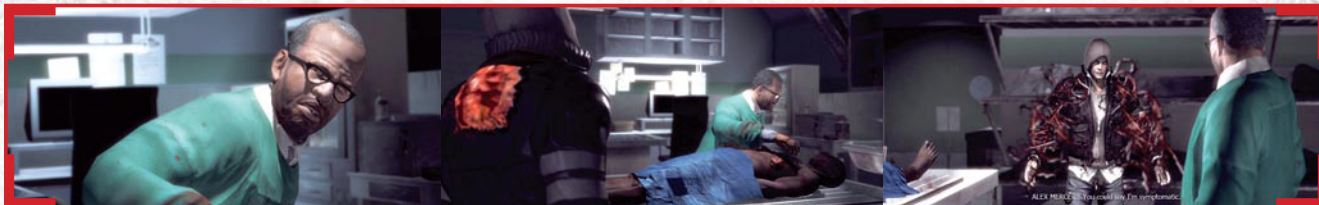
Dana remarks on your appearance, and says she has found a **DOCTOR** named **BRADLEY RAGLAND**, who may be the key to contacting **McMULLEN**, as well as helping out your predicament. He runs the **MORGUE** over at **ST. PAUL'S HOSPITAL** in **UPTOWN**. Dana has also researched **HOPE, IDAHO**. On **JULY 21, 1969**, the place **VANISHED** from the map, apparently after a stand-off with an **ANTI-GOVERNMENT GUN NUT**. There was only **ONE SURVIVOR**, who appears not to have aged. You tell Dana that **HOPE** was an **EXPERIMENT**. You know all of this. At least, the voices in your head are telling you this is true....

[2: To begin, go to Dr. Ragland's Morgue]



UNDER THE KNIFE

With **ST. PAUL'S HOSPITAL** noted on your Mini-Map, you can **AIRDASH** and **GLIDE** in a roughly northeasterly route, heading toward the building itself. The **ENTRANCE** is at ground level, under the sign reading "New York Hospital and Medical College." If you have not yet purchased Knuckle Shockwave, you need to do so to begin this mission.



As you enter the **MORGUE**, **RAGLAND** is narrating to himself about **PARASITIC INFECTIONS**. After you introduce yourself and your symptoms to a startled Ragland, he agrees to help, but he requires you to find where the Military is holding **PATIENT ZERO**.

PROGRESS

[3: LOCATE BLACKWATCH SPECTER FORCES]



LOCATE: PATIENT ZERO



The overlook location is almost due south of the **MORGUE**, and is easily reached when you **AIRDASH**, **GLIDE**,

repeat, and use buildings to scrape against and repeat the maneuver. Swoop down toward the **GLOWING VOLUME** overlooking the **SPECTER FORCES**, and plan your next move carefully:

[4: HIJACK an APC to CONSUME a COMMANDER]



LOCATE: PATIENT ZERO



NOTE

From this point onward, there are two main methods to complete this mission. The first, shown on the left page column, involves **VIOLENCE** and **CARNAGE**. The second, shown on the right side of the page, involves Military **DISGUISES** and **STEALTH**. You can choose either method, and switch between them **AT ANY TIME**.



VIOLENCE and **CARNAGE**: In **WHATEVER GARB YOU WISH**, drop down from your vantage point (Location 3), and head straight for the closest **APC**, which is almost due west of you. There's no time for combat on foot, although you could quickly dispatch any **TROOPERS**. However, a better plan is to run straight through the blockade, on a direct path to the APC as your **ALERT LEVEL** reaches **RED**.



As the alarm is being raised, **IMMEDIATELY GRAB** and leap onto the **TURRET** of the APC, and **HAMMER THE BUTTON** that allows you to **HIJACK** the vehicle. If you're blown off the vehicle by **MISSILE FIRE**, simply leap back on and **TRY AGAIN**, dropping in to **CONSUME** the Commander.



DISGUISES and **STEALTH**: In your **MILITARY DISGUISE** (which you could find by **CONSUMING** a Trooper on your way here), drop down from your vantage point (Location 3), and choose any of the nearby APCs. All have a small complement of **SPECTER FORCES** and a **UAV** with a much more **SENSITIVE ALERT**. It is very difficult to open up an APC without setting the **ALERT LEVEL** to **RED**.



For this reason, **JUMP** and execute a **FLYING KICK** to quickly destroy the **UAV**, and then immediately **WALL JUMP** up the nearest building, **HIDE**, then return to the **APC**, passing the **SPECTER TROOPERS**, and simply leap into the APC, **CONSUMING** the Commander in the process.

MISSION 5.01: UNDER THE KNIFE

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TIP

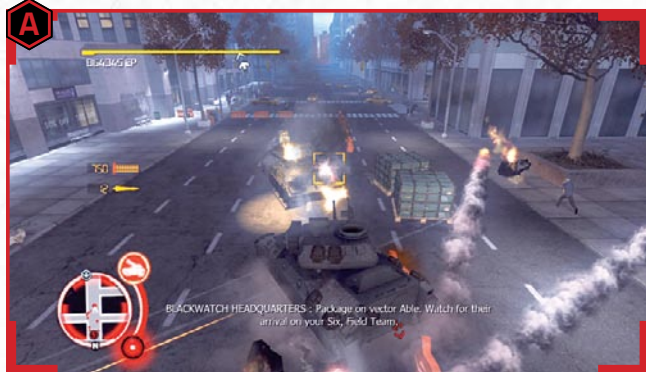
A **BETTER** way to remove all the UAVs in the vicinity is to retreat to a safe distance (about a block away), armed with an **ASSAULT RIFLE** (or another weapon). Shoot the UAV from this extreme range, removing the **ALERT THREAT**.

Web of Intrigue **TARGET CONSUMED:**
1st Lt. Steven Yarish

[5: LOCATE CAPTAIN LIM]



LOCATE: PATIENT ZERO



VIOLENCE and **CARNAGE**: With the **SPECTER FORCES** homing in on your location, accelerate southward, heading for Location S, and **FIRE AT ANYTHING** remotely resembling an enemy: There are **EPs** to gain if you destroy **PATROLLING APCs** and **STRIKE TEAM GUNSHIPS**. Punch through the defenses, fleeing only if you're badly damaged, and keep going to the next waypoint.

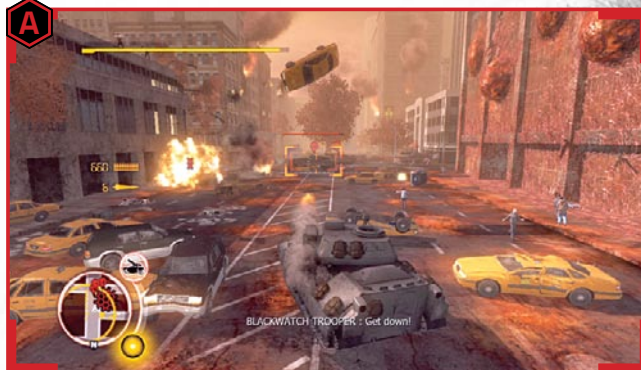


DISGUISES and **STEALTH**: With the **SPECTER FORCES** unaware of your location, accelerate carefully southward, **MOVING GINGERLY** through the streets toward Location S, and avoiding contact with the Military. Keep your weapons silent, and you won't attract any **STRIKE TEAM GUNSHIPS**. Maneuver onto the center of the road to avoid damage, en route to the waypoint.

[5: DESTROY the BLACKWATCH SPECTER VEHICLES]



LOCATE: PATIENT ZERO



VIOLENCE and **CARNAGE**: Trundle into this combat hotspot with the Military and Infected fighting battles amid a traffic jam of cars. Target four vehicles (a mix of **TANKS** and **APCs**), one at a time, as soon as you spot them (ideally from a block away). Launch one **MISSILE** at each foe, then follow it up with your **MAIN GUN**. Then optionally target any **HUNTERS** or other foes attacking your **APC** until **CAPTAIN LIM** radios for additional reinforcements.



DISGUISES and **STEALTH**: Trundle into this combat hotspot and immediately **CHECK YOUR MINI-MAP** for your **ALERT LEVEL**. Retreat from the **VIRAL DETECTION CIRCLES** so you emerge without the **MILITARY ATTACKING YOU**. If the **ALERT** sounds, **FLEE** the area and **SWITCH** identities, **HIDING** until you evade the Strike Team. With the Alert Level at **AMBER**, climb and **HIJACK** the nearest **TANK**, then **EXIT** it and continue to the next, until all are **EMPTY**.



TIP

You can prevent the Military from **EVER** seeing you if you hop out of your Tank around **ONE BLOCK** before the first **VIRAL DETECTOR** in this area, and shoot **EACH ONE** while **DISGUISED**. As long as you're far enough away, you won't trigger the **ALERT**.

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[5: DESTROY the BLACKWATCH SPECTER TANKS]



LOCATE PATIENT ZERO



VIOLENCE and CARNAGE: Two **TANKS** are sent to intercept during this fracas. Deal with them in the same way

as the APCs, although it is advisable to clear an area of enemies and **HIJACK** a **TANK** yourself, so you can use its **FAR SUPERIOR** weaponry. Blast the other Tank apart. If **STRIKE TEAMS** are called, simply target the **GUNSHIPS** and blow them out of the sky!



DISGUISES and STEALTH: The **GENTEK FACILITY'S** Viral Detectors are a problem, as are those on the **TANKS** themselves, so avoid them as you **STAY** in your previously hijacked vehicle, and drive it to the two **TANKS** that are sent to intercept during this fracas. Back out of range if you see your **ALERT LEVEL** rise. Notice you can **GLIDE** to each Tank to quickly land and **HIJACK** them.

[5: DESTROY the BLACKWATCH SPECTER TANKS]



LOCATE PATIENT ZERO



VIOLENCE and CARNAGE: LIM radios for **THREE MORE TANKS** and the action really heats up, but you're moderately

safe if you're using the **TANK'S SHELLS** to **COMPLETELY DEVASTATE** the three incoming foes. Try backing up slightly

and striking from range to minimize the chance of being caught with your turret pointing in the wrong direction. Keep on blasting!



DISGUISES and STEALTH: LIM radios for **THREE MORE TANKS** and your plan remains the same; use your **MILITARY DISGUISE** and avoid combat with the **HUNTERS** while you **SPRINT** or **GLIDE** toward the incoming Tanks. Hijacking them while keeping an eye on your Alert Meter; and **FLEEING** if it nears **RED**. Keep on leaping and grabbing those turrets!

[5: CONSUME CAPTAIN LIM]



LOCATE PATIENT ZERO

CAPTAIN LIM has some choice words to describe the combat in this region, and he radios that he's on his way. Immediately halt any aggressive behavior toward **MILITARY GROUND VEHICLES** (anything else can be strafed to death). If you're in a vehicle, drive it toward **LIM'S APC**, then jump out, and **IMMEDIATELY HIJACK** it—tearing him limb from **LIM**—automatically **CONSUMING** him and concluding this mission.



Web of Intrigue **TARGET CONSUMED:** Capt. Eric Lim



CAUTION

You can battle in this area while on-foot, but your lack of **OFFENSIVE POWERS** makes this highly dangerous and ineffective. No matter which plan you try, stay in your **HIJACKED VEHICLES** for as long as possible.

<[Mission Awards]>

Available Events: 3 [New], 22 [Total]
Newly Available Upgrades: 0 [New], 78 [Total]

MISSION 5.02: THE STOLEN BODY

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[MISSION 5.02:
THE STOLEN BODY]

[OVERVIEW]

Further research into this parasite is needed, and to obtain the requisite viral information, Doctor Ragland requires transport to a Military Base where the remains of the Penn Station Infected are slowly decomposing. After locating a Tank, you are to drive Ragland to the base, then defend the laboratory from an influx of Infected, both pedestrian, Hunter-based, and finally a new and gigantic strain known as the Hydra....

[3]

[ABANDONED
MILITARY BASE]



[TRANSPORT RAGLAND to the ABANDONED
MILITARY BASE]
[DEFEND RAGLAND from the INFECTED]

[2]

[DR. RAGLAND'S MORGUE:
VEHICLE ENTRANCE]



[LOCATE and HIJACK a TANK]
[RETURN the TANK to the MORGUE]
[RETURN RAGLAND to the MORGUE]

[1]

[DR. RAGLAND'S
MORGUE]



[To begin, return to Dr. Ragland's Morgue]



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[1: To begin, return to Dr. Ragland's Morgue]



TIP

Prior to this mission, purchase as many **UPGRADES** as possible, to make the following combat more manageable. Pay special attention to **AIR** and **COMBAT** Upgrades.



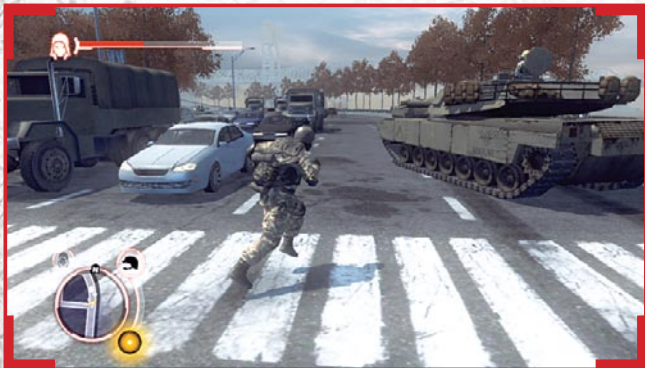
With **ST. PAUL'S HOSPITAL** noted on your Mini-Map, **AIRDASH** and **GLIDE** to the entrance. You stumble past the cadavers, vomit into a wash-basin while yelling for Doctor Ragland, and then collapse on the floor. You wake with the doctor examining your infection. Gentek and the Military know you're infected, and they may be using you to produce an antivirus. Ragland further hypothesizes that if you both learn what the virus is doing, he may be able to help your biology reject it. The plan? Cut off the infection's food supply.

[2: LOCATE and HIJACK a TANK]

[2: RETURN the TANK to the MORGUE]



GET TRANSPORT FOR RAGLAND



For this plan to work, the **DOCTOR** needs to study the corpses taken from **PENN STATION**. To get him to this location, you're going to need to commandeer a **TANK**. Fortunately, there are **MULTIPLE TANKS** within a few blocks from the hospital, although they aren't flagged on your map. Simply go up to any Tank, ideally in **MILITARY DISGUISE** (as you need to keep this Tank as undamaged as possible), and **HIJACK** it. If you are in proper **MILITARY DISGUISE**, you can slip right in without drawing attention to yourself. While your **ALERT LEVEL** is manageable, carefully drive the Tank back into the **HOSPITAL PARKING LOT**, to the **MORGUE VEHICLE ENTRANCE**.



NOTE

You can unleash molten death on the Military, or even hapless pedestrians, but this simply **WEAKENS** your **TANK** for the remainder of the mission; an **UNWISE** decision. Instead, keep your **ALERT LEVEL** low.

[3: TRANSPORT RAGLAND to the ABANDONED MILITARY BASE]



GET SAMPLES FROM THE PENN STATION CORPSES



Swing the **TANK** around so it is facing forward, and begin a series of careful maneuvers designed

MISSION 5.02: THE STOLEN BODY

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

to take you to the **QVERRUN MARINE BASE AE-6** with the minimal damage to your Tank. This involves accelerating down streets as quickly as possible, but avoiding collisions with **MILITARY VEHICLES** and **PERSONNEL**. Naturally, **PEDESTRIANS** and **THE INFECTED**, as well as **CARS** are fine to trundle over. The streets are filled with debris, but it isn't necessary to use your **TANK'S** weaponry, unless you specifically want to take down Military vehicles for the **EPs**. Punch through to the **GLOWING VOLUME** outside the **BASE**.

[3: DEFEND RAGLAND from the INFECTED]



GET SAMPLES FROM THE PENN STATION CORPSES



While **RAGLAND** gets to work on the **PENN STATION CADAVERS**, you're tasked with defending the **LAB** from incoming **INFECTED**. You have **FOUR MINUTES** to keep these mutations from crashing through the **LAB WALL**, which is made of glass, and has a **DAMAGE RATING** shown in the top-right of your screen. Initially, only a few **INFECTED** appear. Deal with them with by quick **FLYING KICKS**, or **MISSILE LAUNCHER** shots (search the ground for this weapon, although it is only recommended for removing **HUNTER** health). Remember that the **MISSILE** and **GRENADE LAUNCHERS** do have some splash damage, so don't fire them too close to the **LAB WALL**. At around **3:30**, try the **BODY SURF** (picture 2) for an entertaining takedown!



With around **THREE MINUTES** to go, **HUNTERS** begin to pour through the **VIRAL WALL**, and combat becomes a little more tricky. **FLYING KICKS** are a great way to keep yourself out of harm's way, but you must always keep an eye open for **INFECTED** banging on the **GLASS WALL**. A good way to quickly remove them is to **GRAB** and **THROW** an Infected away, or better yet, at **ANOTHER TARGETED** Infected, essentially damaging two foes in the time it takes to strike one. **GROUNDSHATTERS** (picture 2) are also effective, but only when you're **AWAY** from the glass; you don't want to inflict additional damage to the wall yourself!



When the **FOUR MINUTES** are up, and the **GLASS WALL** is still holding, **RAGLAND'S** work is over, and he waits for you to demolish the remaining infected. The **GROUNDSHATTER** and **GROUNDSHATTER DROP** are now very effective to use without the **LAB WALL** to worry about. You can rely on any of your favorite **COMBOS** (they lack **POWER**, but this

PROGRESS



is a good time to perfect the **UPPERCUT** attack). You can also try **THROWING** the crates, trucks, and other scenery to waylay the incoming **HUNTERS**. If all else fails, raking Infected (and to a lesser extent, Hunter forms) with the **HEAVY MACHINEGUN**, **GRENADE LAUNCHER**, or **MISSILE LAUNCHER** (picture 2) is an effective counter-measure.

[2: RETURN RAGLAND to the MORGUE]



GET RAGLAND TO SAFETY

With the final **INFECTED** is **CURB STOMPED** into submission, you watch as a massive, tendril claw punches up through the ground! This is a **HYDRA**, and you shouldn't tangle with it unless you're sporting **HEAVY ORDNANCE**. Back in the **TANK**, drive east away from the base, through the **INFECTED-FILLED** streets. There's no time (or point) in targeting the individual mutant pedestrians; simply run right through them!



No matter which direction you roam (although it is advisable to plot a path straight back to Location 2), at each **JUNCTION**, there's a good chance a **HYDRA** will



push itself up through the tarmac, and begin to **FLAIL** at you! There are two plans to attempt here; **FIGHT** or **FLIGHT**. The former involves you staying in the general vicinity of the Hydra, and launching your **MAIN TANK SHELLS** at the tendril until it thrashes and dies. This gives you an **EXCELLENT EP** bonus, but don't get struck by the Hydra's **TENDRIL SLAM** (picture 1), or when it picks up and **THROWS A CAR** at you! Waiting nearby (picture 2) simply damages your **TANK**. Instead, retreat to the **CORNER OF A BUILDING**, and peek out, fire, and return to cover. If you're brave enough, you can also strafe back and forth while the **HYDRA** is throwing cars at you. Your secondary gun can also do a decent amount of damage, but make sure it doesn't overheat. Repeat this until the Hydra is dead.



After you've demolished enough **HYDRAS**, or fled the scene and concentrated on the doctor's safety, return to the **PARKING LOT** outside the **MORGUE**, driving to Location 2. Ragland immediately vacates the vehicle and barricades himself back in the hospital, completing the mission.

<[Mission Awards]>

Available Events: 3 (New), 25 (Total)
Newly Available Upgrades: 0 (New), 78 (Total)

MISSION 5.03: BIOLOGICAL IMPERATIVE

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[MISSION 5.03: BIOLOGICAL IMPERATIVE]

[OVERVIEW]

Doctor Ragland is close to success in the creation of antibodies to the parasite that is wracking your insides. His hard work has borne a syringe, and you are to locate a Hunter host with compatible DNA to inject. This involves exploring a nearby Military Base, and Skyjacking a Transport Helicopter; fitted with a Signal Meter than accurately measures the Viral DNA you seek. After "hatching" the correct Hunter; you need to subdue, inject, follow, and finally fight it to finally rid yourself of your malaise.

[1] [DR. RAGLAND'S MORGUE]



[To begin, return to Dr. Ragland's Morgue]

[2] [MILITARY BASE]



[STEAL the TRANSPORT HELICOPTER]

[3] [INFECTED WATER TOWER: CATCHMENT AREA]



[GO SOUTH toward the INFECTED ZONES]
[SCAN the INFECTED WATER TOWER for the required DNA]
[STUN the HUNTER]
[GRAB the HUNTER]

[4] [HUNTER RAMPAGE CONCLUSION (CITY HALL)]



[STAY with the HUNTER]
[CONSUME the HUNTER]

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[1: To begin, return to Dr. Ragland's Morgue]



With **ST. PAUL'S HOSPITAL** noted on your Mini-Map, **AIRDASH** and **GLIDE** to the entrance. **RAGLAND** is making steady process and now requires a **HOST** that the **PARASITE** can infest. The host should start producing **ANTIBODIES**. In real terms, this means locating the correct **HUNTER** by genetic type, and injecting it with the **SYRINGE** that the doctor gives you.

[2: STEAL the TRANSPORT HELICOPTER]



FIND A SUITABLE HUNTER TO INJECT



You appear at a **MILITARY BASE** where a **TRANSPORT HELICOPTER** has landed. Survey the forecourt and **SWITCH**

DISGUISES so you appear as **MILITARY**. If your Disguise isn't a Soldier, **CAREFULLY** retreat, locate a **MARINE**, and **STEALTH CONSUME** him. Then keep the **ALERT LEVEL** low as you return, drop down and **SKYJACK** the helicopter.

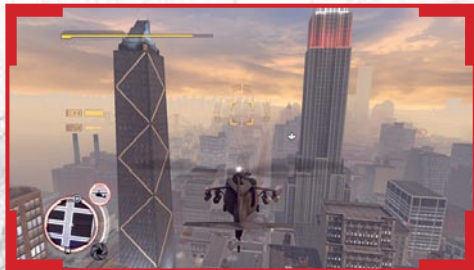
Web of Intrigue **TARGET CONSUMED:**
Capt. Marcus Graves

[3: GO SOUTH toward the INFECTED ZONES]



FIND A SUITABLE HUNTER TO INJECT

Although you can launch a barrage of attacks at the **MILITARY BASE** as you take off, you're likely to be **CHASED BY GUNSHIPS** and shot out of the sky. A more competent plan is to ascend and quickly rotate 180 degrees to face south, and **EXPERTLY WEAVE** through the **SKYSCRAPER CANYONS** of Manhattan. Ascend and head due south, passing by the **GENTEK TOWER**.



TIP

DISGUISE yourself as a **MARINE** or **TROOPER**, and acquire the **SKYJACK HELICOPTER UPGRADE** by completing **INFILTRATING MILITARY BASES**.

[3: SCAN the INFECTED WATER TOWER for the required DNA]



FIND A SUITABLE HUNTER TO INJECT



As you close in on the **INFECTED ZONE**, a **SIGNAL STRENGTH METER** appears. **HUNTERS**

with the **REQUISITE DNA** are found within random **INFECTED WATER TOWERS** in this area. In this example, there's a **WATER TOWER** atop one of the Tenement Blocks with the exact DNA match. Fly toward the Water Tower, then **SCAN** the Water Tower (don't fire on it!).



TIP

The **GUIDE MAP** shows the **CATCHMENT** area; your **WATER TOWER** is likely to be within the **RADIUS** of the larger **CIRCLE**.

[3: STUN the HUNTER]



INJECT THE PARASITE INTO THE HUNTER



Blingo! A Hunter hatches, and you're tasked with **STUNNING** (but not **KILLING**) it. Fire short bursts from

your Helicopter, descend and land, or simply drop out of the Helicopter, and ignore the **INFECTED OUTBREAK** around

MISSION 5.03: BIOLOGICAL IMPERATIVE

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you. Instead, concentrate all your **OFFENSE** on the Hunter. Ideally, **GRAB** and **FLIP** it if you have the **HUNTER DIRTNAP UPGRADE**, execute a **COMBO** or two, throw **OBJECTS** at it, and soften it up until it is **STUNNED**.

[3: GRAB the HUNTER]



INJECT THE PARASITE INTO THE HUNTER



Bingo! When the **HUNTER** comes to a halt with the **RED DNA ICON** above its head, **GRAB** it. You automatically **INJECT** the **CONCOCTION** into the beast, and flip back as it bounds off. You really hope this works!

[4: STAY with the HUNTER]



ALLOW THE HUNTER'S ANTIBODIES TO BUILD UP



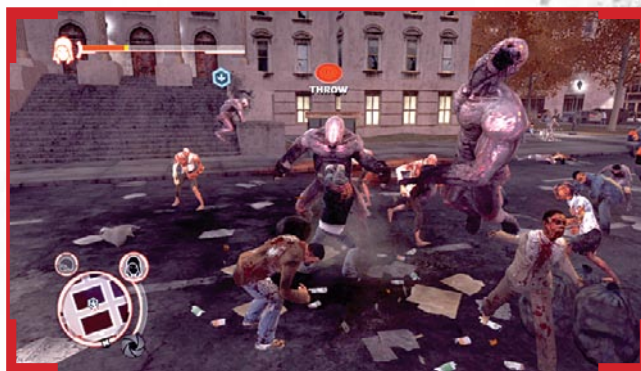
HUNTERS can travel incredibly quickly, so ignore all other distractions and stay on

the Hunter's tail as it rampages through the city. It usually remains on the ground, and you can keep pace with it relatively easily as long as you're **SPRINTING**, **AIRDASHING**, and **GLIDING** where necessary. The **HUNTER** continues all the way to **CITY HALL** (Location 4).

[4: CONSUME the HUNTER]



ABSORB THE ANTIBODIES



Upon arrival at Location 4, the **HUNTER** remains at large and hopes you tackle a **CLUSTER** of **INFECTED** and other **HUNTERS** fighting in the streets. Although you can try out your **COMBAT TECHNIQUES**, you risk being badly wounded. Instead, concentrate on **FIGHTING** the **CHASED HUNTER** using your favored techniques, which can now include **THROWING CARS** or **OTHER INFECTED** at it until it is stunned. You can also isolate that Hunter from the rest of the infected by climbing a nearby building. This will make it much easier to fight him. Then **GRAB** and **CONSUME** at once!

BLADE POWER UNLOCKED!

ARMOR UNLOCKED!



You check your back. The **PARASITE** has disappeared, and you feel... different, somehow. An **INFECTED** spots and charges you. It is soon joined by a **GROUP** of the **UNWELL**, and they smother you with their pus-filled cadavers. They are suddenly **RIPPED OFF** and **THROWN UPWARD** with tremendous force. The **CONCOCTION** has had some unintended results, granting you **BLADE POWER**, as well as **IMPRESSIVE NEW ARMOR**!



NOTE

The **BLADE** is a powerful cutting and thrusting weapon, perfect for slicing through even the toughest armored vehicles or infected hides. This is your most powerful attack power. **ARMOR** reduces all damage taken, at the compromise of reduced mobility. You can't Parkour or Glide while armored—you bash a path through obstacles instead.

<[Mission Awards]>

Available Events: 1 (New), 26 (Total)
Newly Available Upgrades: 20 (New), 98 (Total)

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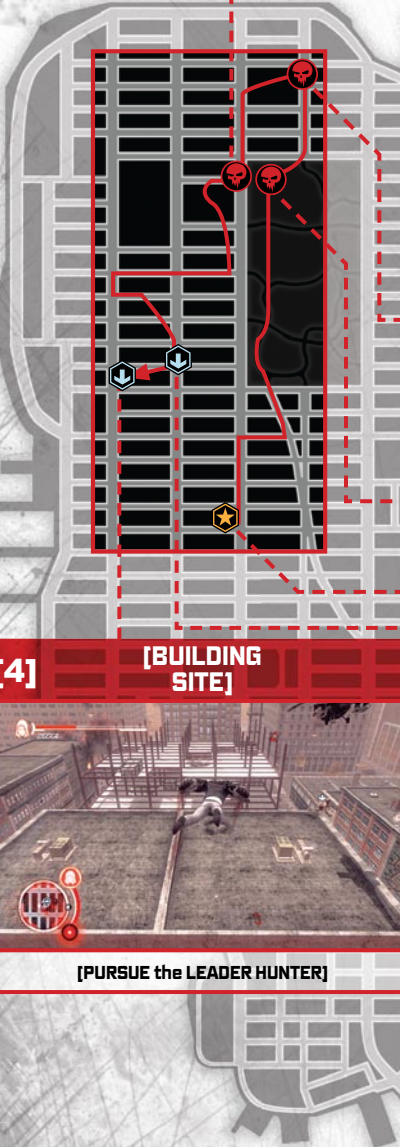
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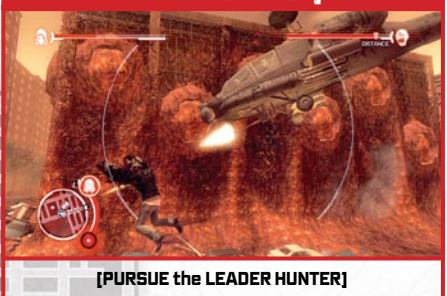
[MISSION 6.01: THE DOOR IN THE WALL]

[OVERVIEW]

As you reach your sister, a terrible crashing sound announces the arrival of a Hunter; more powerful than those you've battled previously. It takes Dana, then takes to the streets, lolloping away on powerful legs. You must rapidly pursue it without losing sight of the beast or the victim, as you wind through the streets of Manhattan, stopping only to fight off foes, both Infected and militaristic in nature.




[2C] [LEADER HUNTER CHASE: ACTIVE HIVE]




[PURSUE the LEADER HUNTER]

[2B] [LEADER HUNTER CHASE: MILITARY CHECKPOINT]




[PURSUE the LEADER HUNTER]

[2A] [LEADER HUNTER CHASE: CENTRAL PARK]



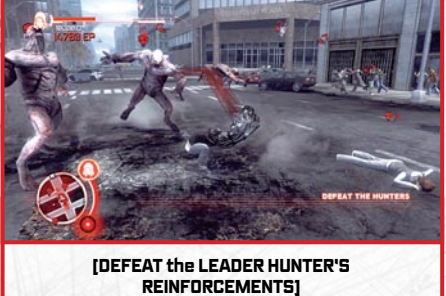
[PURSUE the LEADER HUNTER]

[4] [BUILDING SITE]




[PURSUE the LEADER HUNTER]

[3] [REINFORCEMENT POINT]



[DEFEAT the LEADER HUNTER'S REINFORCEMENTS]

[1] [DANA'S SAFEHOUSE]



[To begin, go to Dana's Safehouse]

MISSION 6.01: THE DOOR IN THE WALL

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[1: To begin, go to Dana's Safehouse]



TIP

To continue, you **MUST** purchase the **TENDRIL BARRAGE DEVASTATOR**. Continue your **UPGRADING** as you become increasingly powerful.



The optimal moment to Glide back to Dana's Safehouse is after purchasing the newly unlocked **UPGRADES**. Dana sheepishly asks you what Doctor Ragland had to say; she didn't know how to tell you she knew more than she let on. You tell her you need to know why they did this to you, and why they made you this way. Dana tells you you're her brother no matter what. Suddenly, you sense something. Moments later, a massive Hunter crashes through the exterior wall, grabs Dana in its talons, and bounds away across the rooftops!

[2: PURSUE the LEADER HUNTER]



RESCUE DANA



The **LEADER HUNTER** lands with a crunching thud on the main street, lets out a piercing roar, and bounds away.

Immediately engage in **HOT PURSUIT** by **SPRINTING**, **AIRDASHING**, and **GLIDING** after him. The Military is also ready for this abomination, and is targeting **TANK TURRETS** at the Leader Hunter. Stay flexible while maneuvering, using buildings to **WALL JUMP** up so you can soar more easily, and keep track of the foe (picture 2). If you see a "**FALLING BEHIND**" warning sign, quicken your pace, using the **MINI-MAP** to guide you. Throughout this chase, the Leader Hunter likes to **DOUBLE-BACK** on you as you round corners. Keep that in mind; you'll be abruptly changing direction frequently.



NOTE

The **DISTANCE** meter in the screen's top-right corner shows how far you are from the Leader Hunter. You only need keep the Leader Hunter within this distance, but make sure you don't lose him, or this mission fails.



TIP

To make this pursuit **INCREDIBLY EASY**, be sure to instantly **TARGET** and **LOCK-ON** to the Leader Hunter. The Target Lock remains even if you lose line-of-sight to your target, allowing you to easily re-track your foe if you're struck by Military hardware ordnance. In the **OPTIONS** → **CONTROLS** → **TARGET TOGGLE** menu, switch the setting to **ON** to further help your cause. Another plan is to **TARGET LOCK** the Leader Hunter, then **JUMP** and **HOLD FLYING KICK**. You **JUMP KICK** in the direction the Leader Hunter is heading, meaning you don't even need to actively track him!

If you're after a few additional **EVOLUTION POINTS**, you may want to bring the pain to the **MECHANIZED**

DIVISION of Tanks patrolling the streets. Watch your distance from the Leader Hunter; then take out a **TANK**, either with a flurry of combos, or better yet, using the newly purchased **HAMMERFIST ELBOW SLAM!** Be quick though; you'll easily lose the Leader Hunter if you take longer than a couple of seconds.



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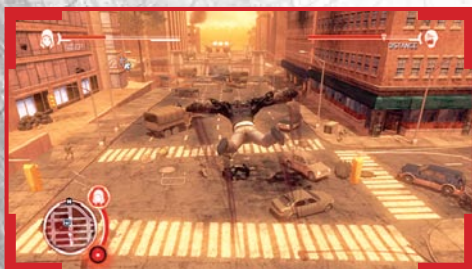
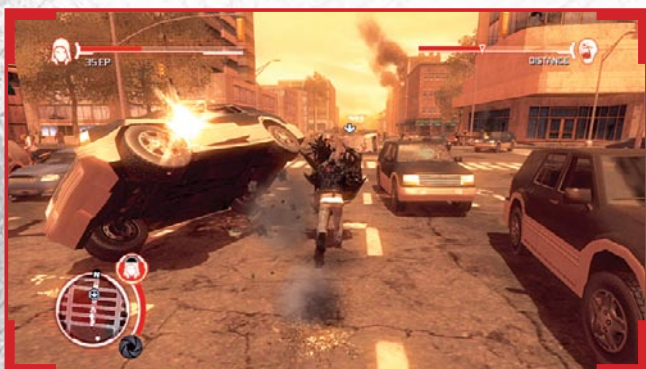
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The chase continues through the streets northwest of **TIMES SQUARE**, and into **CENTRAL PARK**. Because it has no high buildings, dart through Central Park by **HOLDING DOWN JUMP**, launching into an **AIRDASH**, and then **GLIDE**, **AIRDASH**, **GLIDE**, and **REPEAT**. Land on the **FOLLY** (picture 1), allowing you to perform a higher **AIRDASH** and **GLIDE** as you head northward through the park. As you reach the park's northwest corner (Location 2A), the Leader Hunter sometimes stops, waiting to **MAUL** you. **DIVEROLL** or **AIRDASH** away, and pummel the beast with any attack you wish until it flees again.



Throughout this chase, optionally bring out your **SHIELD POWER** (picture 1) so you can easily clear away

any blockages as you **SPRINT** to keep up with the Leader Hunter. However, this may result in you **FALLING BEHIND**, so launch yourself off the ground at the earliest possible point. Race northward, until the Leader Hunter takes a sharp **LEFT TURN** at a **MILITARY CHECKPOINT** (Location 2B; Picture 2).



The chase continues! **GLIDE** between the tall buildings as you head southwest to the next street, and begin to pursue the Leader Hunter southward toward an active **HIVE** on the northwest edge of **CENTRAL PARK** (Location 2C). The **MILITARY** is out in force here, and you must avoid **HUNTERS** as well as **GUNSHIPS**.



CAUTION

Can you **SKYJACK** a **GUNSHIP** and use it to pursue the Leader Hunter? Technically yes, but the time it takes to pull the pilots out of the Gunship impedes your progress. Stay on foot as the chase continues.



Use the **GUIDE MAP** to accurately predict the Leader Hunter's course as it leaps atop a series of **TENEMENT BLOCKS**, bounds across the rooftops, drops down to a side street and scampers westward. It doubles back east, then leaps across more roofs and streets to the **REINFORCEMENT POINT**, with a large concentration of **MILITARY** and **INFECTED TROOPS** (Location 3). Follow it!

MISSION 6.01: THE DOOR IN THE WALL

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With the Military joining you in a footrace to reach the Leader Hunter, the beast slows to a stop at a street intersection, and turns to gaze at the incoming threats. It lets out a fearsome bellow, and a pack of Hunters gambol in from the rooftops, landing in front of you.

[3: DEFEAT the LEADER HUNTER'S REINFORCEMENTS]



DEFEAT THE HUNTERS



You have multiple threats in this location, and although you're instructed to rid the area of the **LEADER HUNTER'S REINFORCEMENTS**, the **MILITARY** is much more of a threat. For this reason, you can pummel away on the Hunters (as shown), but watch for damaging **GUNSHIP FIRE**. In fact, because the Hunters and Military **FIGHT EACH OTHER**, it is far better to leap away from the Hunters and concentrate on the Military **GUNSHIPS** instead.



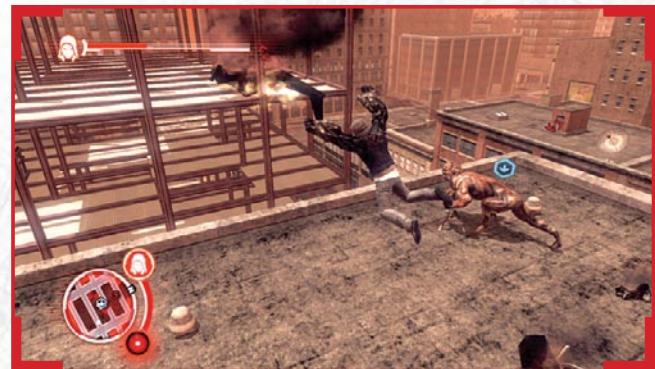
The optimal plan is to **SKYJACK** a nearby **GUNSHIP**. This is easy if you switch to your **WHIPFIST POWER** and execute the newly purchased **LONGSHOT GRAB**. If you don't have

this, fear not; **TARGET** the Gunship and launch a **FLYING KICK** at it, but press the **GRAB BUTTON** before you make contact. Remove both pilots, and then **STRAFE** the area, blasting other Gunships (remember you have three types of ordnance to choose from when firing). When the Leader Hunter bounds up onto a nearby roof, and the **OBJECTIVE UPDATES**, you can exit the aircraft.

[4: PURSUE the LEADER HUNTER]



RESCUE DANA



Bound or **GLIDE** across the rooftops following the **LEADER HUNTER** as it leaps across to a **BUILDING SITE**. Unfortunately, as you attempt to follow, a Military **UAV** Alerts nearby Gunships to drop a payload of destruction right on top of you, slowing you down enough for the Leader Hunter to escape. Dana's rescue will have to wait....

<[Mission Awards]>

Available Events: 2 (New), 28 (Total)
Newly Available Upgrades: 0 (New), 98 (Total)

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[MISSION 6.02: FIRST AND LAST THINGS]

[OVERVIEW]

Heeding the advice of Doctor Ragland, you realize you must gain the knowledge of the Leader Hunter by Consuming it. When that fails, you seek out its Hive, and battle its brethren before coaxing the vicious monstrosity back to the abandoned Military Base where Ragland did his previous autopsies for you. Keeping the Leader Hunter interested is simple enough; slamming your fists or Gunship ordnance into its leathery hide does the trick!

[4]

[ABANDONED MILITARY BASE]



[LURE the LEADER HUNTER to the ABANDONED MILITARY BASE]

[DEFEAT the LEADER to subdue it]

[1]

[DOCTOR RAGLAND'S MORGUE]



[Go to Dr. Ragland's Morgue]

[2]

[THE INFECTED ZONE]



[GO to the INFECTED ZONE]

[CONSUME the LEADER HUNTER]

[3]

[THE LEADER'S HIVE]



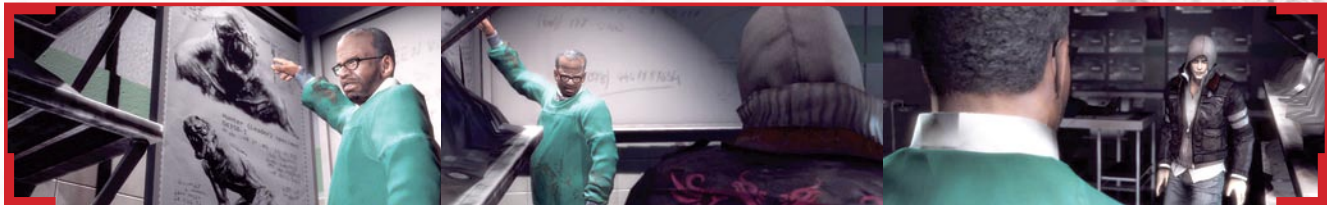
[GO to the LEADER'S HIVE]

[KILL the HUNTERS guarding the LEADER]

MISSION 6.02: FIRST AND LAST THINGS

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[1: Go to Dr. Ragland's Morgue]



After completing the **NEW EVENTS** to a **GOLD STANDARD**, maneuver back to the **MORGUE**, where Doctor Ragland informs you about the Leader Hunter you've been tracking. This new variety fulfills a Leader role, with other Hunters taking cues from it. Ragland postulates that if you can find and **CONSUME** the **LEADER**, it may give you indications where the focus of the virus is. You're more concerned with finding Dana.

[2: GO to the INFECTED ZONE]



FIND DANA



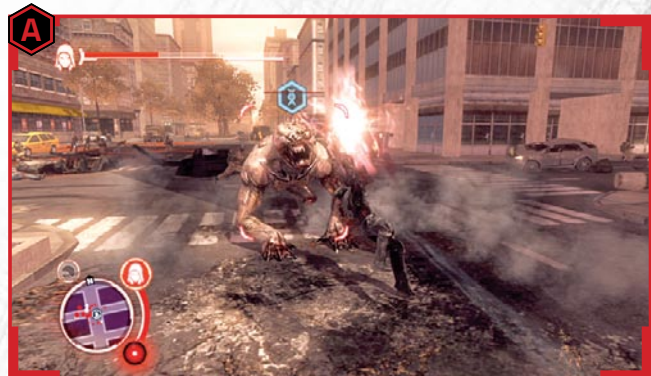
Exit the Doctor's Morgue, and begin a flying launch and **GLIDE** across the city toward the **INFECTED ZONE**. Before you take off however, **GRAB** one of the nearby patrolling **MILITARY SOLDIERS** outside the Morgue, and **CONSUME** him so you can use this **DISGUISE** later in this mission; it helps you finish this task with a minimum number of **ALERTS**. As for the Alert when you Consume this soldier? Simply Glide away at speed, smashing or hiding from any Strike Teams prior to reaching Location 2.

Land on the rooftop with the **GLOWING VOLUME** marker and peer to the street intersection below. Watch as the **LEADER HUNTER** drops down and begins to batter a small assembled force of **MILITARY TANKS**. You need to Consume the Leader, but whittling its **HEALTH** down requires one of two plans, depending on how subtle or violent you wish to be:

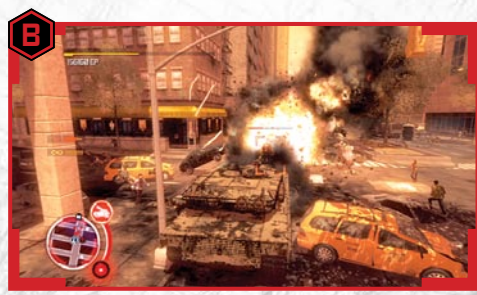
[2: CONSUME the LEADER HUNTER]



FIND DANA



VIOLENCE and CARNAGE: In **WHATEVER GARB YOU WISH**, drop down into the firefight below, and target the **TANKS**. Although the Leader Hunter and the smaller **HUNTERS** that soon arrive are vicious and deadly, the Tanks' explosive ordnance can really take its toll. Smash through **TANKS** with **HAMMERFIST** strikes or **ELBOW SLAMS**, or grab enemy weaponry and fire down from a rooftop. Then tackle the Leader by using your **ARMOR** Power, and hitting with **BLADE** or **HAMMERFIST** combos [as shown], after diving out of the way of the beast's strikes. This is hard work, so you may need to flee to **REGENERATE**.



DISGUISES and STEALTH: If you're interested more in **SAFETY**, and less in accruing **EVOLUTION**

POINTS, make sure you reach Location 2 without your **ALERT LEVEL** being in the **RED**, and don a Military **DISGUISE**.

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Drop down, and immediately **SPRINT** over to one of the attacking **TANKS**. **HIJACK** the Tank (which should be easy because you haven't been spotted), and then **TARGET** the Leader Hunter with your **MAIN CANNON**. Fire on the Leader, and then retreat up the street in a vaguely straight line so you can fire off more shots as it closes, without it destroying the Tank with its vicious claws.



Combat can become incredibly difficult if you decide to take on both the Military and the Infected, especially as an influx of **HUNTERS** arrives to challenge you. However, use this as an opportunity to **TRY OUT** some of your **JUST-PURCHASED UPGRADES**. Or, you can flee, return to Hijack a Tank, and clear the area quickly.



When the **LEADER HUNTER'S** Health is diminished to the point that it is vulnerable to being Consumed, move close to it, wait for it to finish a **SWIPING** attack, and then immediately try to **GRAB** it. You may not be successful the first time, so back off to avoid being struck, and try again. You leap onto the **LEADER**, but you're pushed off immediately. It seems this beast cannot be **CONSUMED**!

[3: GO to the LEADER'S HIVE]



LEARN HOW TO CONSUME LEADER HUNTERS



Without the innate ability to Consume Leader Hunters, you hatch a plan to lead a Leader Hunter to some place



where Doctor Ragland can inspect it. First however, you must locate the **LEADER'S HIVE**, which is five blocks south of Location 2. **JUMP** and **AIRDASH** to the roof of this Hive (picture 1). Before you enter the **GLOWING VOLUME**, it is an excellent plan to **SKYJACK** a nearby **GUNSHIP**, not only to stop it from firing at you, but for the combat to come. Carefully land it on the roof of the **HIVE**, or the **BUILDING OPPOSITE**. Four **HUNTERS** drop down from a taller building, ready to savage you. You have two main options:

[3: KILL the HUNTERS guarding the LEADER]



LEARN HOW TO CONSUME LEADER HUNTERS

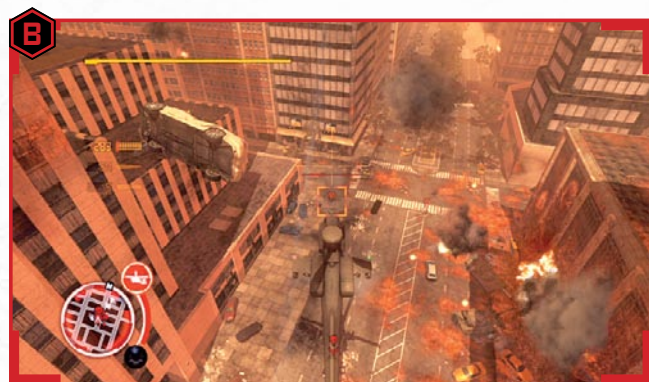


GROUND INFERIORITY: You can stand your ground, and begin to attack the **HUNTERS**, and the Military Gunships, Tanks, and foot-soldiers that are homing in on this area.

MISSION 6.02: FIRST AND LAST THINGS

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Naturally, this is a desperate struggle to test your combat techniques to the limit. Instead of being swarmed by Hunters, move into cover, or onto other building roofs, and deal with Hunters one at a time, once you've demolished any **GUNSHIPS** encroaching on your fight. **THROW CARS** or **AIR CONDITIONING UNITS** to soften up the Hunters, and **CONSUME** them for their Health benefits.



AIR SUPERIORITY: A far easier plan is to enter the **GUNSHIP** you just parked, or **SKYJACK** another heading your way, and hover above the action, far enough away so you can avoid the **CARS** that the **HUNTERS** throw at your chopper. From here, it is a simple matter of dealing with any **STRIKE TEAMS**, or parking your **GUNSHIP** on a nearby roof, **HIDING**, and **PILOTING** it back into the fray without the Military attacking you. Now you can easily cut down the four **HUNTERS** with **MACHINE GUN** fire. Another possible plan involves driving a **TANK** up from Location 2 to rain molten death.

[4: LURE the LEADER HUNTER to the ABANDONED MILITARY BASE]

TRAP THE LEADER HUNTER FOR RAGLAND

NOTE
The **GUIDE MAP** route from **LOCATION 3** to **4** shows the **OPTIMAL** route to take.

With the initial wave of **HUNTERS** dead, the Leader Hunter turns its attention to you, but only if you keep it **OCCUPIED**. A **LEADER INTEREST METER** appears in the screen's top right, showing how fascinated the beast is with you. You must now chart a path from Location 3 to the **ABANDONED MILITARY BASE**, using one of two different plans.



TIP

Unlike the previous mission, you don't need to worry about being "too far away" from the Leader Hunter. You can also take as long as you like luring the beast.

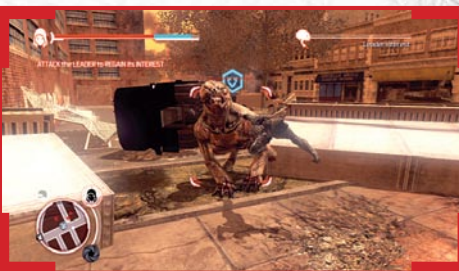


GROUND INFERIORITY: Coaxing this beast on foot requires **MINIMAL** contact with the Military. Follow the optimal path plotted on the **GUIDE MAP**, and begin **SPRINTING** northward along the street. **TRANSFORM** using your **ARMOR** power so you can easily crash through any obstacles, and **SWING** the **CAMERA** around so you can see the **LEADER HUNTER** chasing you. Alternately, **JUMP** and **AIRDASH** exclusively to gain ground quickly, but remove **ARMOR** before you try this.



Continue to follow the path **NORTHWARD**, as heading toward **CENTRAL PARK** usually leads you into a **MILITARY**

confrontation. This is unwise because you'll have to stop the Leader from attacking the Military, wasting time and your Health. Instead, when the Leader loses interest, pick up and **THROW** a **CAR** at it. Or, **JUMP** and plant a **FLYING KICK** in its face. Keep up the **DASHING** and **BASHING** until you reach the **GLOWING VOLUME**, and lead the Leader to it.



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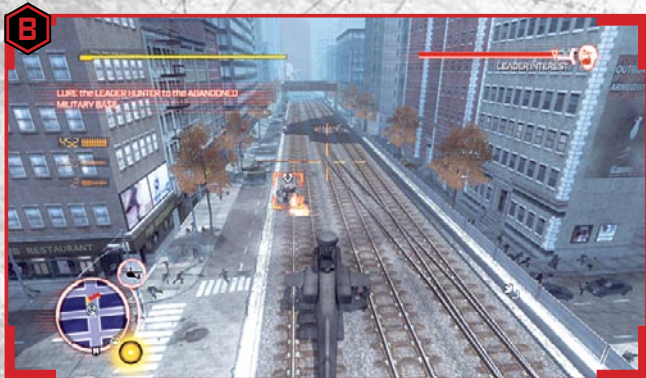
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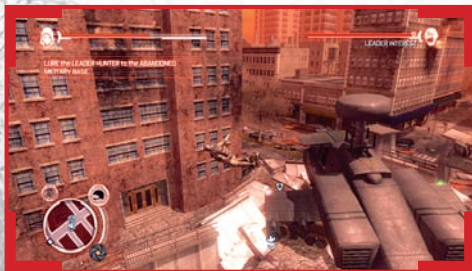
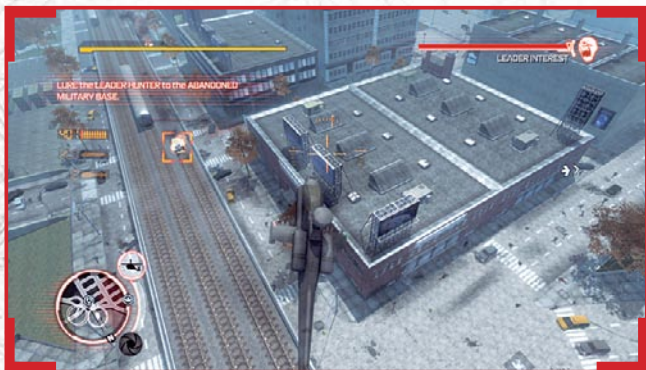
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AIR SUPERIORITY: Continue to pilot your **GUNSHIP**, or drop out of it and Target an **UNDAMAGED** one that may be heading your way, and **REMOVE** the **ALERT LEVEL** by flying a couple of blocks away, and then returning. **TARGET** the Leader Hunter; and fire off your **HEAVY MACHINE GUN** at it. This immediately piques its interest. Now fly due north (optionally backward), and when the **LEADER'S INTEREST** begins to wane, pepper it with more machine gun fire.



Make short, three-block maneuvers northward before turning around, checking that the Leader Hunter is

FOLLOWING YOU, and then **TARGETING** it with a quick burst of fire to **MAINTAIN** its **INTEREST**. Continue all the way to the **RAIL BRIDGE**, then head east. Turn to check that the Leader is still with you before hovering over the **GLOWING VOLUME** entrance to the base, and either **LAND** the **GUNSHIP**, or simply **LEAP** out of it, moving into the base.



TIP

Spend the least possible amount of time on the ground during the chase (so you have less chance of the Military engaging you in battle). **CHARGE** your **JUMP** while you're **GLIDING** back down to the street so you can immediately deliver a **JUMP KICK** to keep its interest up, before **JUMPING** and **AIRDASHING** again.

[4: DEFEAT the LEADER to subdue it]



LEARN HOW TO CONSUME LEADER HUNTERS



Now inside the **MILITARY BASE** where you defended **RAGLAND** previously, all you need to worry about is the giant, charging **LEADER HUNTER!** This combat can either become incredibly **EASY**, or **VERY DIFFICULT**. As the Leader Hunter has highly **DANGEROUS SWIPES**, **DIVEROLL** or **AIRDASH** away from them. Get some distance between you and the Leader; and (ideally after it charges), step up to a **MILITARY TRUCK**, **GRAB** it, and then **TARGET** and **THROW** it at the foe. It only takes **TWO** of these to bring the beast down. If you can't grab a Truck, **ANY OTHER DEBRIS** is a good second choice. Otherwise, try **FLYING KICKS** to whittle his energy down. Other attacks can work, but you risk getting pounded. Keep the attacks going until the beast finally falls.



<[Mission Awards]>

Available Events: 3 (New), 31 (Total)
Newly Available Upgrades: 0 (New), 98 (Total)

MISSION 6.03: THE FIRST MONSTER


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[MISSION 6.03: THE FIRST MONSTER]

[OVERVIEW]

After battling a badly wounded Leader Hunter, you devour its memories, and gain Infected Vision, a perfect attribute to utilize as you approach a base where some of the Soldiers are themselves Infected, but aren't aware of this fact. Consuming them allows you access to the collective memories and thoughts of the Hive Mind, and once this knowledge is imparted, you are ready to face the Hunter that wounded your sister.

[2] **[ABANDONED MILITARY BASE]**



[ENTER the ABANDONED MILITARY BASE]
[CONSUME the LEADER HUNTER]

[4] **[TENEMENT BLOCK: MUTATED HUNTER]**



[GO to the MUTATED HUNTER'S LOCATION]
[CONSUME the MUTATED HUNTER to locate Dana]

[3] **[INFECTED MILITARY BASE]**



[GO to the BASE to FIND INFECTED CARRIERS]

[1] **[DOCTOR RAGLAND'S MORGUE]**



[Go to Dr. Ragland's Morgue]



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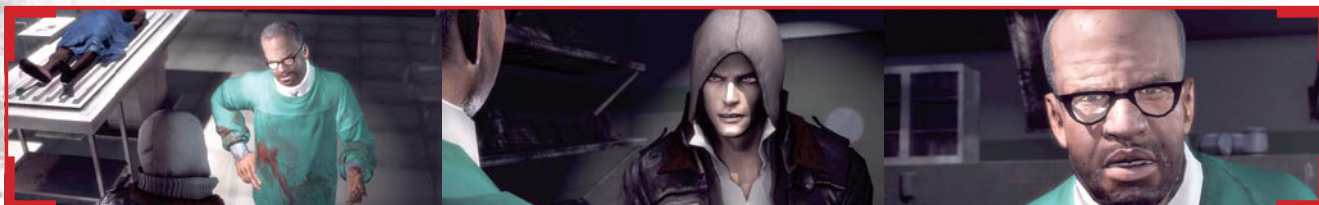


[1: Go to Dr. Ragland's Morgue]



TIP

As always, locate a **MILITARY** pedestrian and **CONSUME** him prior to this mission. This helps you avoid **ALERTS** and allows objectives to be carried out easily, and with a degree of **PROFESSIONAL STEALTH**.

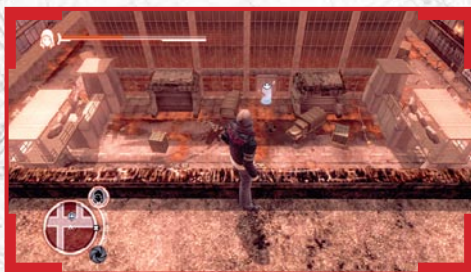


Finish up the latest three **EVENTS**, purchase all the **UPGRADES** you wish, and rendezvous back with Doctor Ragland at the **MORGUE**. Ragland has examined the Leader Hunter and found it is only resistant to your assimilation abilities. First, it has two brains and two spinal columns. Once you break both backs, it enters a recovery state, and this is the time to pounce. It might even be adapting to your methods, but the beast needs subduing and Consuming. The same must be done to the one that took Dana; it should then reveal her location.

[2: ENTER the ABANDONED MILITARY BASE]



CONSUME THE LEADER HUNTER



You immediately appear on a rooftop overlooking the **ABANDONED MILITARY BASE** where

you last left the **LEADER HUNTER**. The place is still in a complete shambles, but the entrance **GLOWING VOLUME** is in the same location. When you've secured a **MILITARY DISGUISE**, drop down and enter the premises.

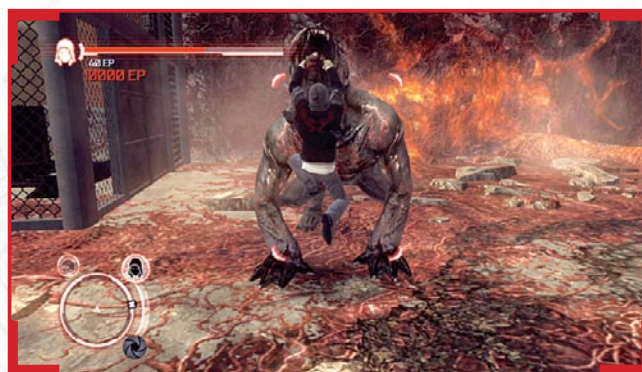
[2: CONSUME the LEADER HUNTER]



CONSUME THE LEADER HUNTER



The **LEADER HUNTER** is still badly wounded after your previous fight. Maneuver around the chamber, and either



launch a series of strikes once it has finished its **SWIPING** attacks, or better yet, retreat to **GRAB** and **THROW** a vehicle. It only takes one of these thrown objects to **STUN** the Leader Hunter. Then you can **SPRINT** up, **GRAB** the beast, and finally **CONSUME** it (picture 2).

Web of Intrigue **TARGET CONSUMED:**
Leader Hunter

INFECTED VISION (PARTIAL POWER) UNLOCKED!



TIP

CONSUMING the Leader Hunter unlocked a new **ABILITY** known as **INFECTED VISION**! Open the **POWER SELECT WHEEL** and choose it. **TOGGLE** it from the **SENSORY** powers **QUICK SELECT SLOT**. This gives you the ability to **SEE INFECTED CARRIERS**. **DIRECT THREATS** to you **GLOW**. **INFECTED CARRIERS** are **PEDESTRIANS** and **MILITARY** who are **INFECTED**, but **DON'T KNOW IT**. They glow brightly in **INFECTED VISION**. **CONSUMING** them **BRINGS YOU CLOSER** to **DISCOVERING DANA'S LOCATION**.

MISSION 6.03: THE FIRST MONSTER

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STOP! Just before you **CONSUME** the Leader Hunter (or just afterward, as you have a split second before the **MEMORIES** rush in), make sure you're **DISGUISED AS MILITARY**. Once you've absorbed the **DNA** of the Leader Hunter, you are awarded with **INFECTED VISION**, and four **MILITARY SOLDIERS** enter the building. If you're dressed like one of them, your **ALERT LEVEL** remains **LOW**. If you're dressed as **ALEX**, they open fire. Quickly switch to **INFECTED VISION**, and **CONSUME** (or **STEALTH CONSUME**) the soldier who is **GLOWING BRIGHTLY**. You can optionally slay the others before you leave.

[3: GO to the BASE to FIND INFECTED CARRIERS]



HOOK INTO THE INFECTED HIVE MIND



Exit the base, and immediately **GLIDE** to the nearest **MILITARY BASE** overlooking Central Park. Notice the

HIVE MIND METER in the top-right corner of your screen? This needs to be **FILLED** so you can **HOOK** into the **INFECTED HIVE MIND**. **HOOKING IN** involves **CONSUMING FOUR INFECTED SOLDIERS**. If you take too long, or you're spotted (in the

act of **CONSUMING**, or by the **THREE VIRAL DETECTORS** in the base), you'll need more, as the **METER GRADUALLY DEPLETES**. This means that when you reach the base (picture 1), you need to find **EASILY CONSUMABLE TARGETS**. Fortunately, there are two; one on either side of the **TANK EXIT** on the south side of the base. In addition, there are **ANOTHER TWO** on either side of the **TANK EXIT** on the north side of the base (picture 2).



TIP

INFECTED VISION is **NOT NEEDED** (in fact, it doesn't need to be switched on at all), as the **INFECTED CARRIERS** are standing in the same place each time you attempt this mission. Because it is sometimes difficult to see whether you're being watched, flick the **INFECTED VISION** off if you need to. It is a relatively simple matter of **STEALTH CONSUMING** each of the four **CARRIERS** on either side of the **TANK EXIT** to fill your meter without causing an **ALERT**.



There is a world of difference between a **STEALTH CONSUME** (picture 1) and a **CONSUME** (picture 2). The first allows you to continue to remain **HIDDEN**, and quickly increase your **HIVE MIND HOOKING**. The second causes the Military to see you, and your **ALERT LEVEL** to switch to **RED**.

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Have your **CONSUMING** skills left you? If you get detected, expect **VIOLENT RETRIBUTION** from the Military. This occurs if you wander in dressed as Alex, start fighting, are spotted by the Viral Detectors, or are seen performing either type of **CONSUME**. React to this in one of two ways:

Flee around the back of the base to the narrow alleys to the west, and **HIDE** until the **STRIKE TEAMS** are called off.

Or, take this opportunity to cause relentless mayhem, and **SKYJACK** a **GUNSHIP**, strafe the **VIRAL DETECTORS** until they explode, then **ASCEND** so you can weave around the incoming Missiles and other **GUNSHIPS** (picture 2). Survive as long as you can before dropping down and **HIDING** in Central Park, and starting the infiltration all over again.



TIP

Need more **INFECTED CARRIERS**? Then check the front of the base, where there are usually at least four or five. Don't shoot them; **CONSUME** them!

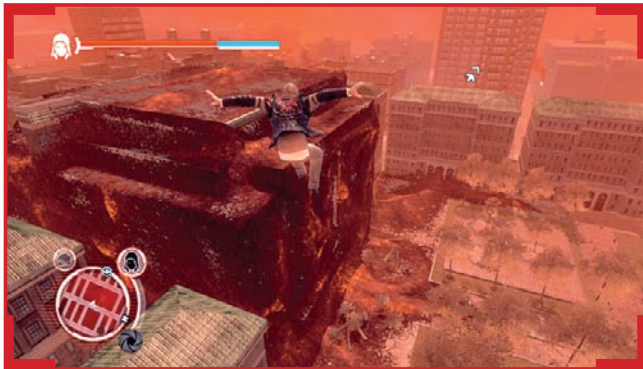
Continue to fill your **HIVE MIND METER** until your **OBJECTIVE** is updated.

INFECTED VISION (FULL POWER) UNLOCKED!

[4: GO to the MUTATED HUNTER'S LOCATION]



FIND OUT WHERE DANA IS BEING HELD



Whether the Military is seeking you or not, **GLIDE** westward, across Central Park, toward the location of the **MUTATED HUNTER** that stole **DANA** away from you. As you pass over the park and look at the historic buildings ahead, you notice that the **OLD STADIUM HALL** is **COMPLETELY COVERED** in Viral materials. The situation is looking increasingly grim! The **MUTATED HUNTER** is just ahead (west), waiting at the top of the tall **TENEMENT BLOCK**.



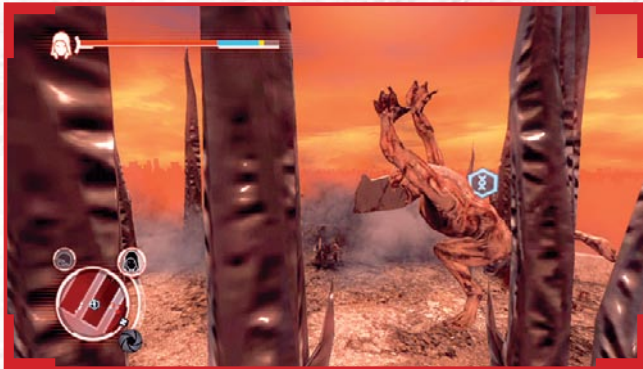
TIP

STOP! Before you reach the **TENEMENT BLOCK** and the fight with the **MUTATED HUNTER**, it is worth **CONSUMING** any nearby **PEDESTRIANS** to **FILL** your Health, which also allows your **DEVASTATOR ATTACKS!** Then choose your favored **POWER** (Offensive and Defensive). **NOW** you're ready!

[4: CONSUME the MUTATED HUNTER to locate Dana]



FIND OUT WHERE DANA IS BEING HELD



Bound to the top of the **TENEMENT BLOCK**, ready for **COMBAT**. If you fall, or the **MUTATED HUNTER** drops off the side, return here so the battle can continue. When the

MISSION 6.03: THE FIRST MONSTER

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Mutated Hunter heads in for a **STRIKE**, use the **CRITICAL MASS** you've accrued, and begin like you mean business: with a **DEVASTATOR ATTACK** that sends the abomination reeling! If you have the **ENERGY**, execute as many as you can, because this can finish the fight in seconds.

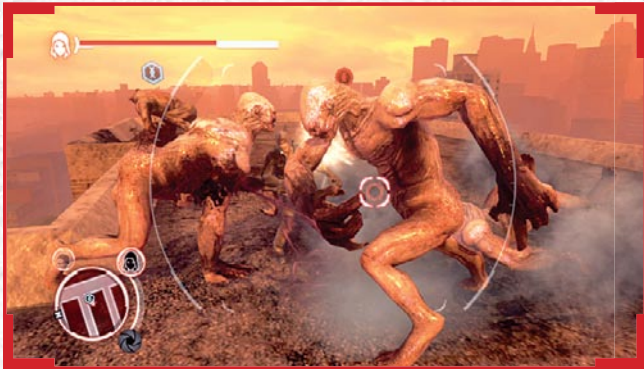


Combat occurs much in the same way as it did with the **LEADER HUNTER**, and the same techniques work here, too. However, your **BLADE COMBOS** are particularly effective if you're having problems tackling this fiend. Just make sure he finishes his **WILD SWIPING** before you **SLICE** and **DICE** into him. There are also two **AIR CONDITIONING UNITS** on this roof; make the most of them by **GRABBING** and **THROWING** them at the beast. Make sure you have the **MUSCLEMASS POWER** selected to inflict greater damage with thrown scenery.



TIP

Did you fall off, or were you pushed? Either way, execute a **GLIDE**, then **AIRDASH** back to the building's wall, ascend and continue the fracas!



As combat continues, you may be visited by **REINFORCEMENTS**, and these can prove to be highly dangerous. If any **HUNTERS** arrive, ignore them and concentrate on the **MUTATED HUNTER**; you must slay it as quickly as possible to avoid being overwhelmed. If this means temporarily fleeing the fight to **CONSUME** some **PEDESTRIANS** for Health and **DEVASTATOR ATTACK OPTIONS**, then so be it! Eventually the Mutated Hunter becomes



STUNNED, and should be **CONSUMED** immediately (picture 2). With this **HUNTER'S MEMORIES**, you now have a location for **DANA**.

Web of Intrigue **TARGET CONSUMED: Leader Hunter**

<[Mission Awards]>

Available Events: 3 [New], 34 [Total]
Newly Available Upgrades: 0 [New], 98 [Total]



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[MISSION 6.04: MAKING THE FUTURE]

[OVERVIEW]

The Military is on the move. It's recently brought in a specialized Tank, designed to launch thermobaric pressure into armored targets, wrenching them apart in a wave of destruction. As the Infected Hives become more and more toughened, and a central Hive near an abandoned stadium has been discovered, it's your job to guard this Tank as it travels the dangerous and corpse-filled streets, ripping open Hives that were once impenetrable.

[3] [ARMORED HIVE 2]

ESCORT the TANK to the SECOND ARMORED HIVE

[2] [ARMORED HIVE 1]

PROTECT the THERMOBARIC TANK
ESCORT the TANK to the FIRST ARMORED HIVE

[4] [ARMORED HIVE 3]

ESCORT the TANK to the THIRD ARMORED HIVE
CLEAR the HIVE area of the MARKED INFECTED FORCES
ENTER the TANK
DESTROY the ARMORED HIVE

[5] [CORE HIVE]

BREACH the CORE HIVE with the THERMOBARIC TANK

[1] [MILITARY BASE OVERLOOK]

[Go to the Military Base]

MISSION 6.04: MAKING THE FUTURE

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[1: Go to the Military Base]



TIP

As always, locate a **MILITARY** pedestrian and **CONSUME** him prior to this mission; it helps you avoid **ALERTS** and allows objectives to be carried out easily, and with a degree of **PROFESSIONAL STEALTH**.



Set course for a rooftop overlooking a **MILITARY BASE**, and **GLIDE** there to the **GLOWING VOLUME**. You watch as the Military presence builds, with mechanized units attempting to tear through the increasingly widespread enemy incursions. A special **THERMOBARIC TANK** is having difficulty punching through to the **CORE HIVE**. The Infected are everywhere, including on the rooftops, where a Hunter easily swats a Gunship into a nearby building.

[2: PROTECT the THERMOBARIC TANK]



RESCUE DANA FROM THE CORE HIVE

As the **THERMOBARIC TANK** is the only way to assault **GREENE'S CORE HIVE**, it falls to you to ensure that it makes it there in one piece. For you to have any hope of completing this mission, you require more firepower than attacking in the streets on foot; the sheer number of **INFECTED** will likely to overwhelm the **TANK** before you can effectively protect it. Choose your **MILITARY HARDWARE** and follow one of these two **PLANS**!



GROUND AND POUND: Descend to the street that the **THERMOBARIC TANK** (with its **SHIELD ICON**) is driving through, and **SPRINT** (optionally using your **SHIELD** or **ARMOR** to remove obstacles along the way) toward any nearby **TANK**. There's likely to be one on the street intersection to the **EAST**. **HIJACK** the **TANK**, ideally while **DISGUISED** as Military so you don't raise the **ALERT**.

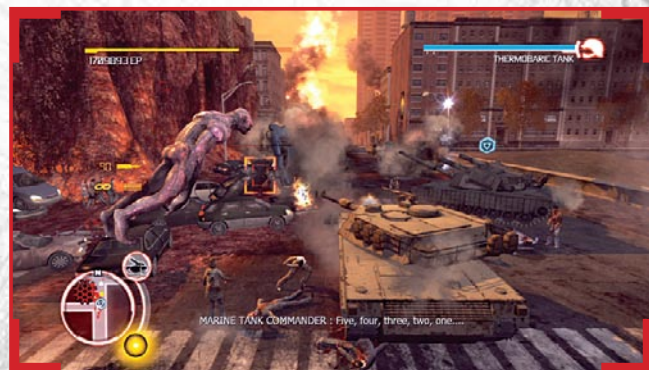


AIRBORNE VIRUS: Before you go anywhere, check your **MINI-MAP**. Notice the **HELICOPTER ICON** to your left (south)? This **GUNSHIP** is parked on the same rooftop locale as you, and is ready for you to **PILOT**! Simply move south and **JUMP DOWN** to the chopper; **SKYJACK** it (you can attempt this with or without a **DISGUISE**), and take off before the chopper is mauled by encroaching **HUNTERS**.

[2: ESCORT the TANK to the FIRST ARMORED HIVE]



RESCUE DANA FROM THE CORE HIVE



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No matter which mode of **TRANSPORTATION** you choose, the tactics remain the same.



TIP

The **GUNSHIP** is **RECOMMENDED**, because you'll face fewer attacks and have more maneuverability. You can also **TARGET** foes at much longer **RANGE**, although you have a **FINITE** amount of ammunition compared to the **TANK**.

Anything **INFECTED**, including **INFECTED PEDESTRIANS** and **HUNTERS**, that approaches the **THERMOBARIC TANK** must be cut down immediately; ideally with **MACHINE GUN** fire.

If you have **MULTIPLE TARGETS**, choose the one closest to the **TANK** you're defending. If that's tricky, choose the one you can most easily target without having to **ROTATE** the Turret a great distance.

Your **GUNSHIP MACHINE GUN** has a 360-degree aim, meaning you don't need to **TURN** the Gunship around to strike foes. If you switch to **MISSILES** though, you must pivot in the general direction of the threat.

Especially with the Gunship, you can fire on targets you can't see on-screen yet. This is extremely helpful; just fire and watch the enemy's Health decrease.

Whether you're driving a **TANK** (picture 1) or piloting the **GUNSHIP** (picture 2), follow the Thermobaric Tank through the **SIDE STREET**, turn north as you reach **CENTRAL PARK**, and defend it as it reaches the **FIRST ARMORED HIVE**.



Once the **ENEMIES** have been cleared away from the area (although some appear during the firing), the **THERMOBARIC**

TANK takes aim, and demolishes the **ARMORED HIVE** with a single, devastating shot! On to the next Hive....



NOTE

The Guide Map shows the route the Thermobaric Tank takes to the various targets in this mission.

[3: ESCORT the TANK to the SECOND ARMORED HIVE]



RESCUE DANA FROM THE CORE HIVE



The protection of the Thermobaric Tank continues once the first **ARMORED HIVE** has been destroyed. The Tank trundles off north for three blocks, then heads **WEST** for a block before zigzagging north and immediately **WEST** again. As before, continue to check your **TARGET** for **SKULL** and **TRIANGLE ICONS** that show incoming **HUNTERS** and **INFECTED ENEMIES**. It is wise to take **EXTRA CARE** when blasting away at foes; you don't want to hit a Military vehicle and increase your **ALERT LEVEL**, or the task becomes harder (although it is still possible). When the Tank arrives near the **SECOND ARMORED HIVE**, it stops one block to the north. Turn to face **SOUTH**, so you have both the **HIVE**, and the Tank in your field of vision. Now you can strafe incoming foes from the **HIVE**, but also any that take **OTHER ROUTES** to intercept the Tank. Expect a protracted battle at this point.

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TIP

Remember! These are called **ARMORED HIVES** for a reason! Don't expend ordnance blasting away at these buildings; the only weapon capable of destroying it is the **THERMOBARIC TANK**. Are you running low on **AMMUNITION** in your **GUNSHIP**, or is your **VEHICLE** about to **EXPLODE** from Infected punishment? Then seek out the nearest **MILITARY VEHICLE** (aside from the Thermobaric Tank, as you can't enter that yet), and **HIJACK** or **SKYJACK** it. Be **DISGUISED** as Military when acquiring the Tank, because firing at the Infected is bad enough, but tackling the Military too? That's a real problem.



CAUTION

WATCH OUT! If you're attacking **HUNTERS** using a Gunship, be on constant lookout for incoming **CARS** thrown by the Hunters, because they can seriously damage your vehicle.

[4: ESCORT the TANK to the THIRD ARMORED HIVE]



RESCUE DANA FROM THE CORE HIVE



The Thermobaric Tank should have around **HALF** its **DAMAGE** remaining by the time it demolishes the **SECOND ARMORED HIVE**. Now it moves south, west, and south again to a wider road, allowing you (if you're piloting a **GUNSHIP**) to drop down and easily strafe any incoming **INFECTED**.



[4: CLEAR the HIVE area of the MARKED INFECTED FORCES]

RESCUE DANA FROM THE CORE HIVE



When the Thermobaric Tank halts one block north of the **THIRD ARMORED HIVE** (Location 4), your chaperoning is almost over. As before, the **TANK** should be your main focus, but you should see enemies and **TARGET** them as soon as possible, so you can **CUT THEM DOWN** before they reach the Tank to cause damage. Your **GUNSHIP'S MACHINE GUNS** are excellent at this point, as they can fire in any direction. Also try firing the **HEAVIER WEAPONRY** such as the **MISSILES** when your enemies are away from the Tank, to avoid any **SPLASH DAMAGE**. For best results, position your **GUNSHIP** (or **TANK**) between the Thermobaric Tank and Hive, so you can whittle the majority of the foes down as they emerge from the Hive at the **SOONEST POSSIBLE MOMENT**. When the Tank is safe, it trundles up to the Hive... and the soldiers inside are promptly **CRUSHED** by the giant flapping tendrils of a **HYDRA** (picture 2)!



TIP

Use your **EARLY WARNING SYSTEM**; the **MINI-MAP** shows both **RED TRIANGLES** (Infected) and **RED SKULLS** (Hunters) approaching your **TANK** (blue shield), and this is sometimes easier than peering into the rubble and wreckage-filled ground for foes.

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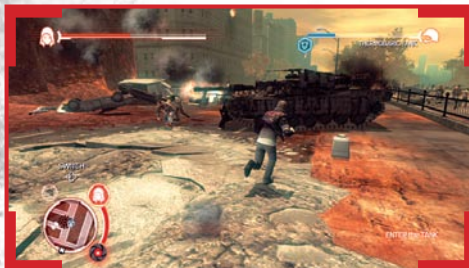
Gallery

PROGRESS

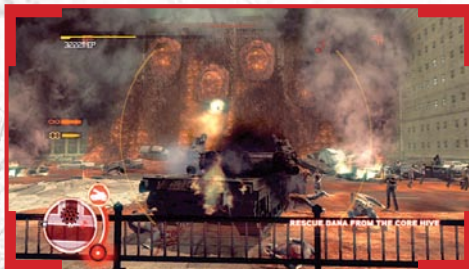
[4: ENTER the TANK] [4: DESTROY the ARMORED HIVE]



RESCUE DANA FROM THE CORE HIVE



It falls to you to **DESTROY** the **THIRD ARMORED HIVE**, and the only weapon capable is the **THERMOBARIC CANNON**.



Drop out of the vehicle you're in, and run directly to the **TANK**. Fortunately, the **HYDRA** has disappeared, allowing you

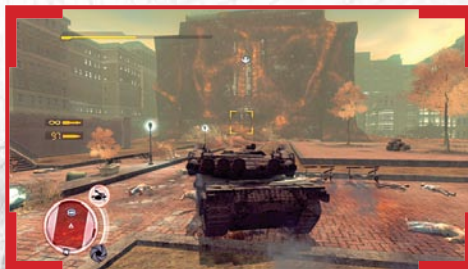
to quickly turn the Tank around to face the **HIVE**, and launch a single **CANNON STRIKE** at the building. It crumples into a pile of burning rubble and viral infections....

[5: BREACH the CORE HIVE with the THERMOBARIC TANK]



RESCUE DANA FROM THE CORE HIVE

Driving the **THERMOBARIC TANK** yourself, trundle eastward down the side street just to the south of the smoldering **HIVE**. If your **ALERT LEVEL** is still **RED**, you're likely being stalked by a **GUNSHIP**. Deal with it while you're partially hidden in the side street, either by blasting it with your Tank's **MACHINE GUN**, or **SKYJACKING** and landing it. Continue to the intersection (picture 1). Although an alley directly ahead of you leads to the **CORE HIVE**, it is safer and easier to drive north, around to the **BRICK-PAVED PARK** on



the north side of the Core Hive. Then simply **UNLEASH** the Tank's main weapon. The shell rips through the Core Hive, opening it up.



TIP

STOP!

Before you **BREACH** the **CORE HIVE**, it is **EXTREMELY ADVISABLE** that you **UPGRADE** the following **POWERS** to the **MAXIMUM CURRENT LEVEL** allowed.

- **GRAB and THROW**
- **MUSCLEMASS**
- **DIVEROLL and AIRDASH**
- **WHIPFIST**
- **DEVASTATOR**

In addition, it is **IMPERATIVE** that you **GRAB** and **CONSUME** any nearby **PEDESTRIANS** to **MAXIMIZE** your **CRITICAL MASS**.

There's no time to wait; your next **MISSION** begins now!

<[Mission Awards]>

Available Events: 2 [New], 36 [Total]
Newly Available Upgrades: 1 [New], 99 [Total]



MISSION 6.05: CHILDREN OF BLACKLIGHT

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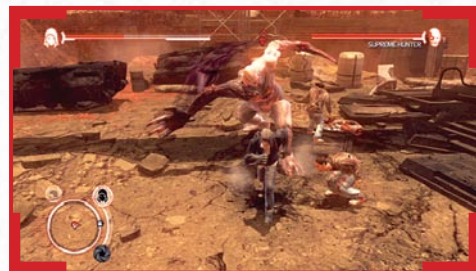
[MISSION 6.05: CHILDREN OF BLACKLIGHT] [VETERAN ENTITY ENCOUNTER: SUPREME HUNTER]

[OVERVIEW]

The epicenter of Infected activity is where the virus that once was Elizabeth Greene has been lying, waiting for you. A Supreme Hunter is conjured from her form, and this hardened and powerful entity waylays you. You must focus all your attention and Powers on thwarting it. Battling this Hunter is tough work, and you must rely on multiple Upgrades and precise combat if you are to prevail and destroy Elizabeth Greene's golem.

[1: DEFEAT the SUPREME HUNTER: ADAPT AND OVERCOME]

Throughout the battle, expect the following **ATTACKS** from the **SUPREME HUNTER**:



ENEMY ATTACK #1: CLAW SWIPE BARRAGE. Expect the **SUPREME HUNTER** to launch a series of extremely

dangerous **CLAW SWIPES** from left to right, starting with a backhand stretch. There are usually two or more, and all are damaging depending on whether you stand around and take it!

ENEMY ATTACK #2: OVERHEAD SLAM. The Supreme Hunter also loves to **STOMP**

forward while bringing its **MASSIVE AND PENDULOUS** right arm down with great force. This is **SLOWER**, but more damaging than his **CLAW SWIPE**, and can really inflict the pain!



ENEMY ATTACK #3: DANGEROUS DEBRIS. Whether or not you're making use of the variety of **OBJECTS**

strewn about, expect the Supreme Hunter to lob a variety of heavy masonry sections, explosive oil drums, and other **DETRITUS**, which causes massive crushing damage.



GROUNDSPIKE DEVASTATOR! It slams its fist into the ground, creating **FLURRY OF TENDRILS** that pierce and rip at your flesh, causing major damage!

ENEMY ATTACKS AVOIDANCE. Retreat! This Supreme Hunter is much more powerful than you, and an **EXERCISE**

IN PATIENCE is necessary here. When you notice the **SWIPE**, **SLAM**, **DEBRIS**, or **DEVASTATOR** is incoming, **AIRDASH**, **DIVEROLL**, or **JUMP** a safe distance away, then **COUNTERATTACK** once the Supreme Hunter finishes his attack.



CAUTION

DIVEROLLING and other techniques designed to retreat from these attacks are **IMPERATIVE**. Be very **WARY** of this **SUPREME HUNTER**, as his strikes inflict **TERRIFYING DAMAGE!**

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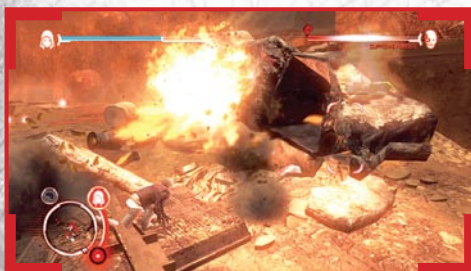
TAKEDOWN PLAN #1: STUNNING COMBO.

Large bursts of damage in a short amount of time **STUN** the beast, allowing you to **LACERATE** the Supreme Hunter with your most damaging attacks. Launch a series of **QUICK COMBO STRIKES** to Stun it, and once it's Stunned, equip either your **MUSCLEMASS** or **BLADE POWER** (picture 2) and inflict **IMMENSE PAIN** while it's prone. Are you having difficulty managing this plan? Then **DIVEROLL** to avoid the abomination's attacks, before **DIVEROLLING** back again quickly to **UNLEASH A COMBO** before the Hunter swings again. Remember that you cannot DiveRoll with the Armor Power equipped.



TAKEDOWN PLAN #2: WHIPFISTS or PROJECTILES.

This inflicts **MUCH LESS** damage, but allows you to be **MUCH FARTHER AWAY**, essentially keeping you safer and allowing you to more easily **DODGE** the Supreme Hunter's advancing charges.



One plan is to launch a **WHIPFIST** strike from range, then move to avoid being hit by the Hunter's **RETALIATORY** strikes. Try the **WHIPFIST STREET SWEEPER** for multiple hits, possibly **STUNNING** the Hunter (after which you should **PILE ON THE PAIN** as in Takedown Plan #1). Or, **GRAB** and **THROW** any scenery, such as this **MILITARY TRUCK** (picture 2) for excellent damage. **SPRINTING GRAB** and **MUSCLEMASS THROW** are imperative here.

TAKEDOWN

PLAN #3: MILITARY HARDWARE.

During **STAGE 3** of this battle, when the **MILITARY** shows up, you can use its assets to your advantage: First, the Marines on the upper areas of the arena's northern side usually carry



GRENADE LAUNCHERS. Grab one of these, and you can **CIRCLE-STRAFE** around the Supreme Hunter; quickly whittling down its Health. Or you can **HIJACK** either of the **APCs** that trundle in from time to time. This affords a short amount of protection. Keep moving around the arena, **TARGETING ONLY** the Supreme Hunter; and blast it with **MISSILES** as much as possible before the APC explodes. You don't need to leap out to survive the explosion.



TIP

Don't forget the **MILITARY**, **INFECTED**, **HUNTERS**, and **HYDRAS** all give out **HEALTH** for you to collect. If you spot Military personnel on the **CONCRETE TOWER VANTAGE POINTS**, leap at them and **CONSUME** them for a quick boost of Health, and a **NEW WEAPON**! You can also try a **DEVASTATOR ATTACK**, but the chances are you'll have been struck repeatedly, and not had the chance to reach **CRITICAL MASS**. If you can however, **DEFINITELY** execute a Devastator. This is especially true when you're in **ADRENALINE SURGE**. Make sure you attempt a **DEVASTATOR** every time you're close to death.

[2: STAGE 1: ATTACK SUPREME HUNTER HYBRID AND INFECTED]



During the initial stage of attack, the **SUPREME HUNTER** attacks you with only a couple of **INFECTED**

milling around. Use the **INFECTED** as flesh-sacs you can **CONSUME** for Health, or dispatch them easily with a **STREET**

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SWEEPER. Quickly whittle down the Supreme Hunter's Health using the previously described techniques, and try a **DEVASTATOR** if you have the **CRITICAL MASS** ready.

[2: STAGE 2: ATTACK SUPREME HUNTER HYBRID, INFECTED, HUNTERS, and HYDRAS]



Once the Supreme Hunter reaches around **75** percent Health, it summons **HUNTERS** and

HYDRAS into the battle, increasing the difficulty somewhat. You must remain more **DEFENSIVE**, but **CONTINUOUSLY MOVING**. Equip the **SHIELD POWER**, and **CIRCLE-STRAFE**. Attempt **QUICK MELEE STRIKES**, **THROW DEBRIS**, or try the **WHIPFIST** attack while **JUMPING** to take down the Supreme Hunter's energy. Leave the **HYDRAS** until Stage 3.

[2: STAGE 3: ATTACK SUPREME HUNTER HYBRID, INFECTED, HUNTERS, and MILITARY]



As the Supreme Hunter nears **50** percent Health, or after a few more minutes of **MAYHEM**, the **MILITARY** decides to

show up, posting two **MARINES** with **GRENADE LAUNCHERS** on the concrete towers, and sending in **APCs** two at a time, with more incoming when the initial ones are destroyed. **HIJACK** an APC immediately, letting it absorb some damage while you **REGENERATE HEALTH**. Use the APC's **CANNONS** to **UNLOAD** on the Supreme Hunter; and tear through both **HYDRAS**.



Because **HYDRAS** throw debris and pound the ground, offering long-range support, it is highly important to slay them; they provide **ADDITIONAL EPs**, too. Continue to **DRIVE AROUND** the arena, attempting to **AVOID** the Supreme Hunter's attacks while depleting all the **MISSILES** in your **APC**. Once the APC has no more ammo, or explodes, **HIJACK** another. This is the preferred method that ends in the **KILLING** of the **SUPREME HUNTER**. If all the **APCs** are **DESTROYED**, try **SLICING AWAY** with the **BLADE POWER** (as shown).



TIP

If the **SUPREME HUNTER** prepares its **DEVASTATOR** attack, and it is **RUMBLING TOWARD YOUR APC**, exit it with accurate **TIMING**. You're **INVINCIBLE** for the second you **LEAP** from the APC, and this can **PREVENT ALL DAMAGE** to **YOU** and the **APC**!



You stagger from the **CORE HIVE** and return to **DOCTOR RAGLAND's** Morgue, carrying the comatose form of Dana. Ragland checks her and says she's unresponsive but stable. He then hands you a map, showing a multitude of other Infections charting the entire city. He doesn't know who sent the map, but you're more concerned with combating these new threats. These are likely to include a new Military threat with strength and skill you hadn't bargained for....

<[Mission Awards]>

Available Events: 2 [New], 38 [Total]
Newly Available Upgrades: 10 [New], 109 [Total]

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MISSION 7.01: MEN LIKE GODS

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[1: Go to the CONTACT'S PHONE BOOTH]



TIP

[UPGRADES]

Be sure you continue to complete or better your scores in all the **UNLOCKED EVENTS**, and ensure your **POWERS** are at their **PEAK**, choosing from already unlocked **UPGRADES**, or newly acquired ones. For you to **SURVIVE** and **THRIVE** in this mission, it is **THOROUGHLY RECOMMENDED** that you perfect your **VEHICLE → HELICOPTER UPGRADE**. Purchasing the **GRAPPLE → POWERBOMB** or **MUSCLEMASS BOOST** is also a good plan.



Near the bridge on the **LOWER EAST SIDE** is a phone booth with a **CELL PHONE** attached underneath. Swoop down from the **TENEMENT BLOCKS** or follow the riverside road to reach it. Ignore or **PUSH** past the pedestrians, and make **CONTACT**.



A heavily modulated voice speaks quickly to you: 40 years ago, Blackwatch moved into Hope, Idaho, testing the virus for years on animals. But they let their guard down and the virus infected the town, overran the population, and found the perfect host in Elizabeth Greene. Gentek was working with a sample of the virus they called **BLACKLIGHT**, combining DNA to rewrite living creatures. You're not a human; you're the Blacklight virus. Furthermore, Blackwatch is planning to deploy a weapon against you using aircraft!

[2: OBSERVE the rooftop where the HELICOPTER is parked]



INFILTRATE THE BLACKWATCH AIR WING



The **MILITARY** is bringing in **ADDITIONAL TROOPS**, not least of which is the **AIR WING**: additional **HELICOPTERS** and quickly deployed **TROOPS** to quell the unrest and begin the search for you in earnest. The nearest **PARKED HELICOPTER** is atop a **SKYSCRAPER** west of the phone booth. **FLY** and **GLIDE** to this location, locating the **GLOWING VOLUME** on the corner of the roof. Before you step into it, you can optionally peer across to the northwest, and spot the **HELICOPTER**.

[2: CONSUME a ROOFTOP BLACKWATCH SENTRY]



INFILTRATE THE BLACKWATCH AIR WING



CONSUMING a **SENTRY** is simplicity itself if you've already got a **MILITARY DISGUISE** [which you should **ALWAYS** have at the start of every mission]. Leap across to the **HELICOPTER ROOFTOP**, ideally **WALL GRABBING** and flipping up over the edge of the wall to avoid **ATTENTION**. Then choose one of the **PATROLLING SENTRIES** walking along the edge of the roof, and use the **AIR CONDITIONING DUCTS** as cover [picture 1]; execute a **STEALTH CONSUME** and you're **READY FOR TAKEOFF**!

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Naturally, there are other, **LESS OPTIMAL** ways to complete this task: You can, for example, **LAY WASTE** to all of the **SENTRIES** except one, and then **CONSUME** him. Better yet, try **STEALTH CONSUMING ALL** of the Sentries one by one; this is good practice and easily achievable. Naturally, you can ignore stealth when you Consume the last Sentry (picture 2)!

Web of Intrigue **TARGET CONSUMED:**
Pfc Timothy Lamons

[2: STEAL the HELICOPTER]

INfiltrate the Blackwatch Air Wing

It is now a simple matter of **DROPPING** the weapon you're carrying, and **GRABBING** the Helicopter's cockpit



door: You should already have some **FLYING TIME** in this **TRANSPORT HELICOPTER**, but you can always consult the **GENERAL TRAINING** chapter for piloting maneuvers. Lift off, and your objective updates.

[3: EVACUATE the MILITARY UNITS at the ASSIGNED WAYPOINT]

INfiltrate the Blackwatch Air Wing



You must now **PRETEND** to be a **BLACKWATCH PILOT**, which is relatively straight-forward as you need to fly

north to **WAYPOINT 3**, without expending any ammunition, and **GENTLY** bring the Helicopter down onto the **ROOFTOP** so Blackwatch Troops can board. Don't fire on these Troops; your only targets are **INFECTED FORCES**.

[4: DESTROY the HIVE]

ASSIST THE MILITARY UNTIL CALLED BACK TO BASE



Swing the bird around, so you're facing **SOUTH**, and fly toward the **HIVE** in the Soho district. Your Helicopter is equipped with **ROCKETS** and **MISSILES**, and either can make short work of the Hive itself. Although there are other **INFECTED FORCES** on the ground (beware: they can throw **CARS** at you, which can seriously cripple your chopper), stay at **HEIGHT** and bombard the Hive (making sure you save around 15-20 **MISSILES**) until it explodes.

[4: DESTROY all MARKED INFECTED TARGETS]

ASSIST THE MILITARY UNTIL CALLED BACK TO BASE



Once the **HIVE** has been demolished, turn your attention to the **INFECTED TARGETS** on the street directly below; Blackwatch Troopers need to be picked up from this location, but this isn't possible until all Infected enemies are neutralized. **STRAFE** and **FIRE** your **ROCKETS** at the enemies you **TARGET**, and once you've cleared them, **DESCEND** to the **GLOWING VOLUME** next to the destroyed Hive.

MISSION 7.01: MEN LIKE GODS

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- [5: DEPLOY the MILITARY UNITS at the DESIGNATED WAYPOINT]
- [5: DESTROY the HYDRAS]
- [5: EVACUATE the MILITARY UNITS at the ASSIGNED WAYPOINT]



ASSIST THE MILITARY UNTIL CALLED BACK TO BASE



The next **WAYPOINT** (5) is a few blocks north, and is easily spotted. As you descend into the **GLOWING VOLUME**, a

HYDRA pushes out of the ground and thrashes around. The Blackwatch can't board your Helicopter while this **DANGER** exists, so ascend and begin to **RAIN ROCKETS** down on the first of **THREE HYDRAS**. It is worth descending **LOWER** because although the Hydras attack by throwing **VEHICLES** at your Helicopter (which is extremely damaging), they appear more **FREQUENTLY** when you're lower: **CIRCLE-STRAFE**, dispatching all ordnance onto one Hydra at a time until it burrows, for best results. When all the **HYDRAS** are down, descend and pick up the **MILITARY UNITS**.

[6: EVACUATE the MILITARY UNITS]



ASSIST THE MILITARY UNTIL CALLED BACK TO BASE



Fly west to **TWO MORE WAYPOINTS** (6), where additional **MILITARY UNITS** must be picked up. Land on the rooftop by the

nearest **UNITS**, who attempt to board, but some are **MAULED** by **HUNTERS**. Take off, and **CONTINUOUSLY CIRCLE** the street between the two **GLOWING VOLUMES**, firing down on the three

HYDRAS and **HUNTERS** that are attempting to knock your whirlybird out of the sky. Damage from **THROWN CARS** can be devastating, so keep **CIRCLE-STRAFING**, battling the **INFECTED** until they retreat or are all killed. Then set the chopper down on the **PIER WAREHOUSE** roof, and collect the remaining units.



TIP

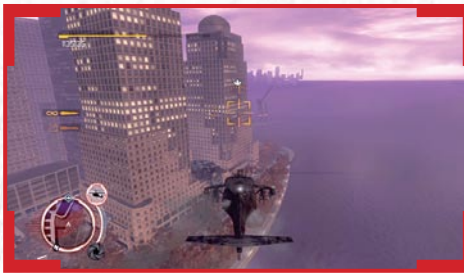
There are two alternatives to **AIRBORNE COMBAT** at this location: First, you can leave the **ATTACK HELICOPTER** on the first roof, and jump down to **ENGAGE THE HYDRAS** with your favored **COMBOS** and **POWERS** instead of using firepower. Or, you can touch down to collect both Military units and **IGNORE** the **INFECTED** completely, which is highly dangerous and requires **EXPERT PILOTING**, but allows you to scoop up the units without fighting the **HYDRAS** at all.

[7: INFILTRATE the MILITARY BASE without COMPROMISING your DISGUISE]

[7: LAND the HELICOPTER]



HEAD TO THE SPECIAL BRIEFING



You must break away from collecting units, and rendezvous on the **PIER** at **BATTERY PARK**, which is

now **RED CROWN COMMAND**. Turn your chopper southeast, and fly around or between the skyscrapers, across the **PARK**, and land in the designated area. You are about to be debriefed by **BLACKWATCH COMMAND**!



TIP

Make sure as you're as close to **FULL HEALTH** as possible before you land. You need to be at **CRITICAL MASS** for the **CARNAGE** to come!



The Commander is speaking about **BLOODTOX**, a cloudy anti-virus that only attacks the **BLACKLIGHT** virus. The Blackwatch plan is to install **BLOODTOX BLOWERS** across the city to kill all the **INFECTED**. Your cover is blown!

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CAUTION

BLOODTOX BLOWERS deploy **BLOODTOX**, which **DRAINS** your **HEALTH** when you are **CLOSE**. You must either keep away from these Blowers, or destroy them immediately.

[7: ELIMINATE all BLACKWATCH FORCES]



ESCAPE



You're surrounded by **BLACKWATCH SOLDIERS**, and the situation looks grim, but there is a **PREFERRED METHOD** to

ESCAPING, which involves the location of a new and powerful **WEAPON**: the **GRENADE LAUNCHER**. Some of the soldiers have this, while others have **ASSAULT RIFLES** or **MISSILE LAUNCHERS**, and it is important to locate the correct foe. As soon as you can, look at the soldier on your left (northwest), run and **CONSUME** him, and pick up his Grenade Launcher.

Shrug off the Assault Rifle fire from your foes, and concentrate all **FIREPOWER** on the **BLOODTOX BLOWER**



belching out **BLOODTOX** on the metal ramp. Pepper the Blower with fire until it explodes, and there are only Soldiers left. It is imperative to do this now, or you'll constantly **LOSE HEALTH** during the fight, which is about to take a turn for the worse....

Slay all the remaining **SOLDIERS**, collecting Health orbs. If you're planning to use the **GRENADE LAUNCHER**, keep **ONE** Soldier alive so you can secure a **NEW** launcher filled with ammunition before the next wave of foes arrive. Once you're armed up, slay the Soldier, and watch as an **ALL-NEW** Military foe—the **SUPERSOLDIER**—descends from the rafters.

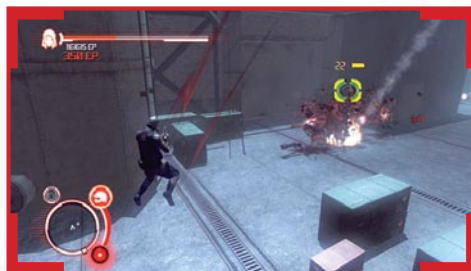


NOTE

SUPERSOLDIERS are capable of **ENHANCED MOVEMENT** and **POWERFUL ATTACKS**. They can **DETECT YOU**, even when **DISGUISED**. They are vulnerable to **GRABS** when they are **BLOCKING**.

[BLACKWATCH ELIMINATION: OPTIMAL TAKEDOWN]

With a fully loaded **GRENADE LAUNCHER**, turn to face south, ignoring the **SUPER-SOLDIER** for a second. **TEN SOLDIERS** also appear through the two **HATCH DOORS**, and it is well worth taking them all out so you only have the



Supersoldier to deal with. Aim at the **MIDDLE** of the group of five (picture 1), while taking **EVASIVE MANEUVERS**, and fire a single shot. The **SPLASH DAMAGE** from the shot takes out **ALL FIVE** foes at once! Now do this again with the other five, leaving only the Supersoldier to face, and perhaps one or two stragglers that you missed.

Now you can **TARGET** the **SUPER-SOLDIER** specifically, keeping your distance, so he can't reach you to inflict **MELEE DAMAGE**. Pepper him with **GRENADE LAUNCHER** fire until he falls, but just before he dies, check the room for **ANOTHER GRENADE LAUNCHER** for the next bout of combat.



TIP

SUPERSOLDIERS find it much more difficult to **GRAB** you if you're using your **SHIELD POWER**.



Assuming you used the previous tactics to instantly **CLEAR THE ROOM** of regular **SOLDIERS**, when **TWO MORE SQUADS** and **FOUR SUPER-SOLDIERS** arrive, you should employ the same **SPLASH DAMAGE GORE-FEST** as before (picture 1).

MISSION 7.01: MEN LIKE GODS

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Aim at a Soldier in the middle of the throng, blast him with your **GRENADE LAUNCHER**, and do the same for the second squad. This leaves you to face the four Supersoldiers. You should be collecting **HEALTH** from the fallen Soldiers, and if you've been careful, you can try finishing the Supersoldiers with a **DEVASTATOR**. Otherwise, keep moving, targeting each Supersoldier with the remaining ammunition you have.

[BLACKWATCH ELIMINATION: OTHER TAKEDOWNS]



In the same way you destroyed the **HUNTERS** back in **MISSION 2.02: BEHIND THE GLASS**, you can punch, kick, or

fire **MISSILES** at the fuel tanks until they rupture, damaging both Soldier and Supersoldier alike.



MISSILE LAUNCHERS are the second-best weapon, although firing them at point-blank range (as shown) results in a highly disgusting death, and damage for you! Fire these at distance, usually while **AIRDASHING** or otherwise airborne.



Fighting **HAND-TO-HAND** with **SUPER-SOLDIERS** is problematic, because you must quickly **COUNTER** their attacks, **GRABBING** them only when they **BLOCK**. Even your most devastating attacks are shrugged off by the **SUPER-SOLDIERS**, so concentrate on turning their attacks on themselves by effective use of Counters.

[7: ESCAPE from the MILITARY BASE]



ESCAPE



When the third wave of Soldiers and Supersoldiers is slain, you have a chance to **ESCAPE** into the **FERRY FORECOURT** where **DOZENS** of Marines are waiting to apprehend you. There are **UAVs**, **Viral Detectors**, a **STRIKE TEAM**, and two **TANKS** all ready to stop you, so pick a plan that you've previously employed, and apply it here. The mission ends when you've successfully **HIDDEN** from these forces. Naturally, you can elect to **SLAY EVERYTHING** with a **DEVASTATOR** (as shown), **ELBOW SLAM** a **TANK**, or grab a Marine, **CONSUME** him and leap behind the Ferry building to **HIDE** and simply walk out of the facility (or commandeer a Tank and drive out): The choice is yours.

<[Mission Awards]>

Available Events: 3 [New], 41 [Total]
Newly Available Upgrades: 0 [New], 109 [Total]

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[MISSION 7.02: A DREAM OF ARMAGEDDON]

[OVERVIEW]

The Military's latest creation is doing its job; culling thousands of Infected pedestrians from the Manhattan streets, and creating absolute chaos. Bloodtox is a real danger, and destroying the Blower machines before they can wipe everything out is a sound plan by your reckoning. You're faced with nine Blowers dotted around the city. All must be smashed, using subtle infiltration tactics, or an all-out assault.




[3] **[BLOODTOX BLOWER LOCATIONS (9)]**



[DESTROY all BLOODTOX BLOWERS]
[EVADE or DEFEAT nearby ENEMIES to complete the MISSION]

[2] **[BLOODTOX STAGING AREA: OVERLOOK]**



[GO to the BLOODTOX STAGING AREA]

[1] **[PHONE BOOTH]**



[Go to the CONTACT'S PHONE BOOTH]

MISSION 7.02: A DREAM OF ARMAGEDDON

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[1: Go to the CONTACT'S PHONE BOOTH]



You know the location, but not the voice on the other end of the cell phone. He tells you that Black-watch's only

motivation is to deliver the Bloodtox filtration systems far and wide across the island. You need to break their grip on southern Manhattan before they can expand their coverage radius. With this in mind, secure a **MILITARY DISGUISE** (you may already have one, or you can **CONSUME** a Soldier patrolling nearby).

[2: GO to the BLOODTOX STAGING AREA]



HALT THE DEVELOPMENT OF BLOODTOX

WALL RUN up to the top of the nearby skyscraper that provides an impressive vantage point to witness the horrifying



vista of southern Manhattan. Deadly toxins pump the air below (and in one case, above) you. These **NINE BLOODTOX BLOWERS** must be dismantled immediately, so the Military can't get the upper hand. The following information details the types of **TACTICS** you can try, before a visit to **EACH BLOODTOX BLOWER** is shown.

[3: DESTROY all BLOODTOX BLOWERS]



HALT THE DEVELOPMENT OF BLOODTOX



VEHICLE TACTICS: **GUNSHIPS** are extremely **ADVANTAGEOUS**, allowing quick entrances and exits to

each Bloodtox location, with the option of an **ESCAPE**. Unfortunately, they are **VULNERABLE** to Troopers with **MISSILE LAUNCHERS** standing on the corner of buildings, so take **EVASIVE MANEUVERS** to avoid incoming Missiles. You can **DESTROY** a Bloodtox Blower, flee the area in the **GUNSHIP** and **HIDE**, then repeat this plan.



NOTE

TRANSPORT HELICOPTERS can also be **SKYJACKED**, and these offer much more **PROTECTION**, but less impressive **FIREPOWER**. Remember that you can **ESCAPE** the ground and **SKYJACK** choppers at any time during this mission, and you are encouraged to do so!



TANKS are available to **HIJACK** after you've destroyed the first few **BLOWERS**, but as the **NINE** Blowers are scattered across this section of Manhattan, they aren't as useful when moving between locations.



They are much **BETTER** at targeting **SUPERSOLDIERS** and other enemies while you **REGENERATE**. Although you may be tempted to destroy Tanks with **ELBOW SLAMS** (picture 2), it is better to hijack and use them as portable shields instead of, or as well as, **HIDING**.



ON-FOOT TACTICS: There are different enemy types to defeat or avoid during this excursion, the most

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dangerous of which can be the **MISSILE LAUNCHER** Soldiers standing atop building roofs on the intersections above the Blowers. Reconnoiter the area before you descend to the ground, and **DEAL WITH** any Soldiers so you aren't fired on from above. You can **COMBO**, **PUNCH**, **THROW**, or for a more subtle approach, **STEALTH CONSUME** each of them without raising your **ALERT LEVEL**.



SUPER-SOLDIERS and **HUNTERS** are also present during this mission. Hunters are usually found in **INFECTED**

WATER TOWERS, and can be a good source of **ENERGY**. To **DEFEAT** them, **GRAB**, **SLAM** them with the **HUNTER DIRTNAP** move, and **SLICE** them with **BLADES** while they're on their backs. More tricky are the **SUPERSOLDIERS**, who guard most of the Blowers. Prepare to **COUNTER** their **GRABS**, then **GRAB** and **THROW** them, or **SLICE** them with Blades or your preferred **POWER**. Remember you can always flee if you're being overwhelmed.

BLOODTOX BLOWER TAKEDOWN: There are a variety of **PREFERRED** ways to destroy a **BLOWER**.

First, you can fly a Helicopter low and **TARGET** it with the chopper's weapons, ideally after defeating any foes with weaponry to shoot the chopper out of the sky. Otherwise, you can **COMBO** each Blower; but for a **SINGLE STRIKE TAKEDOWN**, employ the **HAMMERFIST ELBOW SLAM** or the **BLADE AIR SLICE** (shown); as long as you **CHARGE** the button for additional **POWER** as the strike occurs. If you use **MUSCLEMASS POWER**, you can also try throwing air conditioners and vents from the rooftops to take out Blowers from afar. Just remember to clear the nearby area of **MISSILE LAUNCHER** Soldiers first to make your job a little easier.



OPTIMAL PLAN: You can run blindly into the Bloodtox, without a well-thought-out plan, but this is **DANGEROUS**

and **UNWISE**. One exceptional plan is to **SKYJACK** a **GUNSHIP**, and work your way through the **NINE BLOWER** locations in a **COUNTERCLOCKWISE CIRCLE** (as listed below). Instead of blazing in, **PARK** your chopper close by, but within escaping distance, **STEALTH CONSUME** as many **SOLDIERS** as you can, then approach the **BLOODTOX BLOWER** and destroy it, and leave using the Helicopter to fly from location to location.



TIP

Or you could simply wade it, perform some wickedly powerful **DEVASTATOR** attacks, flee and **REGENERATE**, and repeat this plan! Also remember to **DISGUISE** yourself as a **BLACKWATCH TROOPER**; sneaking up and **CONSUMING** Missile Launcher Troopers is excellent fun!

[3: BLOODTOX LOCATIONS]



HALT THE DEVELOPMENT OF BLOODTOX



NOTE

The following path is purely optional, but it allows you to easily target each Blower without having to double-back, and provides information on the entities at each location (providing you attack in the order shown). Note that the more Blowers you've destroyed, the **MORE** enemies arrive.

BLOWER 3A: Located on a low building roof, offering a wide flat area to land a Helicopter on, and a few Troopers to defeat.



BLOWER 3B: Located on the ground in the northwest corner of an intersection. Beware of **TANKS** and **MISSILES** as you approach.



MISSION 7.02: A DREAM OF ARMAGEDDON

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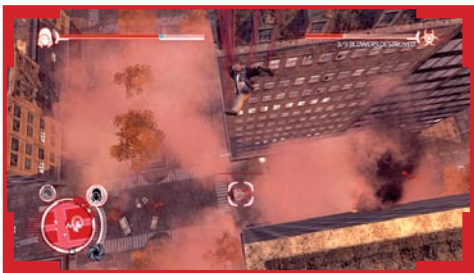
BLOWER 3C:

Located on the ground in the middle of an intersection. Beware **MISSILES** from the tall rooftops as you arrive.



BLOWER 3D:

Located on the ground in the southwest corner of an intersection with both tall and short buildings. Beware of **MISSILES** as you approach.



BLOWER 3E:

Located on the ground in the northeast corner of an intersection. Beware of **TANKS**, **MISSILES** and **SUPERSOLDIERS**.



BLOWER 3F:

Located on the ground in the eastern area of an intersection. Beware of **TANKS**, **MISSILES** and **SUPERSOLDIERS**.



BLOWER

3G: Located on top of a skyscraper. Beware of **SOLDIERS** and **SUPER-SOLDIERS**; you may wish to destroy this from **HIGH ALTITUDE** using a **GUNSHIP**.



BLOWER 3H:

Located on the ground in the northwest corner of an intersection. Beware of **TANKS**, **MISSILES**, and **SUPERSOLDIERS**.



BLOWER 3I:

Located on the ground on the eastern side of a wide intersection. Beware of **TANKS**, **MISSILES**, and **SUPERSOLDIERS**.



[3: EVADE or DEFEAT nearby ENEMIES to complete the MISSION]



EVADE THE MILITARY



Once all **NINE** Bloodtox Blowers have been destroyed, you receive a final objective. You can flee the area by foot, Tank, or Helicopter. Or, you can engage the **REMAINING MILITARY FORCES** in the surrounding city block to the final Blower, and **CRACK A FEW SKULLS**. Some additional **EVOLUTION POINTS** are at stake, if you're skilled enough. Don't forget to try **BLASTING SUPERSOLDIERS** with the **TANK'S CANNON**! When you've cleared the area of foes, or **FLED**, the mission is complete.

<[Mission Awards]>

Available Events: 3 [New], 44 [Total]
Newly Available Upgrades: 0 [New], 109 [Total]

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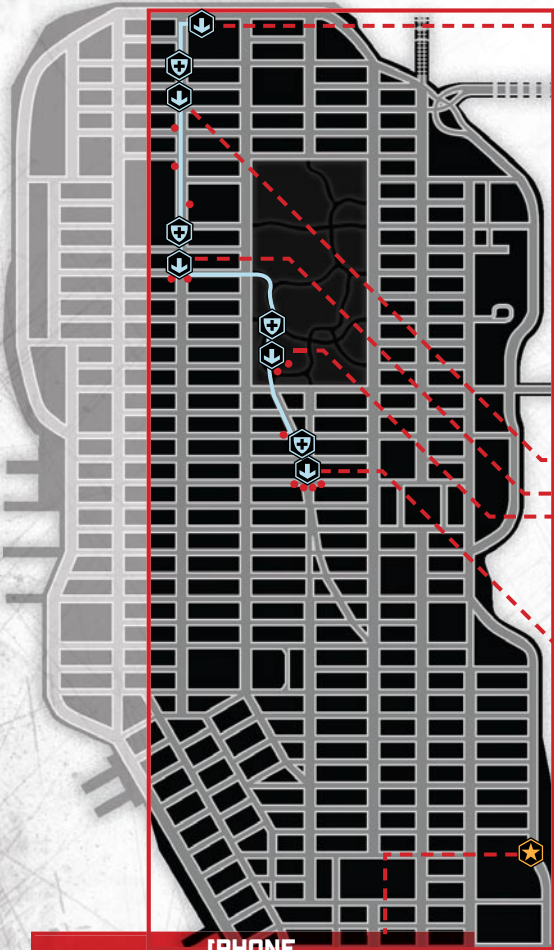
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[MISSION 7.03: THE WORLD SET FREE]

[OVERVIEW]

With the more powerful viral forces now underground, the Military is attempting to thwart their progress by pumping Bloodtox underneath Manhattan. The only machine powerful enough to deliver such a punch is waiting at the Bloodtox Facility in the north of the city. Guarding it through the war-torn streets of the Big Apple and ensuring that it is deployed to Times Square is the start of your plan to meet a like-minded test subject....



[1]

[PHONE BOOTH]

[Go to the CONTACT'S PHONE BOOTH]

[2]

[BLOODTOX FACILITY]

[CONSUME the BLOODTOX FACILITY COMMANDER]
[GO to the WEST GUARD POST and START the CONVOY]

[3]

[BLOODTOX PUMPER [AND ROUTE]]

[ESCORT the BLOODTOX PUMPER to Times Square]
[HYDRA INCURSION POINT 1: CONVOY UNDER ATTACK!]
[HYDRA INCURSION POINT 2: CONVOY UNDER ATTACK!]
[HYDRA INCURSION POINT 3: CONVOY UNDER ATTACK!]

[4]

[TIMES SQUARE: BLOODTOX PUMPER DEPLOYMENT]

[TIMES SQUARE INCURSION POINT: CONVOY UNDER ATTACK!]

MISSION 7.03: THE WORLD SET FREE

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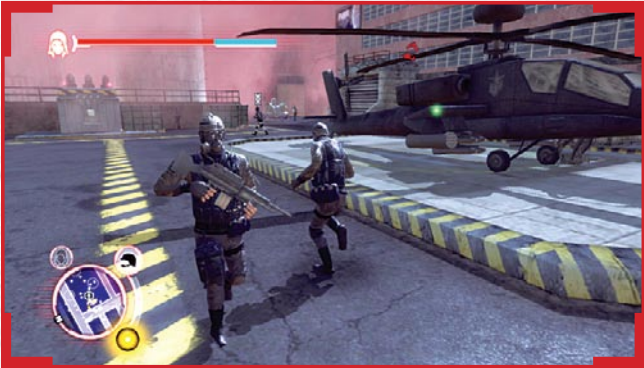
[1: Go to the CONTACT'S PHONE BOOTH]



Your contact on the Lower East Side has further information for you: This disease is **SMART**. When the Military hit it with **BLOODTOX**, it went underground, and it's massing there, preparing to subsume the city. You need to make sure the **BLOODTOX PUMPER** reaches Times Square, then the disease will be forced up, into the surface. If you don't help, that Pumper won't make it to within a mile of Times Square....

[2: CONSUME the BLOODTOX FACILITY COMMANDER]

DEPLOY THE BLOODTOX PUMPER TO TIMES SQUARE



You automatically move to the Military's **BLOODTOX FACILITY** in West Harlem. After viewing the facility **COMMANDER** from your rooftop, you should immediately enter the facility. Although **SAVAGING** the Military with your **POWERS** is tempting, it won't get this mission done, so begin by **DISGUISED** yourself as a **MARINE** or a **TROOPER**; any Military garb is fine. Beware of the **SUPERSOLDIER** to the left (north) of your starting point, as he can **DETECT** you, and raise the alarm. Move around his **SENSOR RADIUS**, into the



base (picture 1), either via the gate, or leap any perimeter wall, and then **STEALTH CONSUME** the Commander (picture 2); a straightforward plan if you time it just before he turns.

[2: GO to the WEST GUARD POST and START the CONVOY]

DEPLOY THE BLOODTOX PUMPER TO TIMES SQUARE



Barking orders to your squad mates is simplicity itself; move to the **WESTERN ENTRANCE** where you're likely to have moved into the facility. Step into the **GLOWING VOLUME**, and wave the Blackwatch Troopers to **BEGIN THE CONVOY**.



TIP

Before you start the convoy, optionally inspect this facility **THOROUGHLY**, learning the layout of the pathways between the **LARGE GAS CYLINDERS**. This knowledge becomes **VITAL** in **MISSION 8.03**.

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[3: ESCORT the BLOODTOX PUMPER to Times Square]



DEFEND THE BLOODTOX PUMPER



There is a choice of methods when **CHAPERONING** the **BLOODTOX PUMPER**, which is currently moving southward along the main street to the west of the facility. You can **SPRINT** over and **PILOT THE GUNSHIP** (picture 1),

SPRINT over and **DRIVE THE TANK** (picture 2), or follow the convoy on-foot, which is a possible plan, but one fraught with disaster, as you require the vehicles' **ADDITIONAL FIREPOWER** to keep the **PUMPER** from being damaged.



TIP

Both the **GUNSHIP** and **TANK** are fine choices; the **TANK'S** main **SHELLS** are quick and highly damaging compared to the **GUNSHIP'S** array of firepower, but the **GUNSHIP** is more maneuverable and can easily reach the **HYDRAS** you're about to face.

[3: HYDRA INCURSION POINT 1: CONVOY UNDER ATTACK!]



DEFEND THE BLOODTOX PUMPER



Follow the **CONVOY**, ideally flying low if you're in the **GUNSHIP**, or driving while looking ahead for **CLEAR SPACES**



in the path to come. After you've advanced three blocks, optionally peppering the **INFECTED PEDESTRIANS** with **SMALL ARMS ORDNANCE** (a plan that you should ignore in favor of positioning yourself well for the main attack to come), a **HYDRA** appears from the ground. Ignore the Infected, and bring all guns to bear on the **HYDRA**. Position your vehicle so **OTHER TANKS** can hit the beast as well.



TIP

All **HYDRAS** tend to **SCOOP UP** and **THROW CARS** at the **BLOODTOX PUMPER**, which can damage it severely. You can **TARGET** the **CAR**, exploding it before it reaches the Pumper, or (if you're in the Tank), drive in front of the Pumper so the car strikes your vehicle. This isn't wise in the Gunship due to its much lighter armor.



Once you receive the **OBJECTIVE COMPLETE** notice, continue southward down the road, ideally in front of the **CONVOY**, so you can deal with another **HYDRA**



appearing from the ground to your right (west), near the **PARK** and **DOMED BUILDING**. Make short work of this foe, soaking up any **CARS** it throws, or shooting them before they strike the **PUMPER**.

MISSION 7.03: THE WORLD SET FREE

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[3: HYDRA INCURSION POINT 2: CONVOY UNDER ATTACK!]



DEFEND THE BLOODTOX PUMPER



TIP

The **GUIDE MAP** shows the **BLOODTOX PUMPER'S ROUTE**, as well as every **HYDRA ATTACK POINT**. Therefore you can move to these locations, and begin the attack as **QUICKLY** as possible, but don't move farther than a block away from the **CONVOY**.



There may be movement to your left (east) as you continue to move southward, but don't let this distract you from the **CITY BLOCK** with the **DEBRIS** strewn everywhere. **TWO HYDRAS** rise from the concrete and begin



thrashing and pelting the **CONVOY** with cars. Deal with them quickly, and your convoy takes this side street eastward, toward **CENTRAL PARK**. Move your vehicle **AHEAD** of the convoy along the side street, so you can **BLAST AWAY** at another **HYDRA** as you cross the main street, into the park.



TIP

Is your **CONVOY** stationary? To get your vehicles moving again, move your vehicle close to the Pumper, until you automatically move out.

[3: HYDRA INCURSION POINT 3: CONVOY UNDER ATTACK!]



DEFEND THE BLOODTOX PUMPER



As soon as the convoy enters **CENTRAL PARK**, drive or fly to the appearing **HYDRA**, and destroy it. If you're in

the **TANK**, be sure you keep to the road that your convoy is on, as traversing the park can cause you to get stuck and be late to the third **AMBUSH** point, where **TWO HYDRAS** rear out of the ground. Move your vehicle to the side (as shown in both pictures) so the **CONVOY TANKS** can also take aim at these beasts. Be sure you cut them down quickly before the **PUMPER** receives catastrophic damage.



TIP

Have you been struck by one too many **CARS**? If your **VEHICLE** is about to explode, simply hop out, and **HIJACK** or **SKYJACK** another.

[4: TIMES SQUARE INCURSION POINT: CONVOY UNDER ATTACK!]



DEFEND THE BLOODTOX PUMPER



Move close to the **BLOODTOX PUMPER** so the convoy sets off on its final part of the journey, back onto the streets and south toward **TIMES SQUARE**. Attract the attention of a single **HYDRA** and quickly defeat it before punching



through to the tip of the convoy spear as you arrive in Times Square itself. A final **QUARTET** of **HYDRAS** rises up to attack, and this is where you should **UNLEASH** your most powerful **ROCKET ORDNANCE**, blasting each **HYDRA** one at a time until all of them are slain. Afterward, the **PUMPER** drives and unloads its cargo, ready to pump the toxin underground.

<[Mission Awards]>

Available Events: 2 [New], 46 [Total]
Newly Available Upgrades: 0 [New], 109 [Total]

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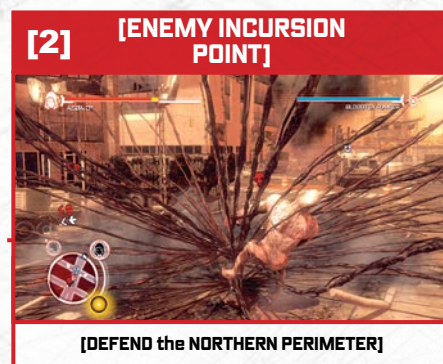
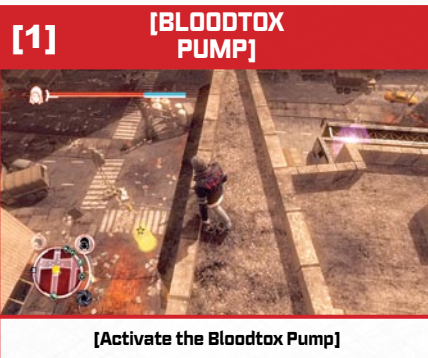
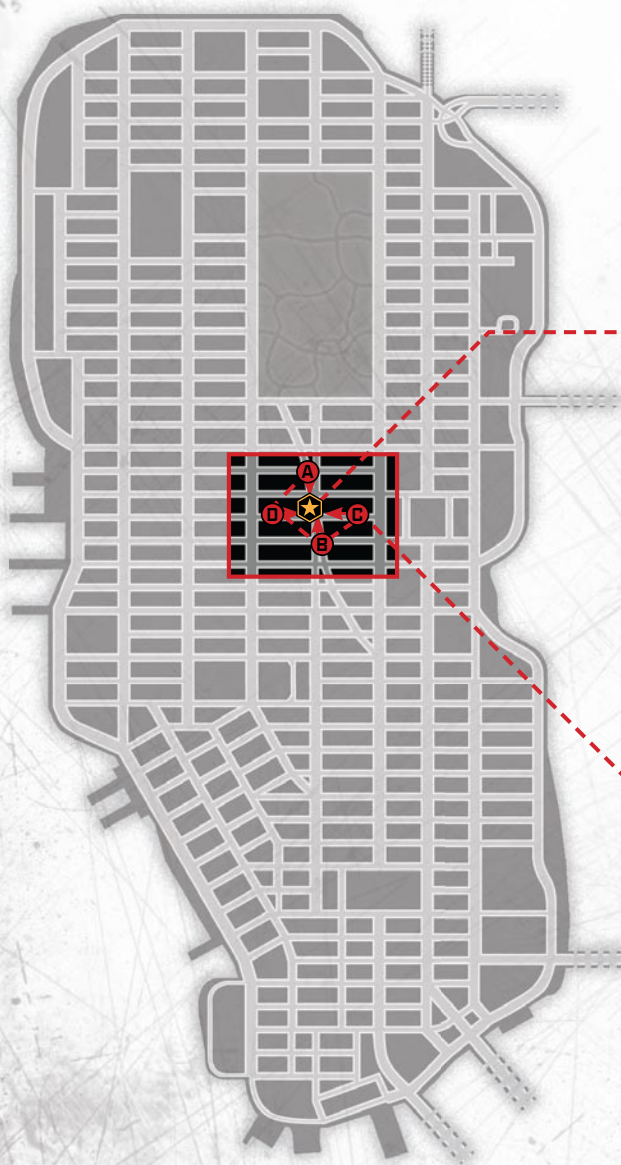
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[MISSION 8.01: THINGS TO COME]

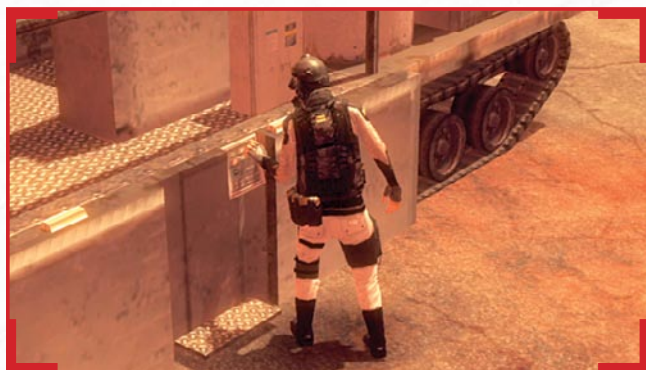
[OVERVIEW]

With the Bloodtox Pumper in place, and a Military presence to both help and hinder, you are ready to activate the machine and force these unspeakable creations from the ground. Elizabeth Greene doesn't arrive at first; instead you are met by packs of furious Hunters, all of which must be both slain and kept away from the Pumper. As the arriving entities gradually become larger and more frightening, you ready yourself for a real colossus....



MISSION 8.01: THINGS TO COME

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[1: Activate the
Bloodtox Pump]

WHOA! Before you activate the **PUMP**, there are some **EXCEPTION-ALLY IMPORTANT** additional **PREPARATIONS** to make. First, head into the nearby streets, and **CONSUME** or **BEAT DOWN** any Infected, and **REGENERATE** your Health so you're at **CRITICAL MASS**. Then head back to the **GLOWING VOLUME** and enter it. This is one of the few missions where you don't need **MILITARY GARB**, as you automatically transform into the **COMMANDER** from the previous mission when you **ACTIVATE** the Pump.



TIP

Be sure you've **UPGRADED** as much as you can prior to this mission. Your most **VICIOUS** and **DEADLY** attacks and **DEVASTATORS** are definitely now needed! Access your **POWER SELECT WHEEL**, choosing your preferred **POWERS** (**BLADE** and **SHIELD** are a good choice) before you enter the Glowing Volume, so you can **SPRINT** to an incursion point immediately.

[2: DEFEND the
BLOODTOX PUMPER]

FORCE: ELIZABETH GREENE OUT INTO THE OPEN

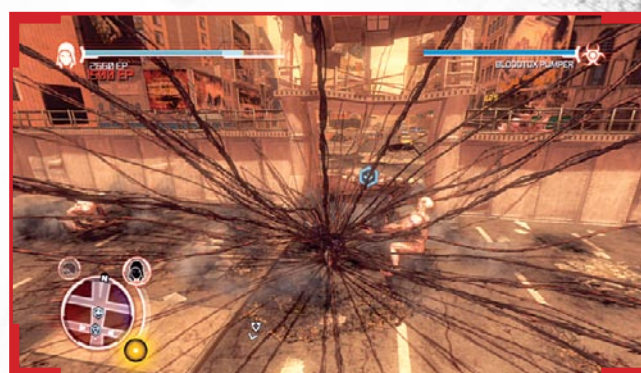


NOTE

The following series of **TAKEDOWN TACTICS** offers **OPTIMAL** methods of surviving the following two missions. However, you may have some preferred fighting techniques you wish to try; and you are **ENCOURAGED** to **EXPERIMENT**, especially with your **UPGRADES**.

[2: DEFEND the NORTHERN
PERIMETER]

FORCE: ELIZABETH GREENE OUT INTO THE OPEN



WAVE #1: FROM THE NORTH. The **PUMPER** forces the **INFECTED** up from the ground, and they begin to emerge, just as expected. The trick to **KILLING EVERYTHING** while protecting the Pumper is to know which direction the enemy spawns from. **SPRINT** northward, to the **MILITARY WALL**, and wait for the **FIRST WAVE** of **HUNTERS** to arrive. Stand just in front of the wall (as shown), and execute the **TENDRIL BARRAGE DEVASTATOR**! This rips through **ALL HUNTERS** in seconds. Another effective tactic is to find a **MISSILE LAUNCHER**, group the Hunters together as best you can, and then jump high above them and fire into the crowd below. When finished, collect their essence.

[2: DEFEND the SOUTHERN
PERIMETER]

FORCE: ELIZABETH GREENE OUT INTO THE OPEN



WAVE #2: FROM THE SOUTH. As soon as the last **HUNTER** to north is slain, **SPRINT** to the **MILITARY WALL** on the south side of Times Square, and prepare for a second wave of Hunters. Prepare and launch another **TENDRIL BARRAGE DEVASTATOR**, ripping through Hunter flesh, and bring out your **BLADE** (or other favored attack) to slay any remaining

HUNTER STRAGGLERS. If you don't have the **CRITICAL MASS** to launch a **DEVASTATOR**, **GRAB** a Hunter, execute the **HUNTER DIRTNAP**, and slash them with your **BLADES**.

[2: DEFEND the EASTERN PERIMETER]

FORCE: ELIZABETH GREENE OUT INTO THE OPEN



WAVE #3: FROM THE EAST. Six **HUNTERS CHARGE** in from the east of Times Square, from the narrower street. Ensure that you're **WELL AWAY** from the **PUMPER**, inside the side street when you launch your next **TENDRIL BARRAGE DEVASTATOR**. You **MUST NOT** strike the Pumper with this attack, as it can severely damage it. If you miss any Hunters, execute them immediately (the **BLADE** and the **HUNTER DIRTNAP** are excellent choices), as a **LARGER PRESENCE** is about to approach from the **EASTERN PERIMETER**.



WAVE #4: FROM THE EAST. Roaring into the main battle area is a **LEADER HUNTER**, full of savage fury. You can attempt to slay it with the **CRITICAL PAIN DEVASTATOR** (although you might wish to save your **DEVASTATORS** for future combat), or better yet, jump **AWAY** from its mauling attacks, comboing the jump into a **BLADE AIR SLICE** or a **HAMMERFIST ELBOW SLAM**. Three or four of these easily drop the beast, allowing you to brace yourself for the next wave of Hunters. Also remember to **DIVEROLL** away from incoming attacks to preserve your Health.

[2: DEFEND the WESTERN PERIMETER]

FORCE: ELIZABETH GREENE OUT INTO THE OPEN



WAVE #5: FROM THE WEST. Seconds after the **LEADER HUNTER** is slain, another half-dozen **HUNTERS** sprint in from the western side street. You can employ any of the previously mentioned tactics, using **DEVASTATORS**, **COMBOS**, or your favorite **POWER ATTACKS**. Or, you can **SKYJACK** a **MILITARY HELICOPTER**, and rain **MISSILE FIRE** down on the Hunters. This is a relatively safe plan, although you need to **AVOID HUNTER-THROWN TAXIS** to keep your bird airborne.



WAVE #6: MILITARY REINFORCE-MENTS. As you tear through the **HUNTER** threats, you eventually whittle them down. Proactively seek any that are close, or attacking the **BLOODTOX PUMPER**, as a matter of urgency. Once all the nearby threats are neutralized, **MORE MILITARY** turn up, including a couple of **SUPERSOLDIERS**. They can't grab you as easily if you have your **SHIELD AT THE READY**. Ignore or slay any Military foes, and prepare for the **FINAL WAVE** of the Infected.

MISSION 8.01: THINGS TO COME

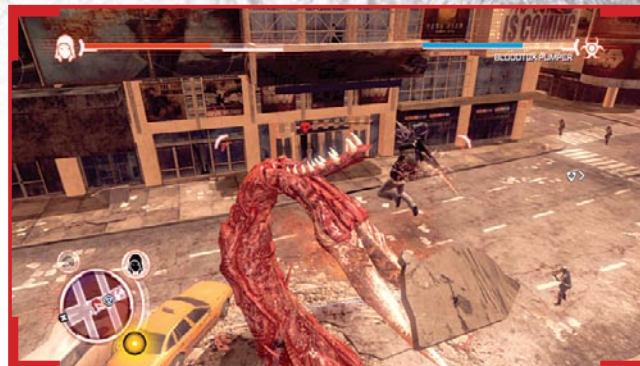
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[2: DESTROY all the remaining INFECTED]

FORCE ELIZABETH GREENE OUT INTO THE OPEN



WAVE #7A: MUTATED HUNTERS EAST and WEST: Appearing simultaneously are two **HYDRAS** and two **LEADER HUNTERS**. Although the Hydras hurl **SECTIONS OF CONCRETE** at you and the Pumper, the Hunters can move and strike both you and the Pumper, so they should be slaughtered **FIRST**. Employ your favored killing techniques, such as a **FLURRY OF BLADES**, the **AIR SLICE**, or the always-dependable **TENDRIL BARRAGE DEVASTATOR**. Attack quickly, so the Hydras don't throw too many sections of road at you or the Pumper.



WAVE #7B: HYDRAS NORTH and SOUTH: Turn your attention to the two massive snaking tendrils to the north and south, and **DIVEROLL** or **JUMP** their constant **DEBRIS-THROWING**. Choose either beast to attack, one at a time, and move onto the **CENTER** of the sidewalk so the other **HYDRA** can't hit you with **THROWN OBJECTS**. Then begin a series of attacks. You can leap in with an **AIR SLICE** (picture 1), which usually removes a **QUARTER** of a Hydra's health. Of particular interest is the **CRITICAL PAIN DEVASTATOR** (picture 2); focus your **DEVASTATOR POWER** on the Hydra to knock it back and kill it in no time. Of course, this is just the prelude of combat to come....

<[Mission Awards]>

Available Events: 1 [New], 47 [Total]
Newly Available Upgrades: 0 [New], 109 [Total]



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[MISSION 8.02: ON INSTINCT]

[VETERAN ENTITY ENCOUNTER: ELIZABETH GREENE]

[OVERVIEW]

A gibbering giant of flesh, sinew, and bone, Elizabeth Greene's monstrous host form is a sight to behold, and one to tactically hide from! Bellowing a variety of deadly attacks, and flanked by two bulbous and fleshy tendrils, Greene is a behemoth of unrelenting fury. Your fight is fraught with difficulty and danger, and careful planning is required to force her to droop and wilt. Her central stamen is the weak spot; she must yield!

[DEFEAT ELIZABETH GREENE: ADAPT AND OVERCOME]



After a massive earth tremor, a **GIGANTIC** and **HIDEOUS MONSTROSITY** tears up through the ground, and throws out an **INFECTION WAVE** that crumples the Military's defenses, sending Troopers and Infected Pedestrians through the air like rag dolls. After finding your feet, you must face, and eventually **SLAY**, this **BEHEMOTH**! Throughout the battle, expect the following **ATTACKS** from **ELIZABETH GREENE**:



ENEMY ATTACK #1: INFECTION WAVE. Elizabeth loves to send out a **MASSIVE** wave of infectious energy that bowls over you and anything else in its path. If you're caught in

it, you'll lose **HEALTH** and be thrown backward, even when airborne. **AIRDASH** out of this and quickly counterattack. The only way to avoid this is to **IMMEDIATELY RETREAT**, out of range (which is about half a block), or **JUMP** and **AIRDASH** atop a building before the wave occurs or to avoid it. When the air turns **BRIGHT ORANGE**, retreat!



ENEMY ATTACK #2: BOULDER SPITTLE. Periodically, Greene enjoys **SPITTING OUT** a vast collection of **BOULDER-SIZED ROCKS**, which can be highly damaging. **CIRCLE-STRAFE**, **DIVEROLL**, or **JUMP** around this jet, or automatically **EMPLOY YOUR SHIELD** to withstand some of the attacks.



MISSION 8.02: ON INSTINCT

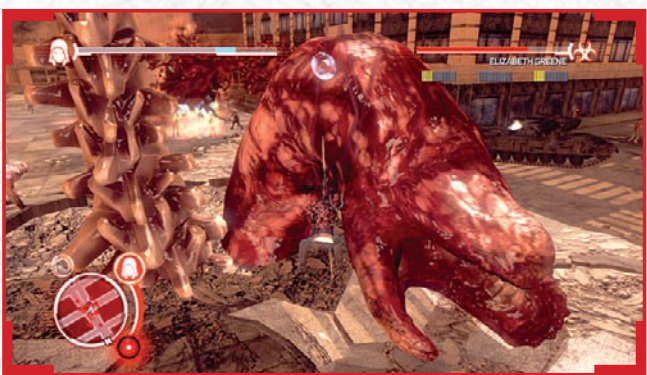
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ENEMY ATTACK #3: ENERGY ORB. Usually after one of her other attacks, **ELIZABETH** mixes up her attacks by sending out a **GROUP** of **GREEN ENERGY ORBS** to smack you about and **SAP** your **HEALTH**. You can use your **SHIELD** to absorb the **ORBS** if you're approaching her directly. Then use your trusted **DIVEROLL** and **CIRCLE** around to flee from them as competently as you can.

TIP

If you wish to **CLOSE IN** on **ELIZABETH GREENE**, wait for these **ENERGY ORBS** to appear, **HOVER**, and start **SEEKING YOU** out before you move from cover. Watch from a **NEARBY ROOF** and you'll notice that when she releases them, they **HANG IN THE AIR** for a moment, and then **HEAD YOUR WAY**. If you wait until they start to home in and then **HEAD TOWARD HER**, you can avoid them just like **HOMING MISSILES** as you close in on her.



ENEMY ATTACK #4: TENDRIL SAVAGERY. Miss Greene has two **COLOSSAL TENDRILS** that serve as **ATTACKING APPENDAGES**, slamming the ground and **BITING** you if you manage to get close to her mass. These cause considerable damage, and you are wise to **EVADE** them using any preferred technique, including **DIVEROLLS**, **JUMP** and **AIRDASHES**, or your **SHIELD**.



PREPARATION PLAN #1A: HIDE, then SEEK. When combat begins, the mayhem and panic of the street level isn't the best place to begin a **COMPETENT SERIES OF STRIKES** against this abomination. Instead, you are encouraged to **LEAP** to a nearby low roof, within **ATTACK DISTANCE**, but offering cover from all **ELIZABETH'S ATTACKS**. Use these locations, as well as **CORNERS** of **STREETS**, when you need to **REGENERATE** or watch her attack patterns.



PREPARATION PLAN #1B: HUNTER FEASTING. **GREENE** isn't usually the problem on the **EAST** and **WEST** low rooftops; groups of **HUNTERS** are. Use these beasts to your advantage. You should now be **POWERFUL** enough to **SLAY** groups of these to increase your **HEALTH** and achieve **CRITICAL MASS**. If you need help, try **GRABBING** a **HUNTER**, executing the **HUNTER DIRTNAP**, then **POUNDING** on their prone forms. Now you're ready to tackle **ELIZABETH**.

TIP

You can battle the **INFECTED** and **HUNTERS** on **SIDE STREETS** to gather more **ENERGY** as this fraught fight continues.

Equip your **SHIELD** before you face **ELIZABETH**, so you can **ABSORB** some of her projectiles. **ARMOR** is another choice, but your limited **GLIDE** and **DIVEROLL** potential is a shortfall.

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TAKEDOWN PLAN #1: DEVASTATOR!
In order to take a stab at Elizabeth Greene's main bulbous form, you must

slay the two **OUTER TENDRILS**. All types of **DEVASTATORS** are effective against both the Tendrils and the **CENTRAL STEM**. As you're almost certainly going to be struck while you **POWER UP** the Devastator when you're on the ground, you must try an **AIR GROUND SPIKE DEVASTATOR**; you can close in on Greene and quickly unleash damage on all three targets in one area. Just make sure the ground contact point is as close to this behemoth as possible!

TAKEDOWN PLAN #2: CANNONBALL!
If you're not at **CRITICAL MASS**, the **CANNONBALL** is an excellent method of



QUICKLY DAMAGING Miss Greene's **TENDRILS**. Remember to equip **MUSCLEMASS** as your **POWER** to increase the damage this attack inflicts. A Cannonball coupled with deft maneuvering can rid the beast of her guards quickly and effectively.



TAKEDOWN PLAN #3: ARTILLERY STRIKE! These are essentially **THREE FREE ATTACKS** that cause **EXCELLENT** damage. You may not commonly use this attack. As long as you **REMAIN** in the **UNIFORM** of the **COMMANDER** who you **CONSUMED** in the previous mission, you can order the **AIRSTRIKE**. So that you're not attacked during your **RADIOING**, execute the attack from behind **COVER**. Be sure your **ALERT LEVEL** is **AMBER** or lower before you try this, and remember you can order **THREE** strikes!



TAKEDOWN PLAN #4: VEHICULAR SLAUGHTER!
As long as you're **QUICK**, you can **COMMANDEER** a **TANK** or



GUNSHIP during combat. The **GUNSHIP** can only survive one hit from Greene, so **ASCEND** and back away to minimize the chances of being hit. You can then **AIM DIRECTLY** at the central **STEM**, blasting this **WEAK SPOT** for as long as the aircraft holds together.

The **TANK** (picture 2) is also a place to **REGENERATE**, and **FLEE** from the massive tendrilled monster! Back up, or your armor is gone in seconds, and **KEEP MOVING, BLASTING** the **STEM** for as long as the Tank holds together. If you have **EXPERT TIMING**, you can also **SURVIVE** her **INFECTED WAVE** without taking damage; leap from the Tank **PRECISELY** before the wave hits you and neither you nor the Tank receive damage.



TAKEDOWN PLAN #6: AIR SLICE or ELBOW SLAM! UPGRADED, hard-hitting attacks are also possible, although you have to attempt a great deal of **DODGING** to reach Elizabeth herself. A good technique is the **BLADE AIR SLICE** (shown) or the **ELBOW SLAM**, which allow you to cover great distances in the air; and inflict **SIZABLE** damage. Attempt this if all else fails!

MISSION 8.02: ON INSTINCT

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TAKEDOWN PLAN #7: CRITICAL PAIN DEVASTATOR! This attack, attempted on the **GROUND** or **AIR**, was very useful against the **HYDRAS** in the previous mission and is a fantastic method of quickly dealing with **ELIZABETH'S MAIN STEM**. Either before or after it flops onto the ground, **TARGET** and **BLAST AWAY** before she burrows underground!



OTHER OPTIONS: Throwing **VEHICLES** is also a possibility, although the damage is less than impressive. **COMBOS**, **FLYING KICKS**, and most of the techniques you mastered a few episodes ago are not wise to attempt here. Be sure you use the side streets and the newspaper hut as cover during the battle.



Elizabeth's human form spills out of the mass, and you promptly finish her off, are imbued by her horrific memories, and realize some more truths. You turn to face the Military, but it appears they are fleeing the city. Infected are encroaching on Blackwatch Command and Colonel Taggart has ordered a retreat. General Randall is furious and tells Specialist Cross that Blackwatch Command is moving to the U.S.S. Reagan. Cross has four hours to find the wayward Taggart and bring him back. Through the eyes of the Infected, Cross brandishes his electric baton, and prepares to be overrun....

[STAGE 1: ATTACK ELIZABETH GREENE]



For the initial stage, attack the two **TENDRILS**, dodging all her attacks, and once the Tendrils are defeated,

attack the **MAIN STEM** using any technique previously noted. Keep this up until **GREENE'S STEM** collapses, exposing her mutated **STAMEN**. Launch a **FLURRY** of attacks at this, such as a **BLADE COMBO** (shown) or the **CRITICAL PAIN DEVASTATOR**. You must inflict damage to reduce **GREENE'S** Health to 50 percent or face her again if she burrows underground.

[STAGE 2: ATTACK ELIZABETH GREENE and HYDRAS]



GREENE burrows back below the earth, allowing you to **QUICKLY COLLECT** the **HEALTH ORBS** and achieve **CRITICAL MASS**.

Then she appears, and once she's down to around 50 percent Health, two **HYDRAS** appear next to her **TENDRILS**. Attack this **GROUP ABOMINATION** in exactly the same manner: A **DEVASTATOR** reduces the Health of every tendrilled entity. When the **STEM FLOPS**, slaughter the **STAMEN** using hard-hitting strikes and repeat this tactic until **GREENE** is **FINALLY SLAIN**.

<[Mission Awards]>

Available Events: 1 [New], 48 [Total]
Newly Available Upgrades: 0 [New], 109 [Total]

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Web of Intrigue TARGET CONSUMED:
Elizabeth Greene

[MISSION 8.03: SHOCK AND AWE]

[OVERVIEW]

You must rampage through the Military's base of operations north of Manhattan to rid the world of Bloodtox anti-virus once and for all. This is also the start of a plan to seek the doctor behind your past: McMullen. You must head to the Bloodtox Facility, and systematically crush the small concrete filter huts responsible for the deaths of so many of the Infected. This is a fight that ends on your terms.

[3] [BLOODTOX FACILITY]

[DESTROY the FILTER UNITS to DISABLE the FACILITY]

[2] [BLOODTOX FACILITY OVERLOOK]

[GO to the BLOODTOX FACILITY]

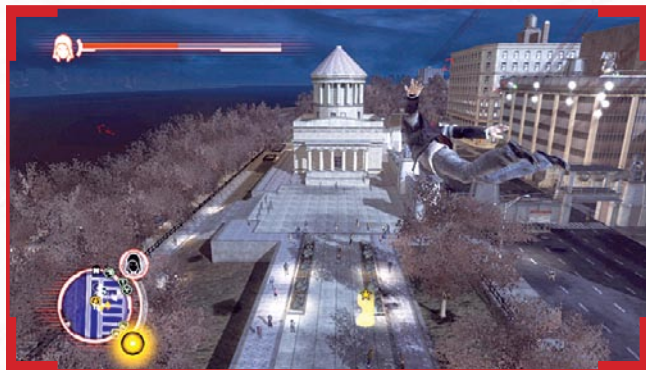
[1] [PHONE BOOTH]

[Go to the CONTACT'S PHONE BOOTH]

MISSION 8.03: SHOCK AND AWE

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[1: Go to the CONTACT'S PHONE BOOTH]



When you've recovered, visit the second **PHONE BOOTH** that your **CONTACT** has flagged. He tells you that **McMULLEN** has gone to ground; you've come too close, too many times. However, now you have an advantage that Blackwatch doesn't know about: your growing immunity to Bloodtox. You're urged to destroy the **BLOODTOX FACILITY** head-on, with no time for doubt or planning.

[2: GO to the BLOODTOX FACILITY]



DESTROY THE BLOODTOX PRODUCTION FACILITY



Leave the **PHONE BOOTH**, but not before you've **SECURED** a **MILITARY DISGUISE** [or kept the one from the previous mission]. You must now journey to the **BLOODTOX FACILITY OVERLOOK**, to the northeast. This offers an excellent view of the facility. Unfortunately, it is shrouded in Bloodtox vapors, and it is difficult to see what you're supposed to destroy. You may be developing an **IMMUNITY** to this anti-virus, but it still saps your Health and kills you. Heed these **WARNINGS** before you continue:

[3: DESTROY the FILTER UNITS to DISABLE the FACILITY]



DESTROY THE BLOODTOX PRODUCTION FACILITY



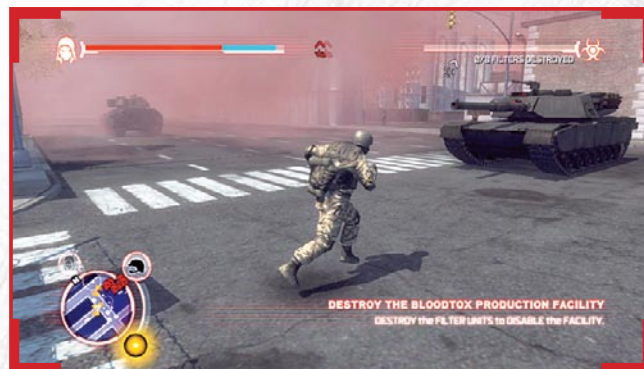
CAUTION

Before you attempt to **FORCIBLY DISMANTLE** this facility, you must realize the following:

Your **HEALTH** declines throughout, due to your exposure to **BLOODTOX**. This means **CRITICAL MASS** attacks aren't usually possible.

This base, and **ENTIRE DISTRICT**, is very well guarded, and there are **BLOODTOX BLOWERS** outside the facility as well. Proceed with extreme caution!

The base is guarded by **SUPERSOLDIERS**, **TANKS**, **GUNSHIPS**, **MISSILE-LAUNCHER SOLDIERS**, **UAVs**, and quick-response **STRIKE TEAMS**. You almost certainly **MUST FLEE** and regroup to succeed in this mission.



Drop down to the north street near the **OVERLOOK**, and **ENTER** the street running by the **FACILITY**. **ALWAYS** check your Mini-Map for **VIRUS DETECTORS**; these are either **SUPERSOLDIERS** or **UAVs**. It is better to step out of their **RADIUS**, although you can **DESTROY UAVs** and then hide. In front of you is a **TANK** and an **APC**. Now that you're aware of the difficulties associated with this mission, here are some **OPTIMAL TACTICS**, followed by a **VISUAL LOCATION** for each **FILTER**.

APC RUSH: Of the two empty vehicles by the front gate, the **APC** is by far the preferred vehicle, because it is smaller and can maneuver around the facility with greater agility. Drive through the entrance, taking care to **KEEP MOVING** so you don't **TRIGGER** the **ALERT**, and optionally



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drive around, locating each of the **EIGHT FILTERS**. Compare their locations to your Mini-Map; you're **NOT** looking for **BLOWERS**; **ONLY** the small, concrete **HUTS**.



Head back to the initial area of the base once you've familiarized yourself with the **LAYOUT**, and use the **APC's MISSILES** to destroy **EACH** of the **FILTERS**. Expect each Filter to take three **MISSILES**. The trick here is to **IGNORE ALL ENEMIES** and **BLOWERS**, shrugging off the damage the **SUPERSOLDIERS** are inflicting on your **APC**, and firing **ONLY** on each **FILTER**, as quickly as you can. With practice, you can take out **SEVEN** of the Filters before the **APC** is destroyed. More realistically; expect to blast **THREE** or **FOUR** before your vehicle is compromised.



TIP

If you require **FURTHER KNOWLEDGE** of this facility's layout, you should **THOROUGHLY** inspect it before you **BEGIN THE CONVOY** in **MISSION 7.03**.



RUN AWAY! Once the **APC** has been compromised, you **MUST RETREAT**. The mixture of Bloodtox and concentration of enemies means combat is **ALMOST CERTAINLY SUICIDE**. Instead of fighting and watching your Health deplete, shrug off attacks and hide in the **NARROW ALLEYS** of the nearby **TENEMENT BLOCKS**. You'll spend some significant time shaking the **STRIKE TEAMS** summoned, so it's better to **DESTROY** or **SKYJACK** the Gunships well away from the facility. Also remember that **SUPERSOLDIERS** act as **VIRAL DETECTORS**, so run out of their detection radius when regrouping.



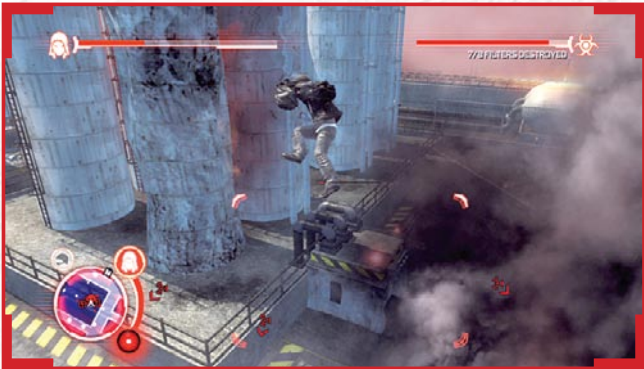
GUNSHIP or **TANK TAKEDOWN:** The Gunship is highly maneuverable, but isn't really up to the job of destroying more than **TWO** or **THREE FILTERS** before the **GROUND-TO-AIR MISSILES** home in. You can take evasive maneuvers, but this wastes time, and you'll soon deal with **STRIKE TEAM** Gunships, too. **SKYJACKING** a Gunship is difficult too; you need to fly it **WELL AWAY** from the facility and drop behind building cover to lower your **ALERT LEVEL**. Now you can check out the base from the air.

With a **TANK**, you don't have the room to maneuver through the base, but you have slightly better armor. If you're intent on using vehicles to finish this mission, use the **APC** to take out the **FILTERS** in the center of the base, then **HIDE**, return as a **SOLDIER**, **HIJACK** a **TANK**, and prowl the **PERIMETER**, finishing off the remaining Filters.



TIP

If you insist on **SUICIDE**, you can **BLAST** Filters without worrying about your Health, as a **CHECKPOINT** is **TRIGGERED** when you destroy **TWO** and **SIX** of the Filters, and you begin at this point, inside the **APC**.

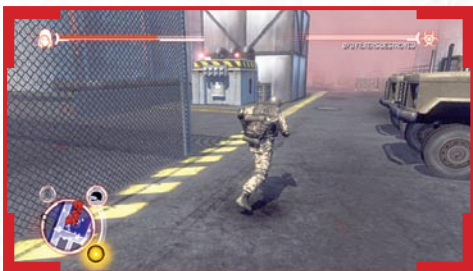


DROPPING IN: Your **CONSIDERABLE MUTANT TALENTS** are also available to break down the Filters. Naturally, without **DEVASTATORS**, you must rely on **SINGLE, HIGHLY DAMAGING STRIKES** such as the **ELBOW DROP**, **SLAM**, or **AIR SLICE**. Remember to **HOLD DOWN** the button for greater damage. Unless you wish to die, **FLEE** as your Health diminishes, **REGROUP**, and try again. You may be able to take out **TWO** or **THREE** Filters at a time if you're on foot.

MISSION 8.03: SHOCK AND AWE

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[VISUAL LOCATIONS: FILTERS]



FILTER #1: From the main **EAST** entrance, left of the two parked **TRUCKS**.



FILTER #2: From the main **EAST** entrance, right of the two parked **TRUCKS**, near the **HELIPAD**. Ignore the **BLOWER** to the right of it.



FILTER #3: On the other side of the small building from **FILTER #1** (to the right of this picture).



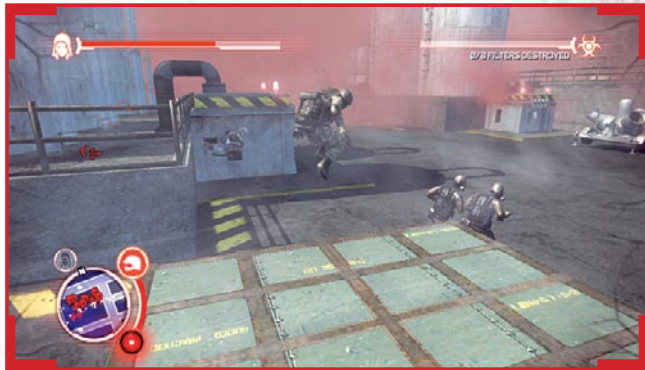
You hatch a particularly cunning plan to meet with McMullen, leaping for a Gas Tank and being caught in the explosion. Your "corpse" is transported to McMullen's Laboratory at an undisclosed location, where you proceed to meet and greet your "boss," telling him to be careful where he waves that gun. You've come for answers, mainly about the virus coursing through your veins and Hope, Idaho. The revelations that transpire are nothing short of shocking and awe-inspiring!

<[Mission Awards]>

Available Events: 1 [New], 49 [Total]
Newly Available Upgrades: 4 [New], 113 [Total]



FILTERS #4 and #5: In the **MIDDLE** of the facility, to the right of the Blower and parked **TRUCK**, on either side of the **TARMAC PATH**.



FILTER #6, #7 and #8: The **WEST** entrance, in the tarmac courtyard on either side, with the **LAST FILTER** in the northeast corner of the facility.

The above Filters are numbered with the **BEST ROUTE** to take in mind. Destroy them in the order presented above.



NOTE

You now have **ACCESS** to all available **UPGRADES**; no more are awarded from this point onwards.

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[MISSION 9.01: THE LAST MAN]

[OVERVIEW]

Colonel Taggart and his forces are fleeing the city, and the senior personnel are aboard a fleet of Transport Helicopters, taking off from the west side of Manhattan. You're tasked with the destruction of every one of them. Certain Upgrades now become incredibly useful, and although you're not happy about the collateral damage, Taggart is the key to reaching the real power behind this viral armededdon.

[4] [HELICOPTER STAGING AREA #3]

[DESTROY TAGGART'S TRANSPORT HELICOPTERS: STAGING AREA #3]

[3] [HELICOPTER STAGING AREA #2]

[DESTROY TAGGART'S TRANSPORT HELICOPTERS: STAGING AREA #2]

[2] [HELICOPTER STAGING AREA #1]

[DESTROY TAGGART'S TRANSPORT HELICOPTERS: STAGING AREA #1]

[1] [LOOKOUT POINT PHONE BOOTH]

[Go to the Lookout Point]

MISSION 9.01: THE LAST MAN

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[1: Go to the Lookout Point]



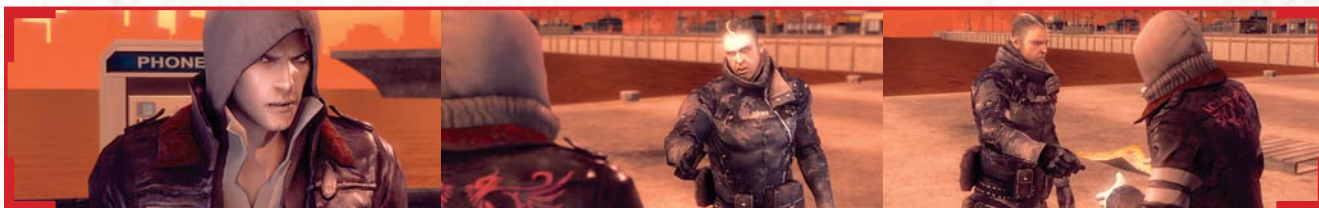
TIP

[UPGRADES]

The final **UPGRADES** become available. Choose what you need. There's plenty of **HAVOC** in the city to bolster your **EVOLUTION POINTS**.

When you're ready, head toward **LOOKOUT POINT**, a pier in the **SOHO** district, and the final **CONTACT**

POINT with your mysterious adviser. Arrive there on foot, or in whatever vehicle you wish, but remember, the vehicle will **NOT** be available once the mission starts. Step into the **GLOWING VOLUME** at the end of the pier.



*Specialist Cross thinks it's time for you both to talk. You realize you've done Cross's job for him and broken the back of the infection. Of more concern is General Randall, who's considering nuking the entire area! As you'll be blown out of the sky if you try to approach the U.S.S. Reagan, Cross shows you locations where **GROUPS** of **TRANSPORT HELICOPTERS** are taking off. Colonel Taggart is the key to boarding the Reagan, and he may be aboard one of those choppers.*



NOTE

BEFORE you head toward the **FIRST HELICOPTER STAGING AREA**, it is useful to **CHECK OUT** the guide map (to the left). It shows the **THREE STAGING AREAS** (Locations 2, 3, and 4), and the **STARTING** locations of each **TRANSPORT HELICOPTER** within those Staging Areas. Each Helicopter takes off in a **RANDOM ORDER**.

heading northwest, dodging the **PITCHED BATTLES** between the **INFECTED** and the Military. As there are **MILITARY GUARDS** at each Staging Area, you are wise to **REMAIN DISGUISED** as a Soldier. Secure a Disguise and **LOW ALERT LEVEL** before you arrive at the Staging Area, for best results.

[HELICOPTER TAKEDOWN TACTICS]

PREVENT-TAGGART-ESCAPING-BY-AIR

Before you engage the Transport Helicopters, here are the various methods you can use to **DESTROY** them:

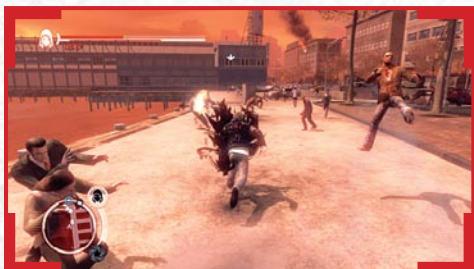


METHOD #1: CANNONBALL. Due to the excellent airborne **RANGE**, this **UPGRADE** is **BY FAR** the easiest way to defeat **EVERY SINGLE HELICOPTER**, although you must be quick and

[2: GO to the FIRST HELICOPTER STAGING AREA]



PREVENT-TAGGART-ESCAPING-BY-AIR



After studying the **GUIDE MAP** showing the **THREE STAGING AREAS**, set off along the riverside

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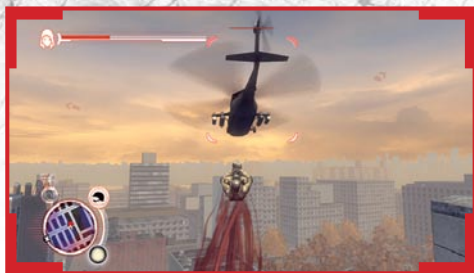
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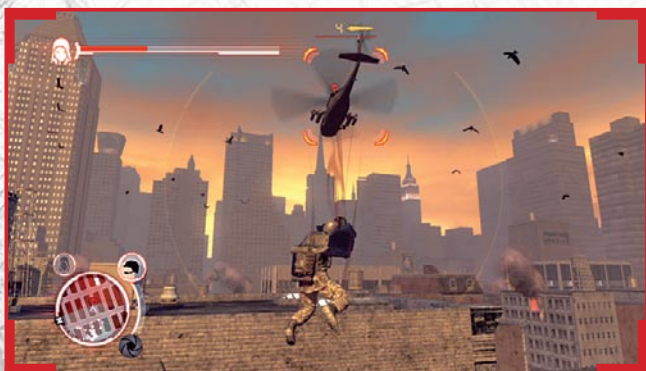
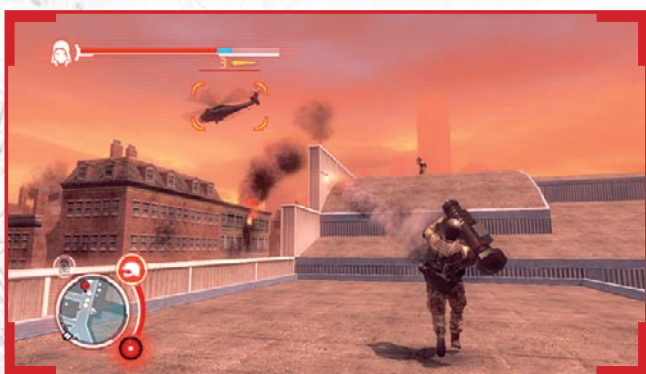
tackle them in the **ORDER THEY DEPART**. **TARGET** the Helicopter; **LEAP**, then **CANNONBALL** into the chopper.

For best results, employ your **MUSCLEMASS POWER** for added damage, and **HOLD DOWN** the **BUTTONS** for greater damage, too. If you **REMAIN** in **MILITARY DISGUISE** during these Cannonballs, most of the time you won't even **RAISE** the **ALERT LEVEL**! It should take only **ONE CANNONBALL** to defeat each Helicopter.

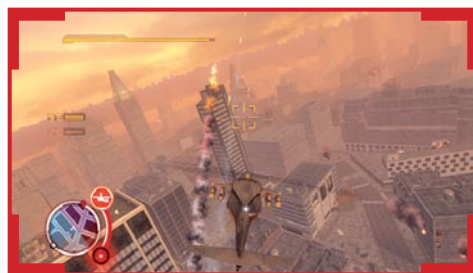


TIP

Be sure you **JUMP** and **FIRE** in the air, or when you have a **DIRECT LINE-OF-SIGHT** to your target. You could always grab a **MISSILE LAUNCHER**, and keep it while you **CANNONBALL** each Helicopter, using the Launcher as **BACK-UP** if your Cannonball doesn't connect.

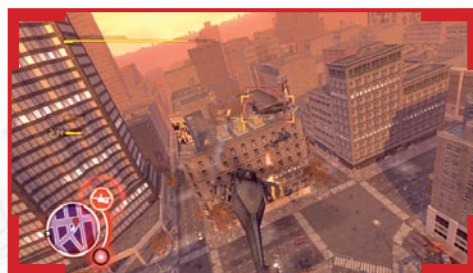


METHOD #2: MISSILE LAUNCHER. You can obtain a **MISSILE LAUNCHER** from the various **SOLDIERS** stationed on the rooftops, guarding the Helicopter ascents. Assuming you've **PERFECTED** your **UPGRADE**, you have **SEVEN MISSILES** before you need to find another Soldier's Launcher. As each **TRANSPORT HELICOPTER** only needs **ONE** Missile strike to be destroyed, you should have **MORE** than enough shots to blast Helicopters in each Staging Area, then pause to secure another Launcher before heading to the next Staging Area. You face **STRIKE TEAM GUNSHIPS** if you use this technique, as well as **SENTRY TURRETS**; you're more prone to attack using this compared to Method #1.



METHOD #3: CHOPPER VS. CHOPPER.

Instead of demolishing each **TRANSPORT HELICOPTER**, you can elect to **SKYJACK** it, or a nearby **GUNSHIP**. The Transport is a better bet, because you **REMOVE** one from escaping, and



they can **WITHSTAND ENEMY FIRE** for much longer. Simply **CANNONBALL** or try a **FLYING KICK** up to the flying Helicopter, then **GRAB** it. The **WHIPFIST LONGSHOT GRAB** can also add extra range to this maneuver. If the Helicopter is **TOO HIGH** or **TOO FAR** to reach, simply check the **GUIDE MAP**, and find the next Transport Helicopter that hasn't taken off yet, and **HIJACK** that from the ground.

Once airborne, ascend and pivot the craft to avoid **INCOMING MISSILES**, and choose the **SMALL ROCKETS** to fire instead of the **MACHINE GUN**. Although neither of the Helicopter's weapons home in, your chopper's **AIRBORNE AGILITY** means chasing and aiming at the escaping Helicopters is straightforward. However, you're also likely to **CRASH** and **BURN** if you hover, because Missiles are likely heading in your direction.



TIP

Remember that **BETWEEN STAGING AREAS**, you can **HIDE** your Helicopter atop a skyscraper, or behind a building, and approach the next Staging Area without the Military being on high Alert.



CAUTION

Although you can **HIJACK TANKS**, they are **NOT** recommended as it is very difficult to aim at flying enemies within the concrete canyons of the city.

MISSION 9.01: THE LAST MAN

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METHOD #4: SKYJACK. One plan you may not have thought of is to **SKYJACK** a Helicopter, and then **LEAP OUT** straight away.

or use it to fly to the next escaping Helicopter, **LEAP OUT**, and **SKYJACK** the next instead of firing at it. This allows you to be more flexible and utilize your **UPGRADES** a little more cunningly. But nothing beats **METHOD #1**, as long as you're quick!



TIP

Remember you're **ONLY TARGETING** Transport Helicopters. Gunships are simply patrolling, or Strike Teams, and aren't mandatory takedowns.

[2: DESTROY TAGGART'S TRANSPORT HELICOPTERS: STAGING AREA #1]



PREVENT-TAGGART-ESCAPING-BY-AIR



There are **THREE HELICOPTERS** to destroy in the **FIRST STAGING AREA**, and each takes off one at a time,

in **RANDOM** order. This area has only low-lying buildings, making access to each Helicopter straightforward. On the initial roof (shown), you can easily destroy a Helicopter, and steal a Missile Launcher from a Soldier. Choose your preferred method of exploding the Transport Helicopters, and employ it. Each Helicopter maneuvers in a roughly **EASTERLY** direction.



CAUTION

Chase down any escaping Helicopter because if it makes it to the water on the east of the island, your mission fails. However, your talents are considerable; you can **AIRDASH** and **GLIDE**, and **CATCH UP** to a departing Helicopter with **FLYING KICKS** or **CANNONBALLS**, even if the attacks don't reach, as long as you're **TARGETING** the Helicopter. Try the **TARGET TOGGLE** in **OPTIONS → CONTROLS** to keep a constant tag on your intended foe. Note that some Helicopters head **SOUTHEAST** from this location before shifting eastward.

[3: DESTROY TAGGART'S TRANSPORT HELICOPTERS: STAGING AREA #2]



PREVENT-TAGGART-ESCAPING-BY-AIR

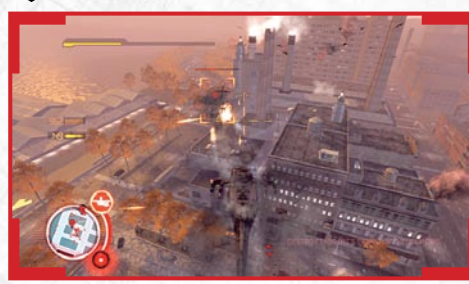


There are **FIVE HELICOPTERS** to destroy in the **SECOND STAGING AREA**, and the first three take off **ONE** at a time, while the **LAST TWO** depart **SIMULTANEOUSLY**, in **RANDOM** order. One of the Helicopters is parked atop a nearby stadium, making it an easy target to **STRAFE** while you deal with another airborne foe. Be **QUICK** and always check your Mini-Map to see where your departing chopper is, because you're close to the **SKYSCRAPERS**, which are a little more difficult to **AIRDASH** and **GLIDE** or **FLY** through.

[4: DESTROY TAGGART'S TRANSPORT HELICOPTERS: STAGING AREA #3]



PREVENT-TAGGART-ESCAPING-BY-AIR



There are **FIVE HELICOPTERS** to destroy in the **FINAL STAGING AREA**, and the first **TWO** take off **SIMULTANEOUSLY**,

followed by the final **THREE** all at once, in **RANDOM** order. Notice that the three Helicopters on the east side of the Staging Area are very close to each other; making them excellent **CANNONBALL** targets to smash in quick succession. The area also features **SENTRY TURRETS** and more Missile Launcher Soldiers, so it is wise to **APPROACH** the Staging Area with a **LOW ALERT**. Once the last of the 13 Transport Helicopters plummets to earth, your mission is over.

<[Mission Awards]>

Available Events: 1 [New], 50 [Total]
Newly Available Upgrades: 0 [New], 113 [Total]

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MISSION 9.02: TWO TICKETS

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[1: Go to the Lookout Point]



You meet with Cross atop a skyscraper in Soho. He tells you Taggart's air power is crippled, and he's likely to make a run for it on the ground. Blackwatch units are massing at one of his bases, setting up roadblocks to allow him safe passage to the Brooklyn Bridge. He must be hit, now, before his base defenses are complete. Pile on the pressure, but don't let him escape, warns Cross, or your ticket onto the Reagan is gone!

[2: GO to TAGGART'S BASE]



FORCE-TAGGART-OUT-INTO-THE-OPEN



TIP

STOP! Before you go any further, make sure you're at **CRITICAL MASS**, and you have a **MILITARY DISGUISE**. Both these give you advantages in the frantic combat to come. Also, don't look to the **SKIES** for enemies or a **RIDE**; **HELICOPTERS** are no longer available!

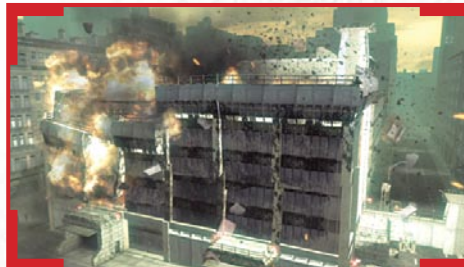


Head northeast toward **TAGGART'S BASE**, ideally in the **DISGUISE** of a Soldier. When you near the base, land on one of the buildings surrounding the base, and inspect the **THREATS** contained below. You have numerous **SOLDIERS**, carrying a variety of weapons including **ASSAULT RIFLES**, **MACHINE GUNS**, and **MISSILE LAUNCHERS**, milling about on the ground. **TANKS** are parked on either side of the **CONCRETE STREET WALLS**, and more appear from the base's side entrances if the base goes on Alert. There are **SIX SENTRY GUNS**, **FIVE VIRUS DETECTORS**, two **SUPER-SOLDIERS** (that can detect you), and two **UAVs**, not to mention numerous **MISSILE LAUNCHER SOLDIERS** guarding nearby rooftops.

[2: DESTROY TAGGART'S BASE]



FORCE-TAGGART-OUT-INTO-THE-OPEN



The **DESTRUCTION OF TAGGART'S BASE** (shown) involves **TWO** main plans; a **STEALTHY APPROACH**, or a **DIRECT**

APPROACH. The former involves you systematically **DEMOLISHING** the base defenses, one threat at a time, before fleeing to **HIDE**, regrouping, and continuing. The latter involves you shrugging off the **ENEMY FIREPOWER** and simply **TARGETING THE BASE** and destroying it as quickly as possible. **STEALTH** takes a lot longer, but is marginally safer and nets you more **EVOLUTION POINTS**. The **DIRECT** approach is dangerous, but quick.

[THE STEALTHY APPROACH]

If you want to systematically destroy **ALL BASE THREATS**, tackle the following optional targets, ideally while pretending to be a **SOLDIER**, in the following order:

UAVs: Your first threats are entities with **VIRAL DETECTION CAPABILITIES**. From a rooftop vantage



point, with your **ALERT LEVEL** low, **TARGET** one of the two floating **UAVs**, and crash into it with a **FLYING KICK**,

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CANNONBALL, or other favorite airborne attack. **AIRDASH** away from the destroyed UAV; you may defeat it without raising your Alert Level, but it is good to **HIDE**. Another option is to aim and fire at these UAVs with a **RANGED WEAPON** [such as the **ASSAULT RIFLE**]. Repeat this plan for the second UAVs.



SUPERSOLDIERS: The second of the threats with **MOBILE VIRAL DETECTION** are the **SUPERSOLDIERS**. You usually coax them into a fight when you destroy a UAV and attempt to **FLEE**. Be ready with a **WEAPON**, or **COUNTER** their attacks, and remove this threat from play.



VIRAL DETECTORS: There are **FIVE** of these annoyances; one on the **ROOF**, and **FOUR** within the perimeter

walls. Change to **ALEX'S FORM**, and execute an **ELBOW SLAM** or **AIR SLICE** to destroy each **DETECTOR** in one fell swoop. Alternately, you can approach as a **SOLDIER** and **SABOTAGE** them, but you need to be very quick.



SENTRY GUNS: There are **TWO** on the base roof, and **FOUR** on turrets around the **GROUND PERIMETER** of the base. These should be tackled next using similar hit-and-run tactics. **CANNONBALL** and obliterate a Sentry Gun, immediately **FLEE** and **HIDE**, and repeat this until all these automated turrets are nullified. Alternately, use

LONG-RANGE WEAPONS to do the job. Although these are the source of **CONSIDERABLE FIREPOWER**, you first priority is to remove all methods of the enemy knowing where you are.



MISSILE LAUNCHER SOLDIERS: Blackwatch Troopers appear on the rooftops the first time you trigger the **ALERT**. When you approach the **BASE** for a subsequent time, check nearby rooftops in **DISGUISE**, and **STEALTH CONSUME** any, lessening their threat considerably.



TANKS: The final major threat are the **TANKS**, located near the **ENTRANCES** at each side of the base. With an **AMBER ALERT** or lower, drop down in your **MILITARY DISGUISE**, and **HIJACK** the Tank. Immediately hop out again, and move to the next Tank. This quickly removes the Tank threat because the vehicles are now empty.

TIP
If you complete all of these **STEALTHY TACTICS**, the actual **DESTRUCTION** of the base is much easier to accomplish, because you have fewer enemies trying to find and obliterate you.

[THE DIRECT APPROACH]

If you can **SHRUG** off enemy fire and strikes, and wish to **DESTROY** the base in the quickest possible time, employ any of the following plans. If you're overwhelmed, you can employ enemy takedowns listed previously before returning to ruin the base.

MISSION 9.02: TWO TICKETS

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MISSILE LAUNCHER: With **SOLDIERS** holding missiles along the roofs (after your first **ALERT**), or on the ground

around and inside the **BASE**, you should have a **PLENTIFUL SUPPLY** of **MISSILE LAUNCHERS**. **TARGET** the base, and fire them from **COVER**, and then **HIDE**, or **AIRDASH** and **FIRE** them (as shown). The damage caused is reasonable, but you are prone to attack.



DEVASTATOR: The purpose of a **QUICK FINISH** is to demolish the base as fast as possible, and the **GROUND SPIKE DEVASTATOR** is an excellent plan. Approach the base with **CRITICAL MASS**, land on the **ROOF**, and try **TWO** or **THREE** of these **DEVASTATORS** to crumble the base in seconds. Then flee, or finish the base with either **MISSILES** or the **TANK**.



TANK: Perhaps the **MOST CUNNING** of all the plans is to **HIJACK** a Tank. If you can do this while **DISGUISED**, you drop inside with a minimum of **FUSS**. Now you can simply **TARGET** the **BASE** and fire your **HEAVY SHELLS** until the base crumbles. You're likely to face **HEAVY RESISTANCE** and your Tank may be destroyed, so try the following: Retreat half a block or more away, and **MANUALLY** aim (or target; as long as your shells strike the base and not the perimeter wall) at the base before you start firing. A long-range takedown means the enemy can't swarm you as quickly.

As the base collapses, **TAGGART** bursts through the perimeter wall, driving a **THERMOBARIC TANK**. Laying waste to pedestrians, he speeds southward. The **CHASE** is on!

[3: TAGGART is ESCAPING. PURSUE HIM.]



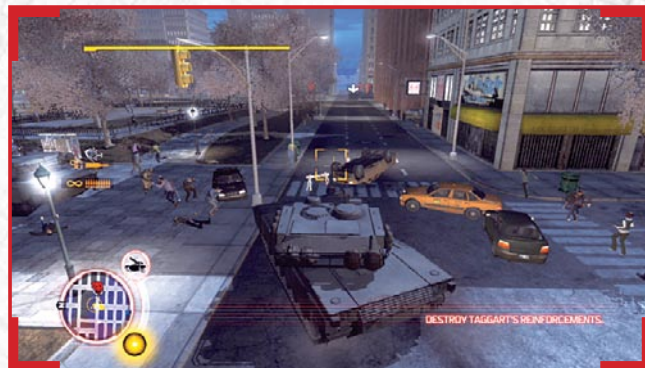
PURSUE TAGGART

The remainder of this mission requires you to **KEEP PACE** with **TAGGART'S TANK** as it winds to **THREE ROADBLOCKS** (Locations #3, #4, and #5) before Taggart flees toward the **BROOKLYN BRIDGE**. Check **TAGGART'S DISTANCE METER** in the top-right corner of your screen. This shows you how far away you are from Taggart. If this **EMPTIES**, Taggart escapes. There are two ways to **CHASE** him.

[GENERAL MANEUVERS]

By GROUND and **AIR:** This is actually faster than driving a **TANK** toward Taggart, as you can easily **RECTIFY** a

wrong turn, dodge **INCOMING MISSILES** and attacks, and **USE** shortcuts by **AIRDASHING** across building roofs and cutting corners. In fact, if you use the **GUIDE MAP**, you can **FLY DIRECTLY** to each **REINFORCEMENT POSITION** ahead of him.



By TANK: There's a **TANK** parked at the remains of Taggart's base, but you may have trouble driving it through the perimeter opening. For this reason, you'd be wise to **HIJACK** a Tank en route to the first **REINFORCEMENT POSITION**. If you've used **STEALTH**, you can hop onto the Tank in a **MILITARY DISGUISE** and easily commandeer the Tank. This has the advantage that you're protected, won't be shot at (for the moment), and can **REGENERATE**.

[TACKLING REINFORCEMENT POSITIONS]



CAUTION

There are **THREE REINFORCEMENT POSITIONS** to which Taggart flees before letting his forces attempt to **DESTROY** you. Approaching these locations is the key to victory. Don't forget that **LONG RANGE** bombardment is likely to get you killed, as Taggart's **THERMOBARIC TANK** fires a shot that can instantly destroy you. Get in **CLOSE**, and employ a mix of the following two tactics for best results.



By **STEALTH**: Although you're engaged in a **CHASE**, that doesn't mean you need to **SACRIFICE STEALTH**, up to a point. As you know where Taggart **STOPS**, you can either **FLY** to a building rooftop or alley to **HIDE**, and with



the **ALERT LEVEL** dropped, you can **WANDER** toward the Reinforcement Position (while **DISGUISED** as Military), or drive there, without being fired on. This is **EXTREMELY USEFUL**, as it keeps your Health and Tank damage to a **MINIMUM**.



By **VIOLENCE**: Although more dangerous, and usually resulting in the destruction of a **TANK** you might be driving, **ASSAULTING** each Reinforcement Position is a good idea. Inflicting damage, **HIDING**, then returning to finish the job is

a good tactic so you aren't overwhelmed. It is usually better to begin an attack in a **TANK**, affording



protection and firepower before it is **BLOWN APART**. Approach from cover, perhaps from around a corner a **BLOCK AWAY** for added cover, and **BOMBARD** the enemy position.

If your Tank is demolished by the Tanks and other enemies, you can always try **HIJACKING** an enemy Tank (although you're usually **BLASTED OFF** the turret by enemy fire), or better yet, employing some **ONE-HIT KILL ATTACKS**, such as the **BLADE AIR SLICE** (picture 2), **ELBOW SLAM**, or **CANNONBALL**. Dash up to a rooftop and **HOLD DOWN** the attack buttons for greater damage, and more cover. Repeat this for all Tanks. It isn't necessary, or wise, to target the other enemies because this just slows you down.

[3: DESTROY TAGGART'S REINFORCEMENTS]



PURSUE TAGGART



From the base, Taggart drives south, then east, close to a park to the left (north) of you. Additional **TANKS** guard side streets (shown on the **GUIDE MAP**) along the way. Try to focus your attacks on the **FOUR FLAGGED TANKS** at the first Reinforcement Point. Destroy them to trigger a **CHECKPOINT**, and the second part of this chase.



CAUTION

Yes, you can **STAND** on Taggart's Tank as it drives along the streets, but you're easily **BLASTED OFF** by enemy fire. Don't Hijack Taggart's Tank yet; you're thrown to the ground if you try an early takedown.

MISSION 9.02: TWO TICKETS

[4: TAGGART is on the move. FOLLOW HIM and DESTROY his REINFORCEMENTS.]



PURSUE TAGGART



Taggart flees northward for five blocks, and then careens east along a side street to the second Reinforce-ment Position. Hijack a **TANK** and follow him, but locate one along the route to easily access the turret. You can follow Taggart straight into the Reinforcement Position, but your Tank is likely to suffer **CATASTROPHIC** damage. Instead, drive over the **BASKETBALL COURT** between the Tenement Blocks, poke your Tank around the corner a block to the north, and **BLAST** the Tanks from cover, appearing to **DEMOLISH** more Tanks if your vehicle is compromised.

[5: TAGGART is on the move. FOLLOW HIM and DESTROY his REINFORCEMENTS.]



PURSUE TAGGART



Taggart then heads southward, and you're encouraged to follow him, either by **AIRDASHES** or **TANK** travel. He follows the perimeter road past two bridges before making an abrupt **RIGHT** to a final Reinforcement Position. There are **FIVE** Tanks to destroy here, instead of four. If you're finding this a struggle, you can always attempt to launch **MISSILES**

from a rooftop if you can find a **LAUNCHER** from a Soldier. A better bet is to **HIDE**, then approach one of the Tanks to Hijack it, and turn it on the remaining vehicles. Once the final Tank explodes, the final chase is on!



TIP

WHOA! Before you finish off the last of the Tanks, and finish the **CHASE**, suspend this mission for a moment and **CONSUME** any nearby **MILITARY** and **PEDESTRIAN** targets, as well as smashing **TANKS** to **ACHIEVE CRITICAL MASS**. You automatically begin the final mission without a break, so this is the **LAST OPPORTUNITY** to fill your **HEALTH**, as well as **UPGRADE**, before facing your final foe!

[5: TAGGART is heading for the bridge. CONSUME HIM NOW.]



CONSUME TAGGART



You must be fleet of foot to finish Taggart. Climb out of the vehicle if you're in one, and **CUT ACROSS** the rooftop of the building between you and the **BRIDGE ROAD**, so you can easily catch up to Taggart. Then **AIRDASH** and **GLIDE** with **PRECISION**, landing on the **THERMOBARIC TANK'S TURRET**. From there, you can drop in, slice Taggart up, and **CONSUME** his memories.

Web of Intrigue **TARGET CONSUMED:** Colonel Ian Taggart

<[Mission Awards]>

Available Events: 1 [New], 51 [Total]
Newly Available Upgrades: 0 [New], 113 [Total]

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[MISSION 10.01: ONE THOUSAND SUNS]

[VETERAN ENTITY ENCOUNTER: SUPREME HUNTER]

[OVERVIEW]

With Colonel Taggart in "custody," you can board the U.S.S. Reagan, and gain an audience with General Randall himself. Because Specialist Cross reveals himself to be somewhat untrustworthy, you're left with one gigantic and powerful foe: the evolution of the Hunter species. Time is pressing, as Randall has rigged a nuclear bomb to detonate aboard the carrier. The fate of Manhattan rests in your hands....



Cross and "Taggart" meet General Randall, who makes quick work of the colonel, telling Cross that Project Redline is over. On board the U.S.S. Reagan, you appear and choke the general, just as he's about to execute Cross, and try to halt the detonation of New York. Unfortunately, the countdown has already started, and after Consuming the general's memories, you're set upon by Cross, who thinks that after he Consumes you, he'll be able to withstand even the nuclear explosion itself! He changes into his "fighting attire"....

Web of Intrigue **TARGET CONSUMED:**
General Peter Randall

[1: DEFEAT the SUPREME HUNTER: ADAPT AND OVERCOME]

Throughout the battle, expect the following **ATTACKS** from the **SUPREME HUNTER** (some of which you've already experienced when you faced a similar, but less-evolved Supreme Hunter, back in Episode 6):



ENEMY ATTACK #1: CLAW SWIPE DOUBLE-HITTER. When you're close, a **FAVORITE STRIKE** of this behemoth is to launch a **CLAW SWIPE** using his right hand, starting with

a backhand stretch, followed by another. One or both are tremendously damaging, especially if you're in the middle of a **COMBO**, or you're standing there, and taking it!



MISSION 10.01: ONE THOUSAND SUNS

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EPISODE 3

EPISODE 4

EPISODE 5

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EPISODE 10



ENEMY ATTACK #2: OVERHEAD SLAM. Another favored attack is the Hunter's **MASSIVE AND PENDULOUS** right arm, which he brings over his head along with a **STOMP**, with tremendous force. This is **SLOWER**, but more damaging than his **CLAW SWIPE**, and can really crush both your spirits and your Health!



ENEMY ATTACK #3: SHOULDER CHARGE. When the Supreme Hunter wants to cover distances, and knock you over while causing you pain, he launches into a **SIDEWAYS SHOULDER CHARGE**. You'll need quick reactions to **MANEUVER** away from this **CHARGE**.



ENEMY ATTACK #4: POWER LEAP. Another maneuver when the Hunter deems himself too far away from you is a massive and **POWERFUL** jump across the deck, causing crushing damage if it connects with you, and allowing the Hunter to reach you after you've taken evasive maneuvers, or you're trying to regenerate.

ENEMY ATTACK #5: FOOT STOMP.

A seismic pound into the ground, this **RIGHT FOOT FALL** has tremendous impact, but it can be spotted almost immediately and avoided with a competent evasive maneuver. Otherwise, expect to be badly damaged by this offense.



ENEMY ATTACK #6: DANGEROUS DEBRIS. You should be making use of the **OBJECTS** on deck, including the **BLOODTOX MISSILES, ROCKETS, MISSILE CASES,** and **PARKED GUNSHIPS**, and expect the Supreme Hunter to periodically do the same, grabbing any of these items, as well as **SECTIONS OF DECK** to throw at you [especially if you're **AIRBORNE**], which causes massive crushing damage.



ENEMY ATTACK #7: GROUND SPIKE DEVASTATOR. This abomination is **HORRENDOUSLY DANGEROUS** because it can summon the power of the **GROUND SPIKE DEVASTATOR!** It slams its fist into the ground, creating an underground rumble to your location, then a **FLURRY OF TENDRIL SPINES** that pierce and rip at your flesh, inflicting major damage!

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ENEMY ATTACK #8: TENDRIL BARRAGE DEVASTATOR.

This abhorrence is **RIDICULOUSLY DANGEROUS** because it can additionally summon the power of the **TENDRIL DEVASTATOR**! It raises its arms up, creating a **MASS OF SEETHING FLESH STRINGS** that impale targets both large and small. This **COMPLETELY INCAPACITATES** you, slays multiple Soldiers, and brings down Helicopters. Fortunately, it doesn't increase the Hunter's Health. Back away when you see the Hunter begin this, or face the consequences! Note that the closer you are, the more damage you'll take.



ENEMY ATTACKS AVOIDANCE. Retreat! This Supreme Hunter is much more powerful than you, and this battle is an **EXERCISE IN PATIENCE**. When you notice the **SWIPE, SLAM, CHARGE, LEAP, STOMP, DEBRIS, or DEVASTATOR** incoming, **AIRDASH, DIVEROLL, or JUMP** a safe distance away, then **COUNTERATTACK** once the Supreme Hunter finishes his attack. **CIRCLE-STRAFE** while **DIVEROLLING** so you're always moving.



CAUTION

DIVEROLLING and other techniques designed to retreat from these attacks [especially those at close range] are **IMPERATIVE**. Be very **WARY** of this **SUPREME HUNTER**, as his strikes inflict **TERRIFYING DAMAGE**! Equip your **SHIELD**, too.

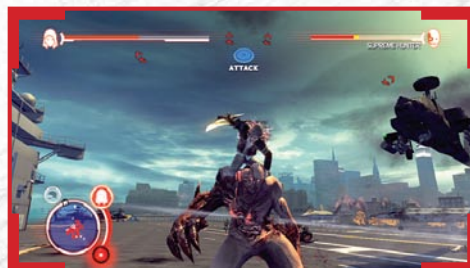
[ADAPT AND OVERCOME: TAKEDOWN TACTICS]



TAKEDOWN PLAN #1A: STUNNING COMBO.

Bursts of damage in a short amount of time **STUN** the beast

just like before, allowing you to **LEAP** on the **HUNTER'S SHOULDERS** to deliver more hurting. However, weakening the Hunter so he becomes **STUNNED** is difficult and dangerous. Launch a series of **RAPID COMBO STRIKES**, ideally using your **BLADE** or **MUSCLEMASS**. **DIVEROLL** in to attack just after the Supreme Hunter finishes his attack, then **DIVEROLL** a second later so he can't catch you; you need to be quick!



TAKEDOWN PLAN #1B: GETTING HIS BACK UP.

With luck (and sometimes the Military's attacks helping you out), you'll

MISSION 10.01: ONE THOUSAND SUNS

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STUN the Hunter; and be able to **LEAP** on **HIS BACK** to deliver more pain. **RESIST** the **TEMPTATION** to do this immediately; instead, deliver **ADDITIONAL DAMAGE**, but as soon as he begins to stand up from the **STUN**, **GRAB HIM** as instructed. **THEN** begin to deliver strikes to his back and head; this additional damage is easy to inflict, and well worth exploiting.



TAKEDOWN PLAN #2: TENDERNESS AFTER TENDRILS. The Supreme Hunter has a terrifying **TENDRIL BARRAGE DEVASTATOR**, but after this attack finishes, the Hunter is actually **INCREDIBLY VULNERABLE** to attacks for a second or two. Once the Hunter has stopped **EXTENDING** his **TENDRIL BARRAGE**, use a **CANNONBALL** to quickly close the distance, move **BEHIND** him, and begin a series of **BLADE** or **MUSCLEMASS COMBO** strikes, destroying his spine with these attacks. This is a great plan because if you're quick enough, he can't turn around to **COUNTER** before you **STUN** him.



TAKEDOWN PLAN #3: MILITARY HARDWARE. You aren't alone in this fight; the Blackwatch Military is ready to lay



down suppressing fire, no matter how many of their men are killed. Use this to your advantage in a number of ways. First, **SOLDIERS** are a good source of **HEALTH**, if you quickly **RUN** and **CONSUME** them. They drop **WEAPONS**, which can **WHITTLE DOWN** the Supreme Hunter's Health (especially the **MISSILE LAUNCHER** from a distance during the Hunter's **TENDRIL BARRAGE**). With these Gunship strikes, you can perform **HIT** and **RUN** strikes, without getting into too much danger.



CAUTION

One plan you **SHOULDN'T** attempt is to **SKYJACK** a **GUNSHIP**. First, all the Gunships on **DECK** can only be thrown. Secondly, if you pilot one already in use, the Supreme Hunter throws **DEBRIS** at you with extreme speed and excellent aim, knocking you out of the sky in moments.



TAKEDOWN PLAN #4: AIRBORNE DEVASTATION. The damage the Supreme Hunter causes means you may not be able to accrue enough Health to reach **CRITICAL MASS**, unless you built up your Health at the **END OF** the last **MISSION**. Then you should **JUMP** away from the Hunter at the start of the

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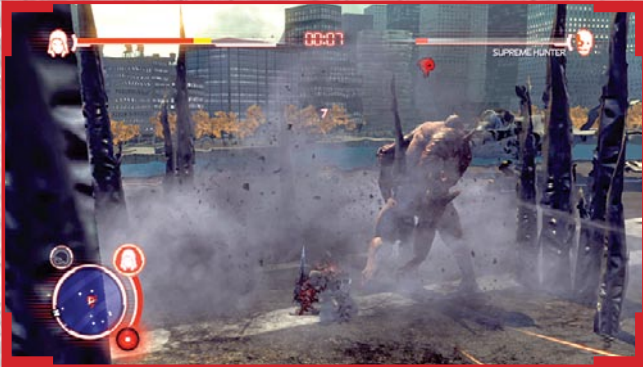
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battle, perhaps to the **CARRIER'S COMMAND TOWER**, and then launch a series of **AIR DEVASTATORS** after **TARGETING** your huge foe. The **AIR CRITICAL PAIN DEVASTATOR** is the best way to deliver single-target damage to the Supreme Hunter.



TAKEDOWN PLAN #5: ALL HANDS ON DECK. Throwing **OBJECTS**, as long as **MUSCLEMASS** is chosen, is arguably the easiest method to slay this unspeakable fiend. Because the carrier deck is **STREWN** with Bombs, Missiles, Gunships and Crates, you can **THROW TWO BOMBS** near the area where you begin the battle, **STUNNING** him immediately. When you're thrown away, you usually land near another **CLUSTER OF BOMBS**. Repeat this process all around the **DECK**, and you can **DEMOLISH** this beast without being struck a single time!

[STAGE 1: ATTACK SUPREME HUNTER]

[DEFEAT the SUPREME HUNTER and STOP the NUCLEAR WEAPON]



Although a difficult battle, the first **STAGE** in this fight allows you to **TAKE** your **TIME**, and figure out which takedown technique you prefer. Hit and run tactics can be effective, and the Military also inflicts minor damage with constant barrages. This combat continues until you've **REMOVED** around **75 PERCENT** of the Supreme Hunter's Health.

[STAGE 2: ATTACK SUPREME HUNTER: WITHIN 01:45:00!]

[the FINAL COUNTDOWN has begun]



The **FINAL COUNTDOWN** timer starts, giving you an extremely short amount of time to finish this foe, who still sports all the same attacks as before. The Military's damage doesn't inflict pain either, meaning you must rely on close-combat fighting, Missile Launcher shots, or thrown debris in order to finish off this fleshy construct of inhumanity!

<[Mission Awards]>

Available Events: 2 [New], 53 [Total]
Newly Available Upgrades: 0 [New], 113 [Total]

ADDITIONAL OFFERINGS

[ADDITIONAL OFFERINGS > EVENTS]

Throughout your adventure, an ever-increasing number of **EVENTS** become available. Purely optional but thoroughly recommended, events allow you to hone specific **UPGRADES** and collect additional **EVOLUTION POINTS** to purchase further Upgrades with. When you complete each event, you are awarded a **BRONZE**, **SILVER**, or **GOLD** target score **MEDAL**, or nothing at all if your score fell short of Bronze. When you complete **ALL** the events (except the **CONSUME** Events) and score **GOLD** on them all, **PLATINUM** score targets appear. Complete all **53** non-Consume Events to a Platinum standard to unlock the PT Achievement or Trophy.

The "other" general event are the **CONSUME** Events, which are unlocked differently. These are the key to unlocking a brief search for an **EX-COLLEAGUE**, as well as **UPGRADES** you cannot purchase from the **DISGUISE**, **VEHICLE**, and **WEAPONRY** menus. There are four types of Military Consume Events, and one type of Infected Consume Event. When you **FINISH** a Consume Event, you cannot access it again, but you have **MULTIPLE OPPORTUNITIES** to play **EACH CONSUME EVENT TYPE**.

This chapter details every single **EVENT TYPE**, and offers proven tactics to achieve a **PLATINUM RATING** in each one, as well as showing the **SCORE NEEDED**. For an **EXTRA CHALLENGE**, we've included the **FABLED RADICAL TARGET**: the very best possible score achieved by the developers themselves! Beat that (which **DOES NOT** unlock any additional game elements), and consider yourself a true master of the event!



TIP

If you score a **PLATINUM SCORE** on an event, but haven't unlocked **PLATINUM MEDALS** yet, don't worry: All your Platinum scores are **RETROACTIVELY** awarded to you. This means you can look at the **GUIDE'S PLATINUM SCORE**, and aim for that even before Platinum medals become available!

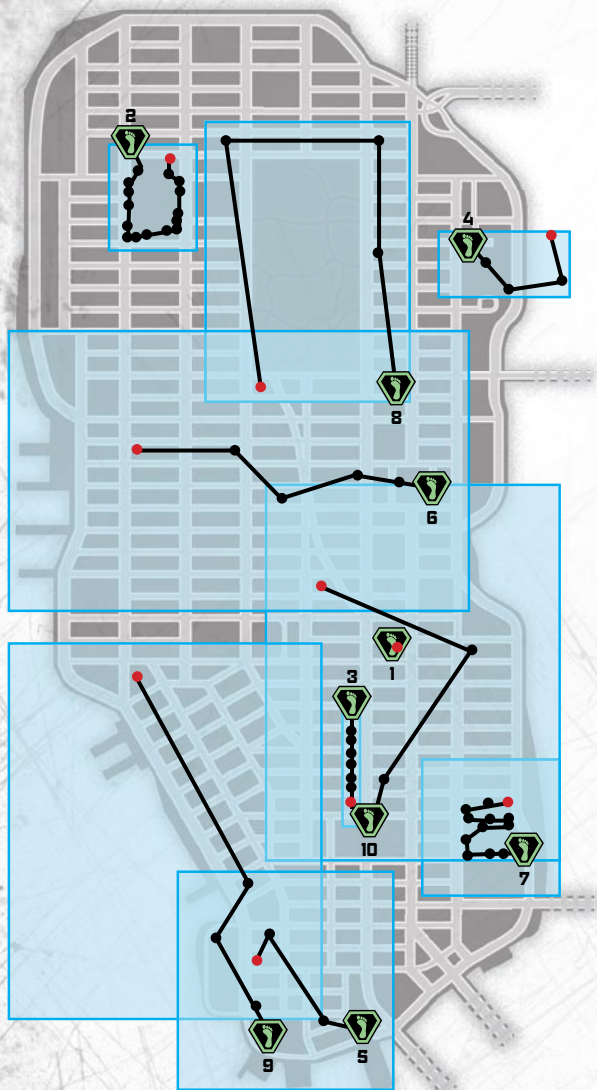
Are you looking for the **EXACT MISSIONS** where each **EVENT** is unlocked? Then consult the **EVENTS CHART** in the **APPENDICES** at the back of this guide.

Score Targets

				
Bronze	Silver	Gold	Platinum	Radical



[MOVEMENT EVENTS]

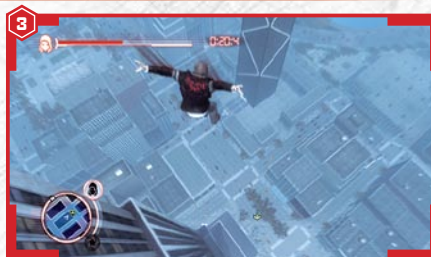
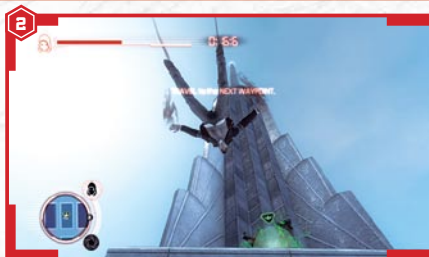
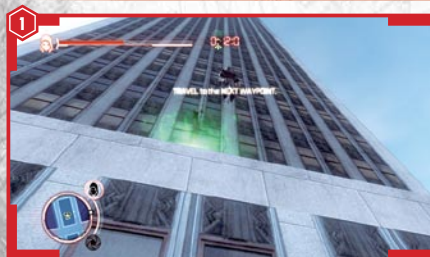


Event Name					
High Flying	00:38.0	00:33.0	00:26.0	00:23.0	00:18.6
Eaves-Jumping	01:05.0	00:55.0	00:45.0	00:38.0	00:24.8
Point to Point	00:32.0	00:27.0	00:21.0	00:18.0	00:13.1
Tower of Babel	00:40.0	00:35.0	00:30.0	00:25.0	00:18.0
Skyscraping	01:00.0	00:50.0	00:40.0	00:35.0	00:28.8
Among the Clouds	01:25.0	01:12.0	01:02.0	00:58.0	00:50.0
Rooftop Runner	01:15.0	01:00.0	00:42.0	00:36.0	00:28.8
Corners	02:30.0	02:20.0	02:00.0	01:45.0	01:32.3
Free Running	01:45.0	01:25.0	01:18.0	01:12.0	01:02.5
Center of Power	01:35.0	01:22.0	01:15.0	01:10.0	01:01.4

TIP

The **SPRINT**, **JUMP**, and **AIRDASH** Upgrades are **IMPERATIVE** for obtaining **PLATINUM** Medals on these events. As all of these events are available fairly early in your adventure, make them a priority if you want a quick boost in **EVOLUTION POINTS**.

[Movement Event 01: HIGH FLYING]



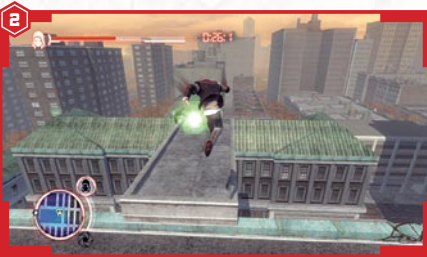
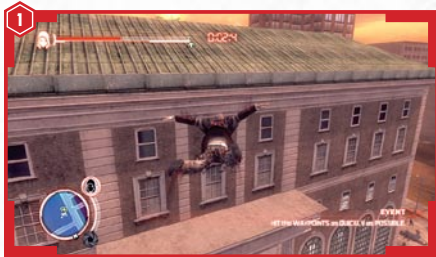
00:38.0	00:33.0	00:26.0	00:23.0	00:18.6

There are 10 **WAYPOINT ORBS** to jump through or near: Use a well-timed mix of **JUMPS** and **AIRDASHING** to ascend the building [1], timing the AirDashes so you boost into the building on each ledge. Most importantly, **WALL RUN** over the ledge, then jump as soon as you collect the **ORB** on the **PLATEAU**. **WALL JUMP** up to the top spine [2] before twisting around 180 degrees. The **TENTH** Orb is back in the street where you started, so **LIGHTLY** AirDash out from the building spire, and drop like a stone [3]; the AirDash needs to be **STRAIGHT OUT** from the building, so you land on or near the final Orb. Once you've perfected the trajectory and aim, try an **AIR STOMP** or **BULLETDIVE DROP** to plummet through the air at a faster rate, but **TAP** the button so you are hovering for the smallest possible time.

ADDITIONAL OFFERINGS

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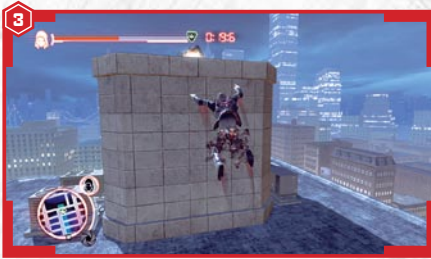
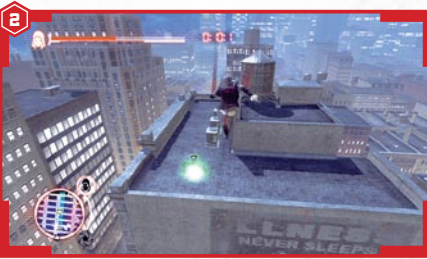
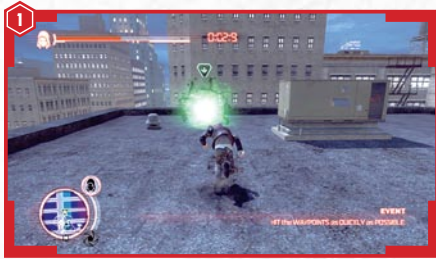
[Movement Event 02: EAVES-JUMPING]



01:06.0	00:55.0	00:45.0	00:38.0	00:24.8

Although possible, it is **DIFFICULT** to obtain **GOLD** until you've secured more **UPGRADES** for this counterclockwise maneuvering, which relies on your **AIRDASH** and **HIGHLY ACCURATE STEERING**. Begin by **JUMPING**, **AIRDASHING**, and **GLIDING** so you reach the first roof without needing to Wall Run [1]. Then make **TINY** jumps followed by **AIRDASHES** along the rooftops; this is quicker than simply **RUNNING**. Make the sharp **LEFT TURN**, and head east to the second set of **GREEN ROOFTOPS** [2]. Reduce your **VERTICAL FLIGHT** as much as possible. AirDash off higher roofs to lower ones instead of jumping. There should be **NO NEED** to **GLIDE** after reaching the initial **ROOF**. For the final two or three **ORBS** [3], **AIRDASH** through them, slowly **LOWERING** your height and land just below the final Orb on the circular roof.

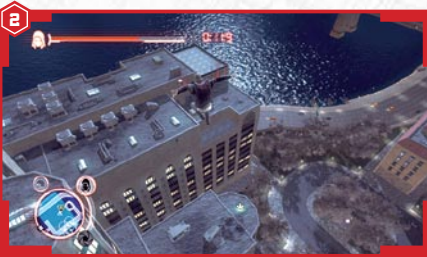
[Movement Event 03: POINT TO POINT]



00:32.0	00:27.0	00:21.0	00:18.0	00:13.1

This **STRAIGHT LINE RUN** allows you to never waver from heading directly toward each **ORB**, although your **JUMP TIMING** and **LANDING** is extremely important. As you reach the **FIRST** Orb [1], hold down **JUMP** so you leap, **AIRDASH**, and land horizontally through the second Orb. Scale the next wall, land atop the **UPPER ROOF** with the next Orb without landing, **JUMP** and land on the third Orb [2], **SPRINT** and fall onto the next Orb (don't jump here or you may overshoot the building, wasting valuable time), before **JUMPING** and **AIRDASHING** into the next, Sprinting and landing on the penultimate one, then **WALL JUMPING** up and flying onto the final roof to land on the last Orb [3]. For faster results, **ALWAYS** be Sprinting, and keep **GLIDING** to a minimum throughout this event.

[Movement Event 04: TOWER OF BABEL]



00:40.0	00:35.0	00:30.0	00:25.0	00:18.0

This event has a wider area both horizontally and vertically to cover, but fewer Orbs to fly through, so you are allowed some leeway in the exactness of your maneuvering. Begin by scaling the building in front of you, **WALL JUMPING** vertically as fast as you can, then **AIRDASHING** into the first floating Orb in the rooftop [1]. Ignore landing on the roof lips; instead plummet down to the second Orb [2]. Time it correctly, and you can **GLIDE** at the last second, saving a large **IMPACT LANDING** and **VALUABLE SECONDS**, then **AIRDASH** out of this to the left, and the next building, leaping across the roof and **AIRDASHING** with a precise landing. You don't need to jump down to the lower platform; you should be able to **GRAB THE ORB** from the upper tier. Gliding slows you down, so don't use it if you're planning on an impressive time. Then **JUMP** and **AIRDASH** twice to the final Orb [3]. If you can attempt this while keeping as low to the roofs as possible, you'll shave additional seconds off your time.

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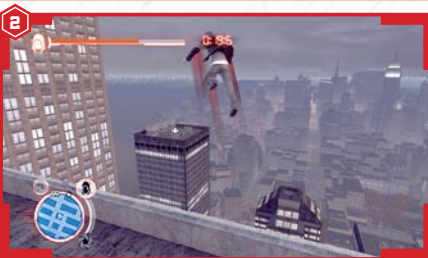
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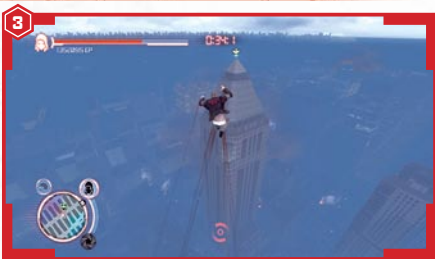
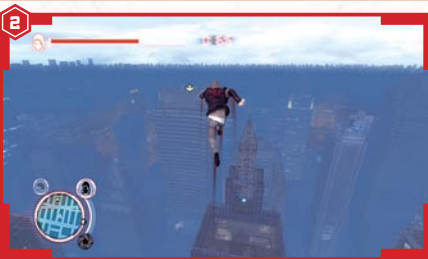
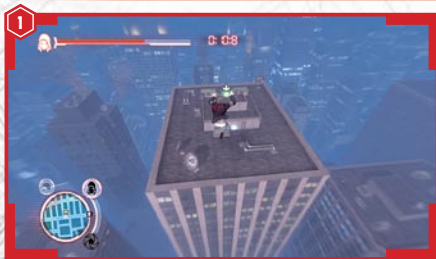
[Movement Event 05: SKYSCRAPING]



01:00.0	00:50.0	00:40.0	00:35.0	00:28.8

If you can, **CLEAR** all the **AIR CONDITIONER** debris off the roof of your starting position, so you can easily **CHARGE** your **JUMP**, then **SPRINT** to the very edge of the roof and **LEAP HIGH** [1]. Immediately **AIRDASH** to the tall building opposite, then again; this is quicker than **GLIDING** between Dashes. At the roof of the tall, thin building, land while turning right, and **AIRDASH**, **GLIDE**, then **AIRDASH** to the tall black and gray skyscraper. **CHARGE JUMP** off the top of this [2], then **AIRDASH TWICE**, Gliding onto the third Orb before quickly swinging left sharply and **WALL JUMPING** up to, and **AIRDASHING** into the **FINAL ORB** itself [3]. Quicken your pace, but flip over the lip of each roof instead of jumping higher than you need to, as the latter wastes time.

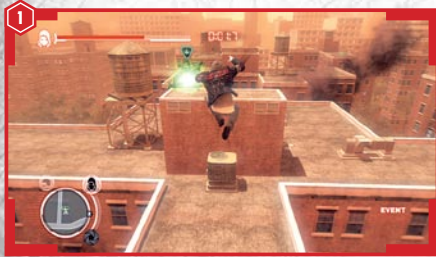
[Movement Event 06: AMONG THE CLOUDS]



01:25.0	01:12.0	01:02.0	00:58.0	00:50.0

Begin with a **SPRINT**, then a short jump and immediate **AIRDASH**, keeping yourself as **LOW** to the roof as possible. Land on the lip with the first **ORB** on it, and short **JUMP** off the lip. Then immediately **AIRDASH**, **GLIDE**, and **AIRDASH** a second time and steer yourself onto the next building's roof [1]. **SPRINT** westward, **CHARGE JUMP** and **AIRDASH** into the tip of the lower skyscraper's tower, giving you a couple of fresh **AIRDASHES** [2] to the **NEXT ORB**. You may need to **WALL JUMP** to reach the roof. Try to **JUMP** from the protruding diagonal edge of this roof, so you can reach the **SPIRE** of the penultimate building [3] without much **CLIMBING**. Remember you can **GLIDE RIGHT OUT OF THE JUMP** without **AIRDASHING**. Launch a **MASSIVE CHARGE JUMP**, **AIRDASH**, **GLIDE**, **AIRDASH**, and **GLIDE** again. Try to reach the lower **ADJACENT** building to taller the one with the **FINAL ORB** on it, to minimize your climbing.

[Movement Event 07: ROOFTOP RUNNER]



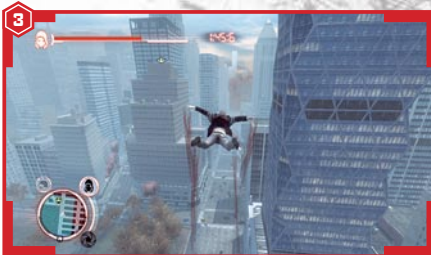
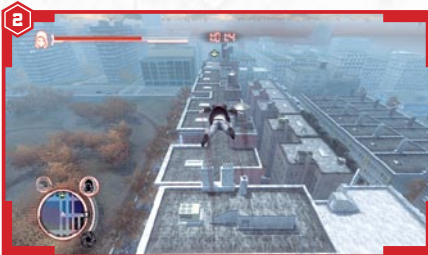
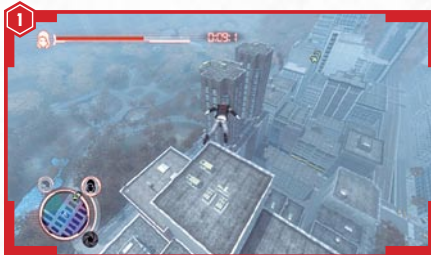
01:15.0	01:00.0	00:42.0	00:36.0	00:28.8

This flitting from tenement block roof to roof is tricky, so **UPGRADE** your **AIR** moves for better results. Begin with a **SHORT JUMP**, and immediate **AIRDASH** to the first **ORB** [1], glance off the upper box roof and **AIRDASH** to the second **ORB**, and do the same to reach the third, **SWINGING** the **CAMERA** around to the right. **JUMP** and **AIRDASH** [2], turn right again so you're facing east, and **AIRDASH** across to the next two **ORBS**. Face north and leap over the box roof to the **ORB** by the **WATER TOWER**, swing left (west) across two more roofs to grab **ORBS**, then diagonally **AIRDASH** northwest to reach the next one. Turn east one final time, **AIRDASH** to the penultimate **ORB** [3], then **AIRDASH** and **GLIDE** onto the final box roof to finish.

ADDITIONAL OFFERINGS

MOVEMENT EVENTS GLIDE EVENTS KILL EVENTS WAR EVENTS CONSUME EVENTS WEB OF INTRIGUE COLLECTIBLES

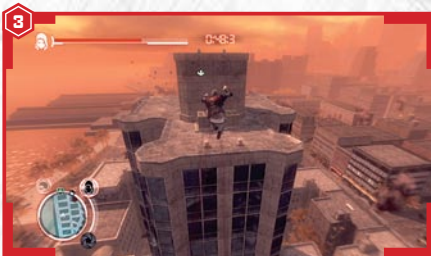
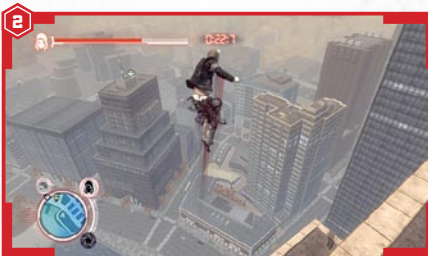
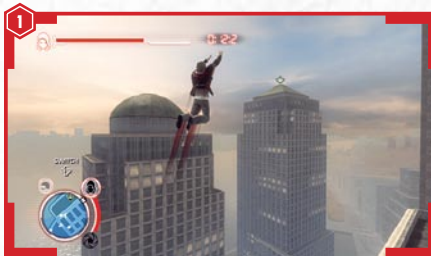
[Movement Event 08: CORNERS]



02:30.0	02:20.0	02:00.0	01:46.0	01:32.3

The trick with this massive leap around the perimeter of **CENTRAL PARK** is to know which **SKYSCRAPER ROOFS** to use as **STEPPING STONES**. After a **SPRINT** and **JUMP**, **AIRDASH** and **GLIDE** slightly to your left to the **PAIR OF TOWERS [1]**, launching off one of them to reach the tall building with the first **ORB**. Continue to use the edge of buildings as you **AIRDASH** and **GLIDE** to the second **ORB**, before a sharp **LEFT** and **SERIES** of **DOUBLE AIRDASHES** and **GLIDES [2]** to the southeast corner of the **PARK**. The edges of the **BUILDINGS** you land on are easy to spot. However, to **GAIN EXTRA HEIGHT**, make sure you **SKIM THE CORNER WALL** of the large blue building with the **DIAMOND PATTERN WINDOWS [3]**, allowing you to easily reach the final rooftop.

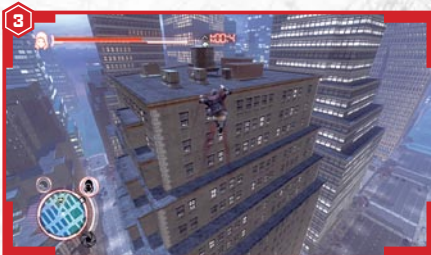
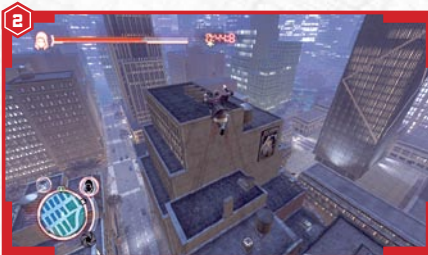
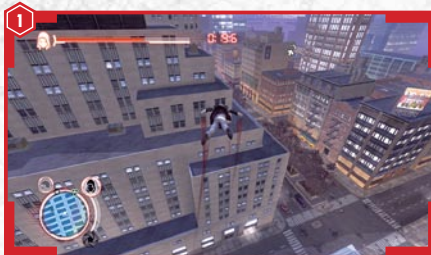
[Movement Event 09: FREE RUNNING]



01:46.0	01:26.0	01:18.0	01:12.0	01:02.6

This begins with a **CHARGED JUMP** as you're waiting to move, then an **AIRDASH** and **WALL JUMP** up to the top of the first building with the **ORB** on it. Point yourself northwest and **AIRDASH** across to the **GRAY SKYSCRAPER**, and **CHARGE JUMP** off the corner of it **[1]**, to gain the height needed to reach **ORB** on the **PYRAMID TIP**. Jump **[2]**, and then **DOUBLE AIRDASH** and **GLIDE** down to the next **ORB**, steering left slightly to line up with the final **ORB**. This requires you leave the previous building with a **CHARGE JUMP**, **DOUBLE AIRDASH**, and **GLIDE**, and then aim for the lower, wide building a block away. Land on the roof here so you can **AIRDASH** to the **SMALL TOWER** building **[3]**, and **CHARGE JUMP** off the **BOX ROOF**. Use **TENEMENT ROOFS** as stepping stones to reach your final **ORB**.

[Movement Event 10: CENTER OF POWER]

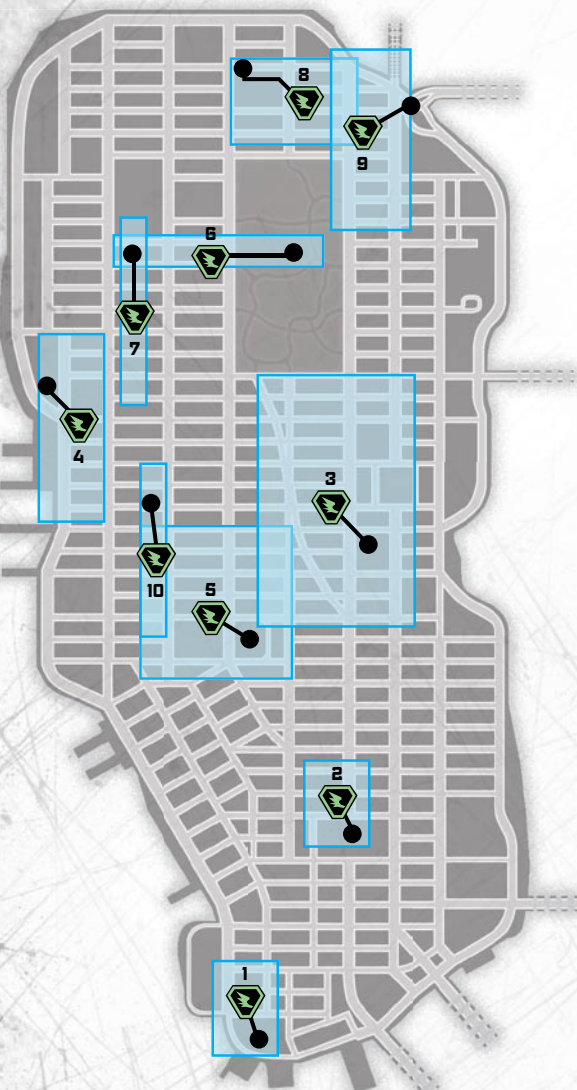


01:36.0	01:22.0	01:16.0	01:10.0	01:01.4

Waste no time **JUMPING** and **AIRDASHING** across to the roof opposite, then bound up to the **ORB** atop the **TOWER**. **AIRDASH** and **GLIDE** to the large building with multiple ledges on the left side of your flight path **[1]**. This gives you height to reach the small skyscraper with the white glass that you can **SKIM** off, giving you momentum to reach the **FACTORY ROOF**. Turn sharply left, and land on the roof of the building directly in line with the **GREEN WAYPOINT ARROW [2]**. Land on it, **JUMP**, and **AIRDASH** off, and **GLIDE** to the upside-down U-shaped roof. Use this as a stepping stone to reach the roof of the **MULTI-LEDGED** skyscraper with the **WATER TOWER** in the middle of it **[3]**. Jump off that to reach the **THREE-WALLED SKYSCRAPER** and **WALL JUMP** to the final **ORB** at the top.

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[GLIDE EVENTS]

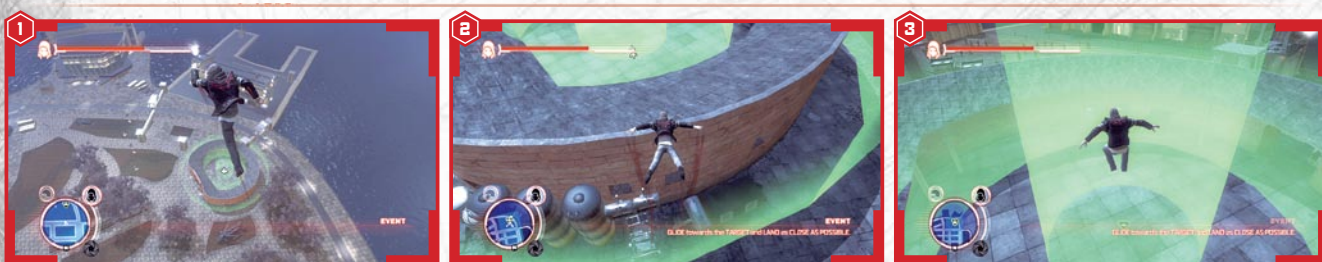


Event Name					
From on High	25.00m	12.00m	5.00m	2.00m	0.18m
Over-Arching Triumph	25.00m	12.00m	5.00m	2.00m	0.10m
Fountain of Youth	25.00m	12.00m	5.00m	2.00m	0.23m
On a Pedestal	25.00m	12.00m	5.00m	2.00m	0.19m
Bullseye	25.00m	12.00m	5.00m	1.00m	0.05m
Stone Skipping	60.00m	12.00m	4.00m	0.50m	0.05m
Go West	15.00m	7.00m	2.00m	0.50m	0.24m
Curvaceous	25.00m	12.00m	5.00m	2.00m	0.12m
Cloverleaf	25.00m	12.00m	4.50m	2.00m	0.91m
Wrong Side of the Tracks	25.00m	12.00m	5.00m	2.00m	0.23m

TIP

Be sure you **MAXIMIZE** your **GLIDE** and **AIRDASH** Upgrades to obtain the **MAXIMUM** score possible in this event type. **GLIDE EVENTS** are the **EASIEST** to obtain an excellent score in, so **TRY THEM OUT FIRST**, especially if you're after an **IMMEDIATE** increase in **EVOLUTION POINTS**.

[Glide Event 01: FROM ON HIGH]

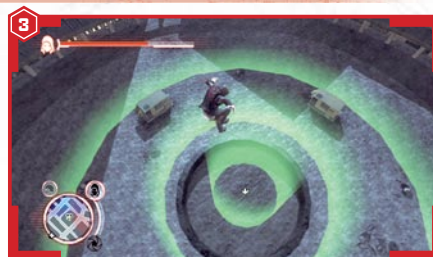
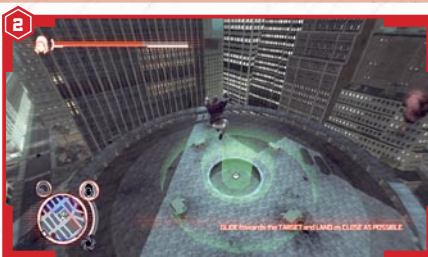


25.00m	12.00m	5.00m	2.00m	0.18m

DROP almost to the ground before **GLIDING** across the roof of the **CIRCULAR** building, just missing the roof itself **[2]**, and **DROPPING** into the center of the target **[3]**. Vary when you **STOP** the **DROP**, but don't **GLIDE** from too high up, or you may overshoot your intended target.

This **GLIDE EVENT** is **SIMPLICITY ITSELF**, and really allows you to hone your **ACCURACY** when landing. Begin with a **JUMP** off the edge of the building in the direction of the **TARGET [1]**, and don't be afraid to **FREEFALL**; you can

[Glide Event 05: BULLSEYE]



25.00m



12.00m



5.00m



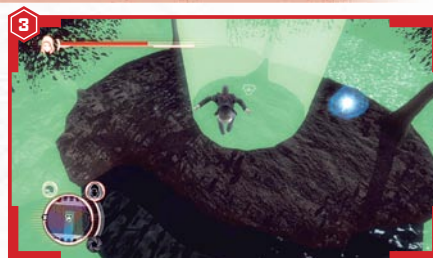
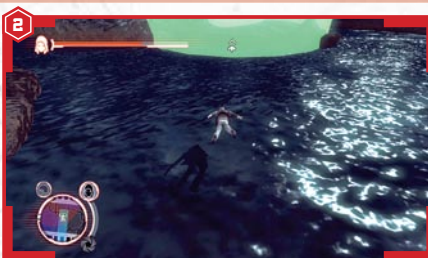
1.00m



0.05m

The roof of the stadium, which is slightly indented, is your intended target for this **GLIDE**. Begin, as always, with a **CHARGED JUMP** as you **SPRINT** off the roof, and **COMBO** that straight into a trusty **AIRDASH**. Quickly begin to **GLIDE** before you lose any more height, and ride the thermals for a second, before executing a second, small **AIRDASH** that neatly turns into another **GLIDE**. A millisecond later, **DROP** out of the **GLIDE**, and you should be over the center of the **TARGET**.

[Glide Event 06: STONE SKIPPING]



60.00m



12.00m



4.00m



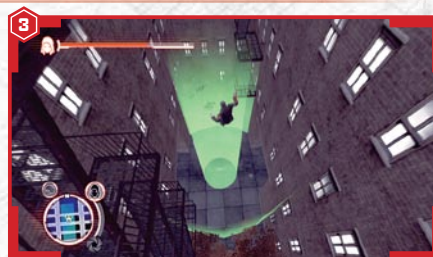
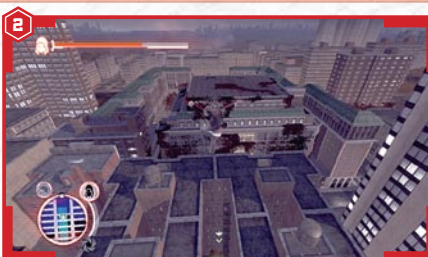
0.50m



0.05m

This **EVENT** involves getting a **LITTLE WET**. Begin at the rooftop, ideally with a **CHARGED JUMP**. Retreat and make a **SPRINTING** run-up for the best results. Then **CHARGE JUMP** off the roof, into an **AIRDASH** and **GLIDE [1]** without losing much height. Continue the **Glide** for a second before **AIRDASHING**, and **GLIDING** a second time as you pass the **FOLLY** to your right. **GLIDE INTO** the **WATER** as shown [2], and you automatically **LEAP** (but should steer **YOURSELF**) into the **TARGET [3]**!

[Glide Event 07: GO WEST]



15.00m



7.00m



2.00m



0.50m

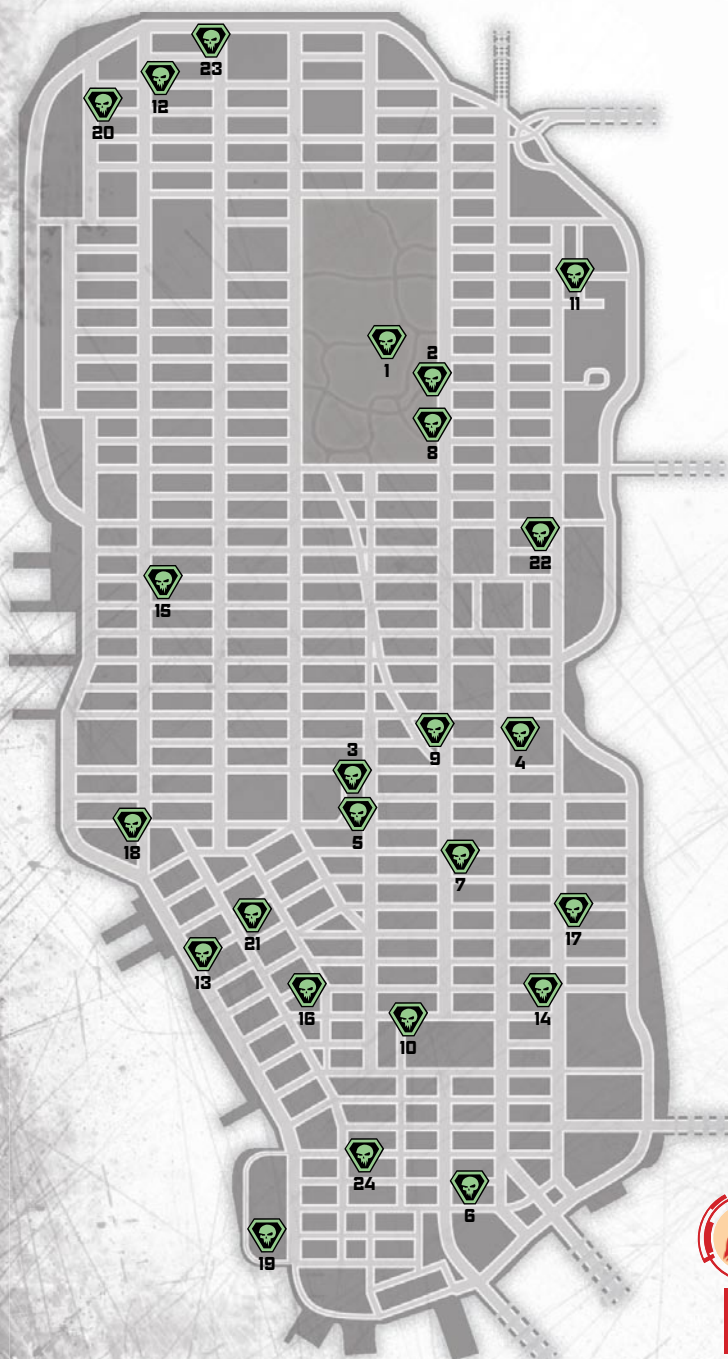


0.24m

This is an **OUTRAGEOUS EVENT**, and involves landing **IN THE MIDDLE** of a **TENEMENT BLOCK**! From a **STANDING START**, **CHARGE JUMP**, and **AIRDASH** toward the target, then **GLIDE**, **AIRDASH**, and **GLIDE** a second time [1]. The time you **STOP** this **GLIDE [2]** and **DROP** like a **STONE [3]** is all-important. When the **SOUTH EDGE** of the **RECTANGULAR GAP** you're flying into is about to disappear off-screen, **START** the **DROP**. Don't **STEER** while you drop; you should have kept a straight line from the **START**.



[KILL EVENTS]



Event Name					
Disembowelment	16	22	28	32	43
Dismemberment	40	65	80	95	113
Infected Patrol	150	210	270	300	444
Grind the Bones	60	80	120	140	160
Street Sweeper	100	150	200	250	336
Raining Fire	25	50	65	75	246
Friendly Fire	75	110	150	180	265
Irony	45	65	85	105	125
Explosive	40	70	100	115	201
Armor	60	90	125	175	200
Catch	25	40	50	60	96
Projectiles	80	120	175	220	509
Ordinance	150	220	325	400	515
Nothing Left Alive	45	60	85	100	114
Aerial Assault	120	200	270	310	361
Knuckle-dragger	25	35	45	55	60
Rolling Thunder	250	450	650	750	1,189
Clear Cutting	55	85	110	125	146
Fire in the Sky	100	200	300	400	710
You Called Down the Thunder...	35	65	85	95	123
...Now Reap the Whirlwind	40	60	90	100	123
Death from Above	80	120	160	180	230
Overkill	15	25	35	40	53
Demolition	110	150	180	200	233



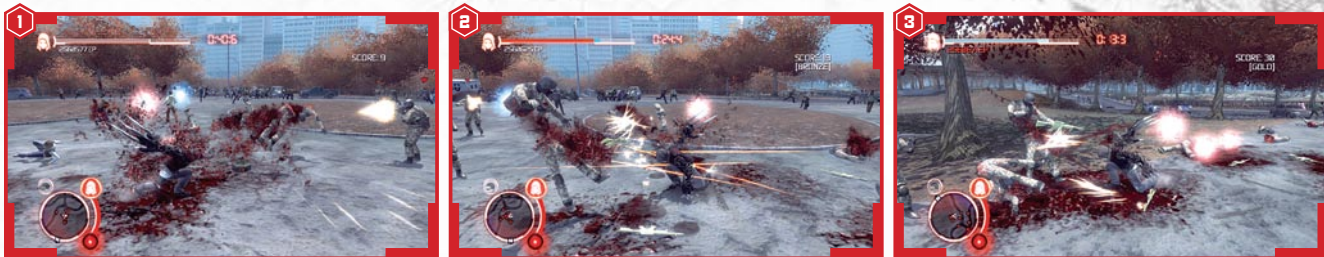
TIP

Remember this general rule: The **LARGER** the **TARGET**, the **MORE POINTS** they are usually worth. Conversely, sometimes this isn't the best way to obtain a good score. When dealing with masses of **INFECTED**, culling them can net you a bigger score at a faster rate. **REMEMBER THIS** if you're having problems with a particular Kill Event.

ADDITIONAL OFFERINGS

MOVEMENT EVENTS GLIDE EVENTS **KILL EVENTS** WAR EVENTS CONSUME EVENTS WEB OF INTRIGUE COLLECTIBLES

[Kill Event 01: DISEMBOWELMENT]



16	22	28	32	43

Armed with just your **CLAW POWER**, you must rip apart the incoming **SOLDIERS** within the time limit. As expected, the regular **CLAW COMBOS** are an excellent way to decimate your opponents, and you can **EASILY RIP THEM** to **SHREDS [1]** before

Time Limit: 00:60:00
Score:
1 Soldier = 1 Point

SPRINTING to the next enemy. **TARGETING** isn't mandatory, and you may find it easier to flail while manually steering into your next victim. You're under **HEAVY FIRE** during this [2], but you must **SHRUG** this off, having already reached **CRITICAL MASS** before beginning this event. Remember you can also use the **DASHING SLICE [3]** for quicker deaths. The **GROUNDSPIKE** isn't recommended because it has a **SLOW RECOVERY TIME**, wasting valuable seconds. Move to the **CONCRETE CIRCLE** for most of your killing.

[Kill Event 02: DISMEMBERMENT]



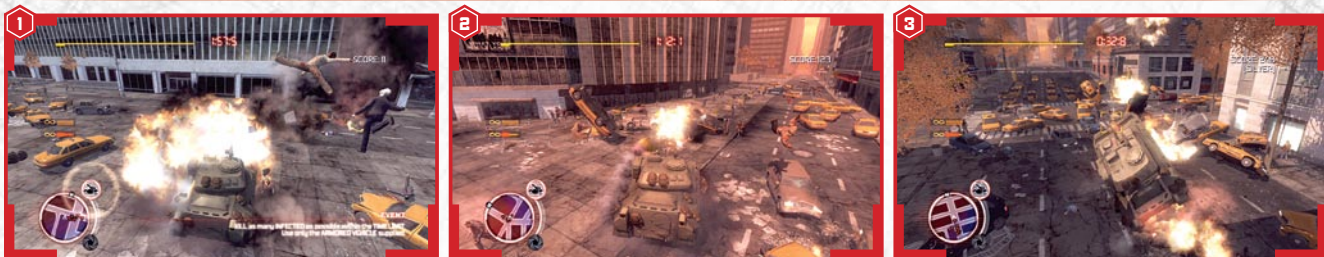
40	65	80	95	113

A variation on the **DISEMBOWELMENT** Event, this has you sharpening your **CLAW POWER**, but against the **INFECTED**. The first plan is to quickly move into the **MAIN STREET**, as it is much easier to attract attention. The Infected **SWARM** you instead of you needing

Time Limit: 00:60:00
Score:
Infected Civilians = 1 Point
Evolved Infected = 3 Points
Hunter = 5 Points

to constantly find them. Use the same killing techniques from Disembowelment, but try employing the **GROUNDSPIKE [1]** once or twice when you have a real **CROWD** near you. The **DASHING SLICE [2]** is another excellent plan. Also try to **FOCUS** your attacks on **HUNTERS [3]** (the **DIVEROLL**, then retaliation works well here) and the **EVOLVED INFECTED**, as you score more points for ripping them apart.

[Kill Event 03: INFECTED PATROL]



150	210	270	300	444

You have **TWO MINUTES** in an **APC** to slay as many **INFECTED** as possible. There is no set route, although you may find it easier to stay in the **WIDER, MAIN STREETS [1]** for easier maneuverability. Destroy pedestrians in a variety of ways, and all add

Time Limit: 02:00:00
Score:
Infected Civilian = 1 Point
Evolved Infected = 3 Points

to your score. You can utilize both your **TURRET GUN** and **MISSILES**; you have infinite supplies so **HOLD DOWN BOTH BUTTONS** and auto-fire as much as possible. Keep an eye on your **TURRET GUN** to make sure it doesn't overheat though; let it **REST A SECOND** or **TWO** every so often. If you can, save your **MISSILES** for a group of **CLUSTERED** foes, because the **SPLASH DAMAGE** usually kills them all with one **SHOT**. Use **TARGETING** to quickly turn your **TURRET**, although **MANUAL AIMING** in the **DIRECTION** you're **TRAVELING [2]** is also helpful. Also try **EXPLODING VEHICLES [3]** near collections of the Infected, as well as **RUNNING** them **OVER**. Remember the **MUTANT** and **EVOLVED INFECTED** are worth more points, too.

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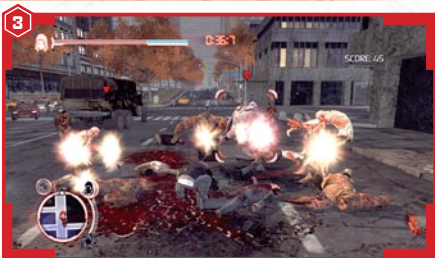
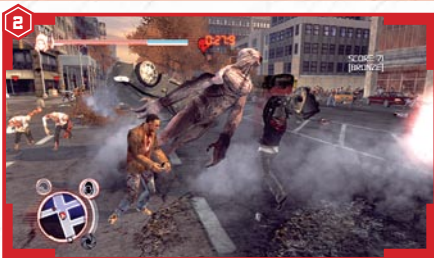
Walkthrough

Additional Offerings

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[Kill Event 04: GRIND THE BONES]



60	80	120	140	160

Just outside the Gentek Facility [1], you have a minute to slay **ALL** the **INFECTED** you can, although it is well worth concentrating your rage on **HUNTERS** [2], and to a lesser extent, the **EVOLVED INFECTED**. Although you're tasked with using the **HAMMERFIST POWER**, you can use the **HUNTER DIRTNAP** to quickly **INCAPACITATE** a Hunter; then finish him with a **SMACKDOWN**. In fact, any of the **FOUR HAMMERFIST** powers are deadly; try the **HAMMERTOSS** if you need to. However, it is easier to continuously pummel foes, waiting for more to **SWARM**. The **SMACKDOWN** [3] is useful here, as it can defeat **MULTIPLE FOES** at once. Finally, stay in the initial street; there are more than enough foes **HERE**.

Time Limit: 01:00:00

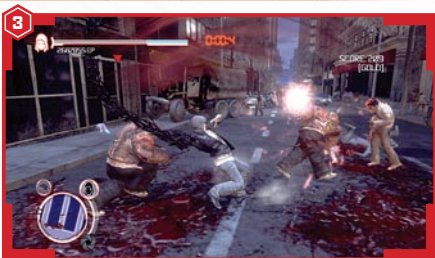
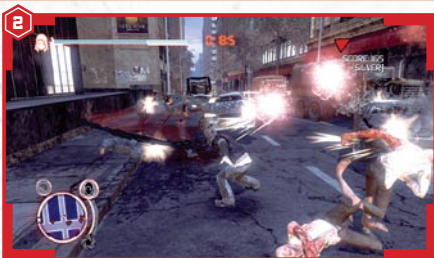
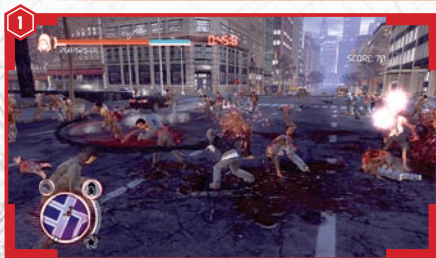
Score:

Infected Civilian = 1 Point

Evolved Infected = 3 Points

Hunter = 5 Points

[Kill Event 05: STREET SWEEPER]



100	150	200	250	336

The clue to obtaining an impressive score lies in the **TITLE** of this **EVENT**. Because you're using only your **WHIPFIST POWER**, you should rely on more than just your basic attack: The key lies in the **STREET SWEEPER** Upgrade [1], which whips a 360-degree circle with its attack. Combo a **WHIPFIST** into a **STREET SWEEPER** to score highly. Don't forget to include the **DESTRUCTION OF VEHICLES** in your move [2], as Infected caught in the explosion also count toward your total. Also judge which streets have the most **FLAGGED ENEMIES**, worth more than the usual wandering mutants. Finally, try **WHIPFIST** Combos to quickly defeat **EVOLVED INFECTED** [3], and vary the direction you move throughout the event if you're having problems.

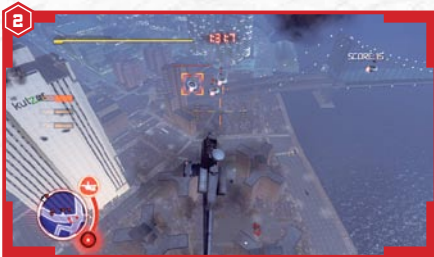
Time Limit: 01:00:00

Score:

Infected Civilian = 1 Point

Evolved Infected = 3 Points

[Kill Event 06: RAINING FIRE]



25	50	65	75	246

START this **EVENT** by coaxing **STRIKE TEAM GUNSHIPS** or **TANKS** nearby for extra points potential [1]. Quickly ascertain which **ORDNANCE** is most advantageous to your goal: the **MACHINE GUN** or small **MISSILES** are both excellent, because your targets are quick and only have **LIGHT ARMOR**. **ROCKETS** aren't necessary, because they take too long to hit the targets, which are mainly **UAVs** [2]. However, to ensure a **MASSIVE SCORE**, swoop down toward the **BRIDGE ENTRANCES**, and lay waste to the **SENTRY GUNS** and **TANKS** for excellent additional points [3]. If you can reach **ALL** the nearby **BRIDGES**, your score will be **EXCEPTIONAL**, as long as you keep **DODGING** the incoming fire.

Time Limit: 02:00:00

Score:

UAV = 1 Point

Sentry Gun = 1 Point

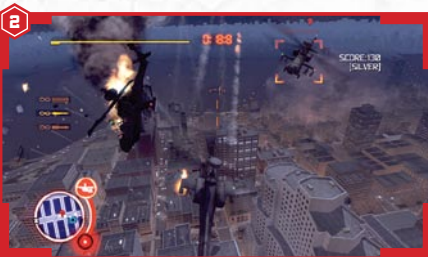
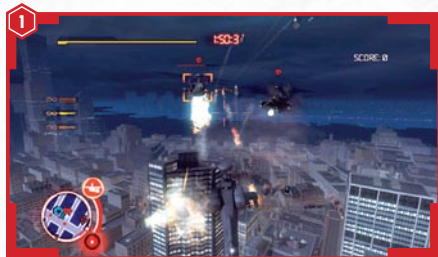
Tank = 10 Points

Gunship = 10 Points

ADDITIONAL OFFERINGS

MOVEMENT EVENTS GLIDE EVENTS **KILL EVENTS** WAR EVENTS CONSUME EVENTS WEB OF INTRIGUE COLLECTIBLES

[Kill Event 07: FRIENDLY FIRE]

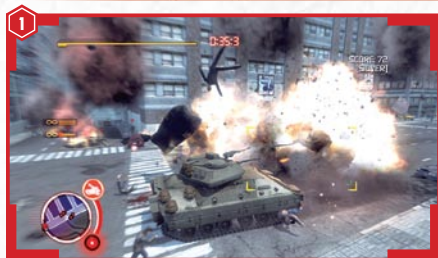


75	110	150	180	241

Destroy as many **GUNSHIPS** as possible [1], although you can target other **GROUND LOCATIONS**, such as Water Towers, which yield less of a score. Instead, immediately **ASCEND** from the starting skyscraper, and switch to your **MISSILES**, the second of the three **ARMAMENTS** your Gunship carries. These are **STRONG** enough to cut through enemy choppers [2], and don't have the **TIME DELAY** of a **ROCKET**. As the enemy **GUNSHIPS** rise up from the ground, it is important not to **ASCEND TOO HIGH**, as you'll simply waste time waiting. Instead, stay at **SKYSCRAPER** level [3], and immediately **SWING** and **TARGET** each new foe by finding them on your Mini-Map. Remember to fire even if your **TARGET** is off-screen!

Time Limit: 02:00:00
Score:
Water Tower = 1 Point
Gunship = 10 Points
Tank = 10 Points

[Kill Event 08: IRONY]

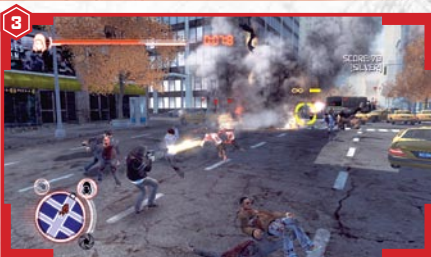


45	65	85	105	125

You must target both **MARINES** and **APCs**, so the **TIPS** that appear before you start this **EVENT** are pertinent to extrapolate on: Check your **MINI-MAP** for the earliest possible location of **SKULL MARKED ENEMIES** (the **APCs**) [1], because the sooner you destroy them, the sooner more appear. In all **EVENTS** using **TANK-LIKE** vehicles, **PRESS AND HOLD BOTH TURRET FIRE BUTTONS CONTINUOUSLY**, pushing out as much firepower as you can [2]. Try targeting **GROUPS** of Marines with a single **MISSILE** strike. Finally, the key to survival is to **KEEP YOUR APC MOVING** [3]. With your speed up, and maneuvering around other traffic so you aren't **SLOWED DOWN**, you can really hammer the enemy.

Time Limit: 02:00:00
Score:
Marine = 1 Point
APC = 5 Points

[Kill Event 09: EXPLOSIVE]



40	70	100	115	201

Placing a **GRENADE LAUNCHER** in your hands results in **TERRIFYING CARNAGE**, as you're faced with **RELENTLESSLY CHARGING ENEMIES**, and a weapon that **HURTS THE USER** with **SPLASH DAMAGE** [1] if fired close to a foe. With this in mind, start this event with **MAXIMUM HEALTH**, because you're likely to be hurt. It takes **TOO LONG** to manually aim at the **HIGH VALUE TARGETS**, so instead try a **RAPID FIRE-AND-FORGET** strategy: Move **BACKWARD** down the **MIDDLE** of a street [2], aiming at a **FAR TARGET**, and catching the **MASS** of charging enemies that **ENCROACH** into the **LINE OF SIGHT** [3]. Backpedal quickly, ideally down a main street, flicking to change the target only when necessary.

Time Limit: 01:00:00
Score:
Infected Civilian = 1 Point
Evolved Infected = 3 Points

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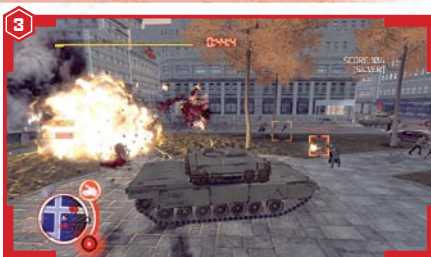
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[Kill Event 10: ARMOR]



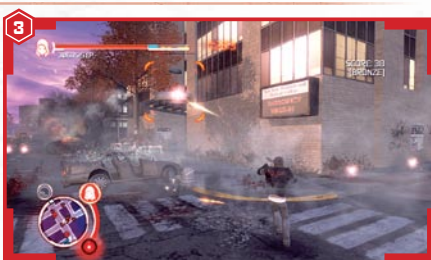
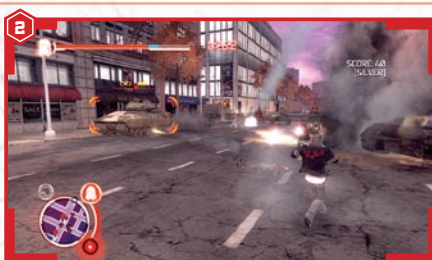
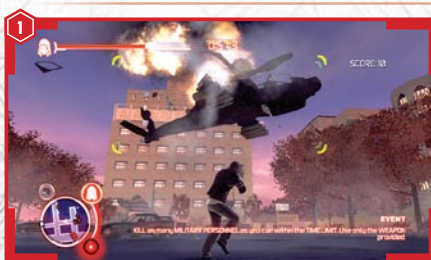
60	90	125	175	200

the **GROUND APCs**. Instead, stay **INSIDE** the **PARK** [1], and drive quickly in a **CURVE**, checking the Mini-Map for any **SKULL** **ICONS**, which are APCs you should immediately **DESTROY** [2]. **HOLD DOWN BOTH FIRE BUTTONS CONTINUOUSLY** for maximum destruction, and maneuver both your Tank and **TURRET** to the next Tank the moment it appears on your map. There should be no need to **AIM** at the **MARINES** as the **SPLASH DAMAGE** from destroying the APCs usually kills most milling about in the vicinity. Only aim at **MARINES** if you're in mid turret swing to your next Tank takedown [3].

Take the tactics you learned from **KILL EVENT 08: IRONY** and apply them here, albeit with a more **POWERFUL VEHICLE**. Although **GUNSHIPS** occasionally appear, it is worth **IGNORING** them as they take longer to shift your aim to, compared to

Time Limit: 02:00:00
Score:
Marine = 1 Point
Gunship = 5 Points
APC = 5 Points

[Kill Event 11: CATCH]



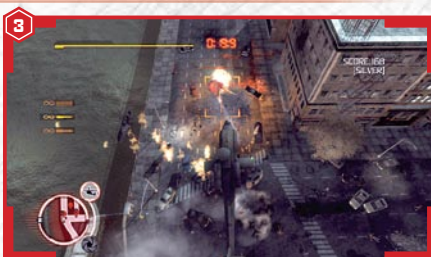
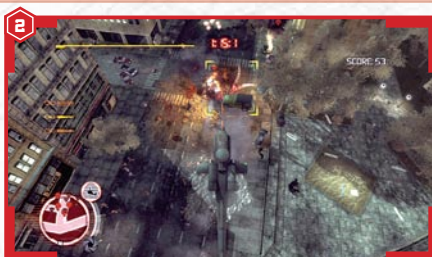
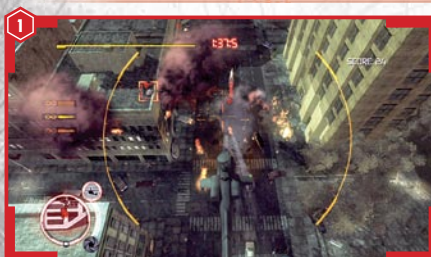
25	40	50	60	96

fight [1], because each is worth 10 points, boosting your score dramatically. Then move from the concrete forecourt to either **STREET**, searching for **SKULLS** on your Mini-Map, which signify APCs. Focus your attacks on them [2] as often as possible, and keep **CIRCLE-STRAFING** to avoid most incoming enemy attacks. Incidental enemies, such as **MARINES** and **UAVs** [3] are great to defeat if an APC is around a corner. Finally, remember to **KEEP MOVING** because the **MISSILE LAUNCHER** Soldiers can be a general nuisance.

Rampaging through **MILITARY FORCES** armed with a **GRENADE LAUNCHER** is a little less frantic because the Military keeps its distance, allowing you to concentrate on **HIGH VALUE** targets. To begin with, bring a couple of **STRIKE TEAM GUNSHIPS** to the

Time Limit: 01:00:00
Score:
Marine = 1 Point
Infected Civilian = 1 Point
UAV = 1 Point
APC = 5 Points
Gunship = 10 Points

[Kill Event 12: PROJECTILES]



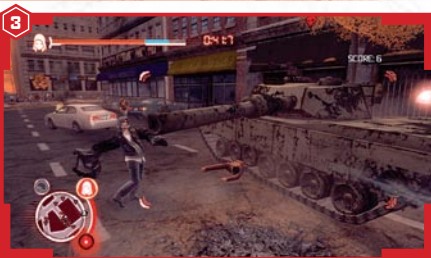
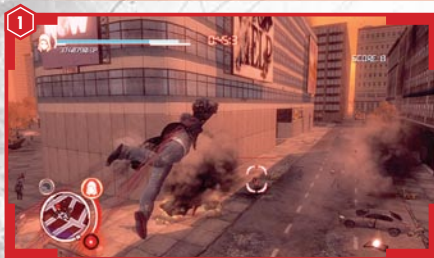
80	120	175	220	509

with **SKULLS** to appear, which are worth the most points [1]. Play with the three **ORDNANCE OPTIONS** until you find a preferred one; the **MISSILES** [second option] have the **PUNCH** to whittle down enemy energy without taking too long. Avoid **THROWN VEHICLES** [2] by **CIRCLE-STRAFING**, and aim for the **HUNTERS** [also shown by skulls] until a Hydra appears, then focus all attacks on that to blow it up before it sinks underground [3].

This requires a bit of practice and patience, as you utilize a **GUNSHIP** to destroy more powerful **INFECTED** forces. When you take off, keep as low as possible without being in range of **HUNTER** strikes, as this enables the **HYDRAS** [flagged

Time Limit: 02:00:00
Score:
Infected Civilian = 1 Point
Evolved Infected = 2 Points
Hunter = 5 Points
Hydra = 15 Points

[Kill Event 16: KNUCKLE-DRAGGER]

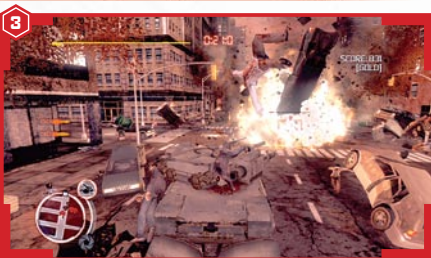
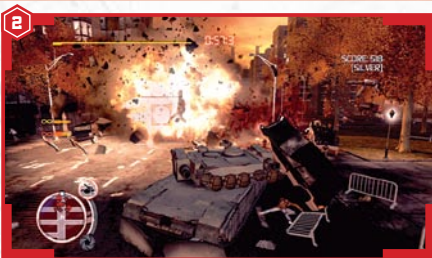
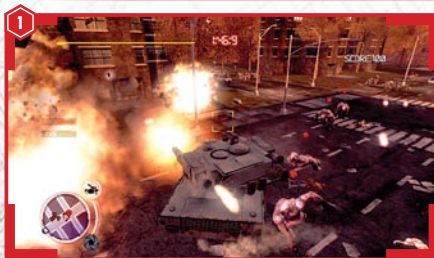


25	35	45	55	60

One of the toughest events, this involves you employing the **HAMMERFIST POWER** against the Military. The problem is the lack of Military near your starting position, the narrow streets, and how spread out the enemies are, which doesn't play to your strengths. To reach the **MARINES** or **UAVs**, employ the **HAMMERTOSS** [1], which is almost as quick as an **AIRDASH**, but ends with a kill. As soon as a **TANK** rumbles into view, **HAMMERTOSS** to a nearby **MARINE**, then **JUMP** and execute a **HAMMERFIST ELBOW SLAM** [2]. If you hold **DOWN** the attack button, you'll inflict extra damage. Then **FINISH** with a **SMACKDOWN** or **COMBO** [3], and be quick about it!

Time Limit: 01:00:00
Score:
Marine = 1 Point
UAV = 1 Point
Tank = 10 Points

[Kill Event 17: ROLLING THUNDER]

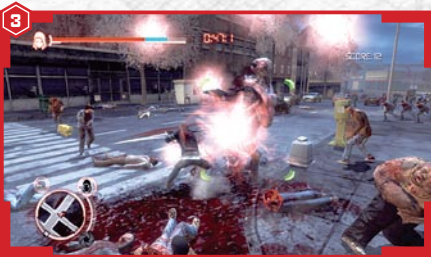


250	450	650	750	1,189

Similar to **KILL EVENT 13: ORDINANCE**, this pits you against the **INFECTED** in a **THERMOBARIC TANK**. The devastation you wield is incredible, but also dangerous. Keep moving so you can shrug off the deadly **HUNTER** attacks [1]; you cannot sit still and hope your Tank survives the pummeling. Use both the **MAIN THERMOBARIC ROUNDS** and the regular **TANK TURRET** at the same time, continuously holding down **BOTH BUTTONS** to take down anything that moves [2]. Use your **TARGET** to **FLICK** from enemy to enemy (usually the **HUNTER**). However, to truly devastate with the Tank, move onto the street, and begin to **REVERSE, BLASTING** as often as possible, and **CONTINUE** to retreat for the entire event [3]. There's no need to target; just lay waste to the enemies, cars, and road behind you!

Time Limit: 02:00:00
Score:
Infected Civilian = 1 Point
Evolved Infected = 3 Points
Hunter = 5 Points

[Kill Event 18: CLEAR CUTTING]



55	85	110	125	146

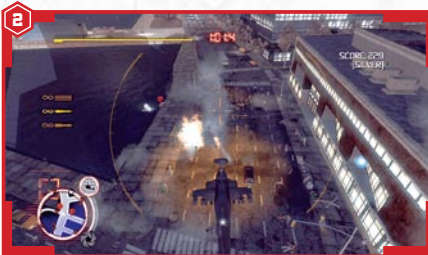
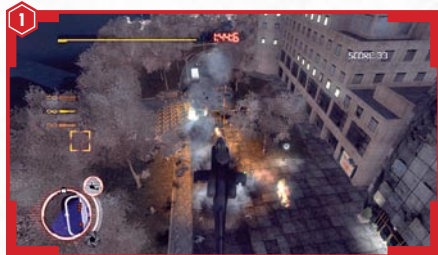
Although you've faced the **INFECTED** before, you haven't brought your **BLADES** yet. Apply the same general plan to this event. Use any of your four **BLADE POWERS**, although **COMBOS** [1] and the **FRENZY** are your best bet, because the **AIR SLICE** takes far too long to attempt and is only mildly useful for ridding yourself of **HUNTERS**. Instead, step from the basketball court into the side street, then to the main junction where most of the **INFECTED** are. Use the **FRENZY** to defeat **MULTIPLE EVOLVED INFECTED** [2], and remember that you can always attempt a **HUNTER DIRTNAP** to **INCAPACITATE** a Hunter before delivering a killing blow with your Blades [3]. Stay upright for longer by using the **ARMOR POWER**, too.

Time Limit: 01:00:00
Score:
Infected Civilian = 1 Point
Evolved Infected = 3 Points
Hunter = 5 Points

ADDITIONAL OFFERINGS

MOVEMENT EVENTS GLIDE EVENTS **KILL EVENTS** WAR EVENTS CONSUME EVENTS WEB OF INTRIGUE COLLECTIBLES

[Kill Event 19: FIRE IN THE SKY]



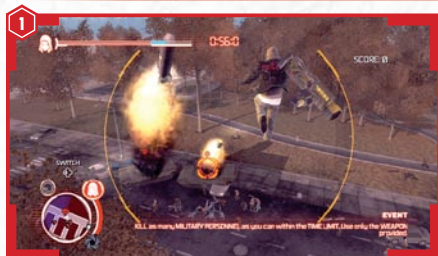
100	200	300	400	710

Although initially this seems impossible, if you employ some **LATERAL THINKING** to this problem, you'll easily score enough points to obtain a **PLATINUM** reward. Take off and immediately **EMPLOY** the **ROCKETS** [1] (the second ammunition type).

Time Limit: 02:00:00
Score:
Infected Civilian = 1 Point
Evolved Infected = 3 Points
Hunter = 5 Points

Instead of searching out the **HUNTERS** and other Mutants, which takes time away from accruing a score, head **NORTH** along the river promenade at low altitude, **STRAFING EVERYONE WITHOUT TARGETING** [2]. Continue this all along the shoreline and the **STREET** [3] that runs parallel to it, pausing in your **MASSACRE** only to tag any **HUNTERS** that are following you, to bolster your score still further.

[Kill Event 20: YOU CALLED DOWN THE THUNDER...]



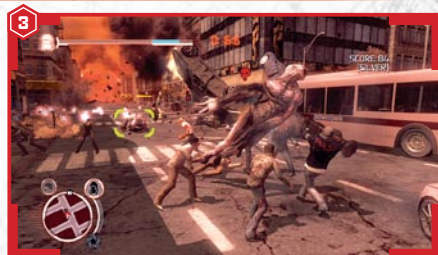
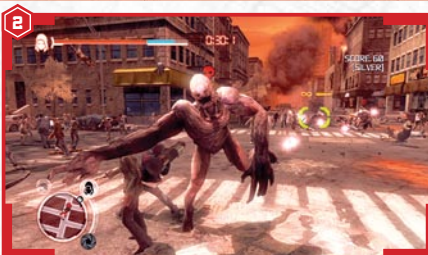
35	65	85	95	123

The "Thunder" in question is a **MISSILE LAUNCHER**, which must be aimed at a variety of **MILITARY** foes. As you did in **KILL EVENT 15: AERIAL ASSAULT**, make sure you've **AIMED PROPERLY** at **HIGH VALUE** targets before moving on to the next. In this case,

Time Limit: 01:00:00
Score:
Marine = 1 Point
UAV = 1 Point
Tank = 10 Points

TANKS are arriving, and you should dodge incoming fire [1], and move to the **GRASSY AREA** to the side of the road, which allows you to **STRAFE** and **DIVEROLL** left and right [2], avoiding incoming fire. As each **TANK** requires **TWO** Missile strikes to explode, simply **BLAST EACH ONE TWICE**, and the moment the second Missile is launched, target the next Tank. Don't wait around to see if it hits; it **WILL!** Continue with this tactic, optionally firing at groups of **MARINES**, for the best results.

[Kill Event 21: ...NOW REAP THE WHIRLWIND]



40	60	90	100	123

The "Whirlwind" in question is an incessant charge of the **INFECTED**, which you must keep at bay with **MISSILE** fire. Although the weapon is the same, the tactics are a little different for culling **HUNTERS** and their ilk. Drop down to

Time Limit: 01:00:00
Score:
Infected Civilian = 1 Point
Evolved Infected = 3 Points
Hunter = 5 Points

STREET LEVEL, and take immediate and **CONSTANT EVASIVE MANEUVERS**. Retreat while **JUMPING** to avoid the **EVOLVED INFECTED**, and **TARGET** a **HUNTER** and fire, taking out it, and any nearby foes [1]. You can continue **JUMPING** and dodging attacks, although it is better to **RETREAT** and **REPEAT** the plan you used during **KILL EVENT 09: EXPLOSIVE**: aim at a **FAR TARGET**, and catch the **MASS** of charging enemies that **ENCROACH** into the **LINE OF SIGHT** [2], taking **GREAT CARE** not to fire as a **HUNTER** charges in [3].

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[Kill Event 22: DEATH FROM ABOVE]



80



120



160



180



230

Entering a **GUNSHIP** to defeat a series of enemy **GUNSHIPS** can be very hectic, so **CIRCLE-STRAFE**, as well as **DIVING** and **ASCENDING** constantly to avoid the **MISSILES**. Meanwhile, choose the **SECOND OPTION** in ordnance, the **ROCKETS**,

Time Limit: 02:00:00

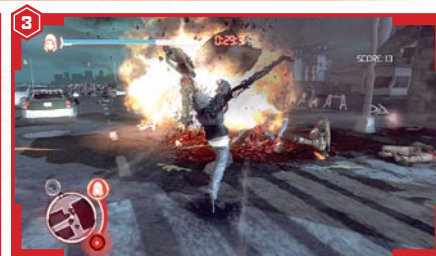
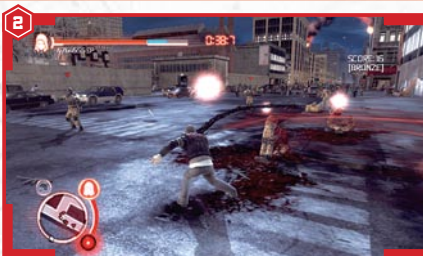
Score:

Water Tower = 1 Point

Gunship = 10 Points

because they are **QUICKER** than **MISSILES** [1]. Then look to the **MINI-MAP** as your early warning system. As soon as a **SKULL** appears, **PIVOT** in place, target it instantly, then **FIRE AWAY!** **FLICK** to your next target as the first goes down in flames [2]. To earn the **PLATINUM** reward you must be **INCREDIBLY QUICK** at turning and re-aiming at new incoming foes [3]. Aim as soon as get a **LOCK-ON**, even if you don't have a **VISUAL**.

[Kill Event 23: OVERKILL]



15



25



35



40



53

With only **ONE MINUTE**, and only your **WHIPFIST** to help you, it can be **EXTREMELY DIFFICULT** to reach the Platinum goal. However, there are some ways to ensure that you score highly. The moment this event begins, check the **MINI-MAP**,

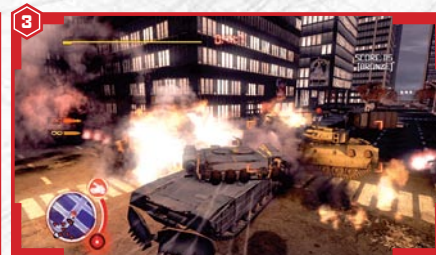
Time Limit: 01:00:00

Score:

Marine = 1 Point

and **AIRDASH** toward the largest concentration of **MARINES** [the **RED ARROWS** on the map] that you see. For the remainder of the event, execute a **WHIPFIST** followed by a **STREET SWEEPER** [1]. As you continue inflicting Street Sweepers on Marines, hit as **MANY AS POSSIBLE** with each blow, ideally four or more [2]. Finally, keep away from **TRAFFIC** because enemies count only when struck by **YOU**, not by an exploding **VEHICLE** [3].

[Kill Event 24: DEMOLITION]



110



150



180



200



233

The plan here calls for **SHEER MAYHEM**. Because your **THERMOBARIC TANK** isn't susceptible to its own **FIREPOWER**, you can **SIT** in the middle of a **CROSSROADS**, and **UNLEASH** both your **TANK TURRET GUN** and **THERMOBARIC MISSILE** fire on the incoming foes, obviously targeting **MAINLY** the **TANKS** [1]. Move about a little so you aren't a **SITTING TARGET** for incoming Missiles, but rely on your Tank's awesome firepower [2]. Let the enemy Tanks come to you, and then blow them up, ideally catching two at a time. Keep **TARGET** and **BOTH FIRE BUTTONS CONSTANTLY** pressed, and **FLICK** between targets using the **CONTROL STICK**; you need to keep the firepower raging throughout this event [3]. The Turret on the **THERMOBARIC TANK** turns slower than on a regular Tank, so try the **REVERSE** and **MANUAL BLASTING** technique, so you're always **FOCUSED** on the **SAME DIRECTION**.

Time Limit: 02:00:00

Score:

Marine = 1 Point

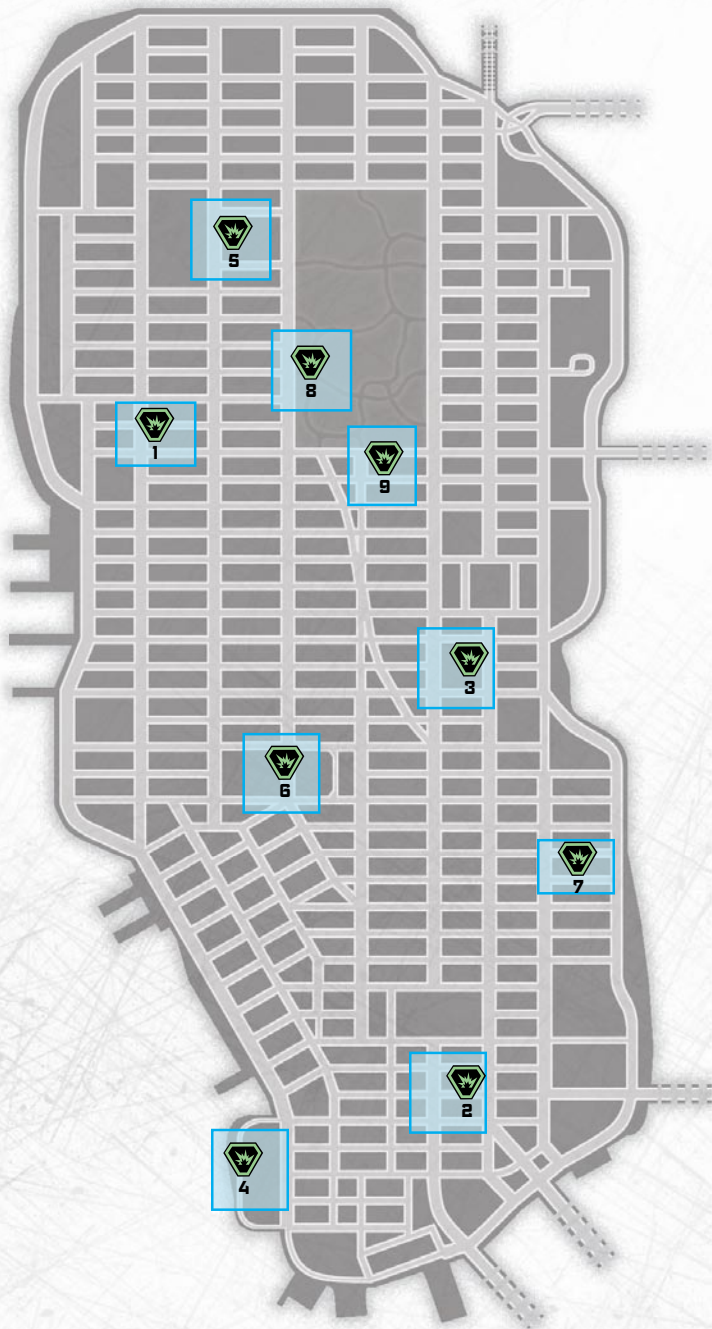
APC = 5 Points

ADDITIONAL OFFERINGS

MOVEMENT EVENTS GLIDE EVENTS KILL EVENTS **WAR EVENTS** CONSUME EVENTS WEB OF INTRIGUE COLLECTIBLES



[WAR EVENTS]



Event Name					
Enemy of My Enemy	03:10.0	02:50.0	02:30.0	02:10.0	01:39.4
Strange Bedfellows	02:45.0	02:15.0	01:50.0	01:30.0	01:15.4
Battle Field	02:00.0	01:30.0	01:15.0	01:05.0	00:53.6
Raid	02:45.0	02:10.0	01:45.0	01:25.0	00:55.2
Final Combat	03:40.0	03:20.0	02:50.0	02:30.0	01:02.2
Stairway	03:30.0	03:00.0	02:30.0	02:10.0	01:37.8
Power to the People	04:00.0	03:30.0	02:40.0	02:25.0	02:00.0
A Walk in the Park	03:30.0	03:00.0	02:45.0	02:30.0	01:38.0
Close Contact	04:15.0	03:55.0	03:35.0	03:15.0	02:43.8



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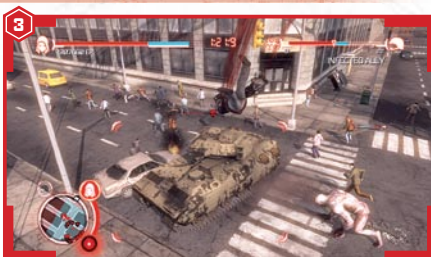
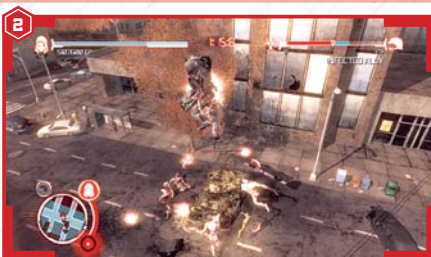
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[War Event 01: ENEMY OF MY ENEMY]



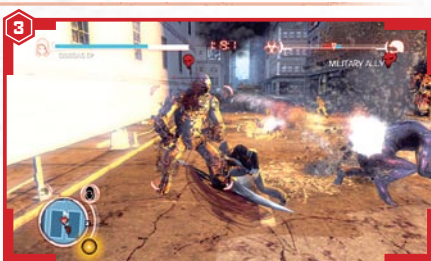
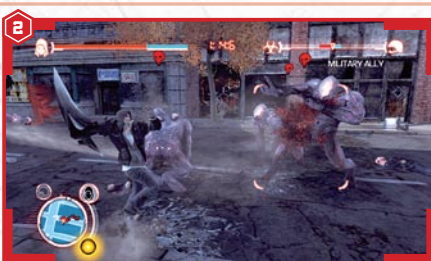
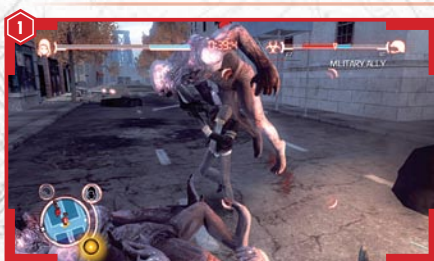
03:10.0	02:50.0	02:30.0	02:10.0	01:39.4

You are allied with the **INFECTED** against the **MILITARY**. You can use any weaponry you like, including **HIJACKING** the Military's own **APCs**, although this isn't recommended, as you can't target the **MARINES** quickly. Grabbing an **ASSAULT RIFLE** makes **QUICK WORK** of most Marines, but doesn't inflict

Infected Forces: 57
Military Forces: 74

much damage on the **APCs** that back them up. Instead, bring out your **HAMMERFIST** or **BLADE POWER**, but begin with a **ROOFTOP ASSAULT** using **FLYING KICKS** [1]. This delivers killing blows to the Marines armed with **MISSILE LAUNCHERS** who can otherwise be a real problem. Then concentrate on **ELBOW SLAMMING** or **AIR SLICING** into all the **APCs** that arrive, returning to the rooftops when you've destroyed them all. Then attack [2] (using **COMBOS**, **BLADE FRENZY**, or **HAMMERTOSS** strikes) the remaining Marines until the Military Forces total drops to zero [3]. Of course, you could **EASILY** reach the **RADICAL TARGET** score if you land a **GUNSHIP** on a nearby roof, then start the event, and use the **GUNSHIP** to blast away at Military foes!

[War Event 02: STRANGE BEDFELLOWS]



02:45.0	02:15.0	01:50.0	01:30.0	01:15.4

You are allied with the **MILITARY** against the **INFECTED**. Although the **GUNSHIP** option isn't available on this event, you should employ your most dangerous **POWER**: the **BLADES**. Because you're fighting **HUNTERS**, it also helps a **GREAT DEAL** if you have purchased the **HUNTER DIRTNAP POWER** [1], which allows you to

Infected Forces: 40
Military Forces: 38

easily **GRAB** a Hunter and place it on its back, after which you can **SLICE** and **DICE** it. A **RELENTLESS** series of **BLADE COMBOS** [2], followed by **FLYING KICKS** to quickly reach the **EVOLVED INFECTED** (which are your secondary targets) is the quickest way along the street. Try coaxing the enemy toward you, so the Military takes as few casualties as possible. You can rely on the Military to provide some covering fire and take down a few enemies for you, while you concentrate on the constant waves of **HUNTERS** [3]. Finally, try to **PROTECT** the **APCs** because they can provide a lot of **SUPPORT FIREPOWER** for you.

[War Event 03: BATTLE FIELD]



02:00.0	01:30.0	01:15.0	01:05.0	00:53.5

You are allied with the **MILITARY** against the **INFECTED**. This event pits you against a Hunter, Evolved Infected, and general shambling Infected foes, except your only means of retaliation is the **GRENADE LAUNCHER**. You begin on the stone steps adjacent to a **LARGE, FLAT** area of grass, which is excellent for **ENEMY**

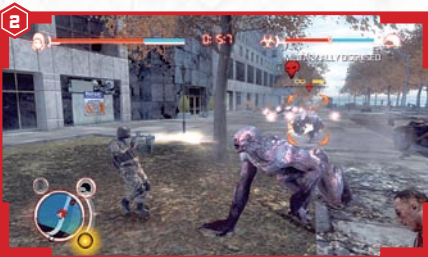
Infected Forces: 30
Military Forces: 30

TAKEDOWNS [1]. Move onto this expanse of grass as soon as possible, then **STRAFE** or **CIRCLE-STRAFE** around your foes [2], constantly **FLICKING** from target to target. Dodge incoming savaging (mainly from **HUNTERS**) using **DIVEROLLS** or **JUMPS**. Remember you can (and should) fire your Grenade Launcher while in the air. Keep the pressure on, firing as quickly as possible, and always target the **HUNTERS FIRST** [3], because they are most damaging and can slaughter the Marines you must also keep alive. Also, try **UPGRADING** your **GRENADE LAUNCHER** ability via **BASE INFILTRATIONS** to make this event easier.

ADDITIONAL OFFERINGS

MOVEMENT EVENTS GLIDE EVENTS KILL EVENTS WAR EVENTS CONSUME EVENTS WEB OF INTRIGUE COLLECTIBLES

[War Event 04: RAID]



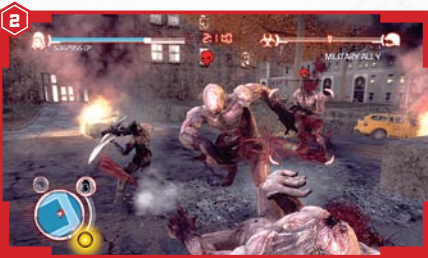
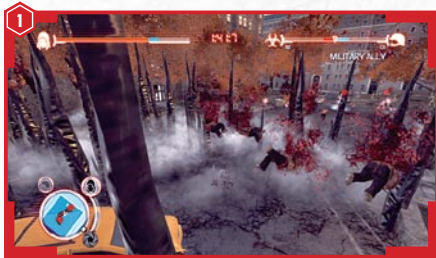
02:45.0	02:10.0	01:45.0	01:25.0	00:55.2

You are allied with the **MILITARY** against the **INFECTED**. Much like the previous **WAR EVENT**, you are armed with a **GRENADE LAUNCHER** and expected to fully utilize it against **HUNTERS**, **EVOLVED INFECTED**, and other Infected deviants. With the enemy constantly **CHARGING YOU [1]**, it is imperative that

Infected Forces: 40
Military Forces: 32

you employ **CONSTANT** dodging moves, to prevent yourself from being struck, either by a **MAULING ATTACK** or your own **GRENADES EXPLODING**. With this in mind, **CIRCLE-STRAFE** the immediate starting area. As additional enemies appear in this location, it is wise **NOT** to retreat down the street, as you want to **SHOOT** the enemies as **QUICKLY** as possible **[2]**. Concentrate on whittling down the **HUNTERS** as a matter of preference **[3]**, especially because they tend to **ATTACK** the **TANKS** you should also be defending.

[War Event 05: FINAL COMBAT]



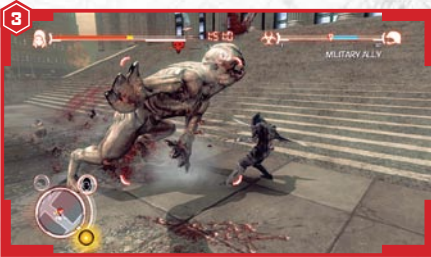
03:40.0	03:20.0	02:50.0	02:30.0	01:02.2

You are allied with the **MILITARY** against the **INFECTED**. You face **WAVES** of **INFECTED**, **EVOLVED INFECTED**, and **HUNTERS**, all homing in on a lightly-defended line of **MARINES**. This can become a difficult **WAR** to win, especially if you approach it unprepared. Therefore, it is **IMPERATIVE** that you

Infected Forces: 65
Military Forces: 45

start this event with **CRITICAL MASS**, and step into the **GLOWING VOLUME** wearing **ARMOR** and with your **BLADE** drawn, so you don't waste time accessing these **POWERS**. Begin with a **GROUND SPIKE DEVASTATOR [1]** that takes out most (if not all) of the Infected, and as few Marines as possible. **FLYING KICK** or **SLASH** at the rest **[2]**. Then, as the **NEXT WAVE** of foes comes dashing east to west down the street, execute another **DEVASTATOR** before **SLASHING** at the Hunters **[3]**, and then the other foes. Then repeat this tactic.

[War Event 06: STAIRWAY]



03:30.0	03:00.0	02:30.0	02:10.0	01:37.8

You are allied with the **MILITARY** against the **INFECTED**. More than ever, this **WAR EVENT** involves pitched battles between you and an increasing number of **HUNTERS**. With this in mind, you could always **HIJACK** one of the **APCs**, or grab a **MISSILE LAUNCHER** from a fallen Marine and blast

Infected Forces: 82
Military Forces: 44

away, but this takes up valuable **SLAUGHTERING** time. Instead, choose your **FAVORED POWER** (such as the **BLADE**), don Armor before you begin the event, and begin to **SLASH** at the enemies **[1]**, choosing Hunters first. Remember to try the **HUNTER DIRTNAP** to flip them on their backs. You don't stand a chance at a quick time unless you inflict one or two **WELL-TIMED DEVASTATORS [2]**, which kill friend and foe alike. Try one when the **LEADER HUNTERS** show up **[3]**. These are especially deadly, so try an **AIR SLICE** to wound them. Still having problems with the **LEADER HUNTERS**? Try the **CRITICAL PAIN DEVASTATOR** (ground or **AIR**) against them with impressive results.

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[War Event 07: POWER TO THE PEOPLE]

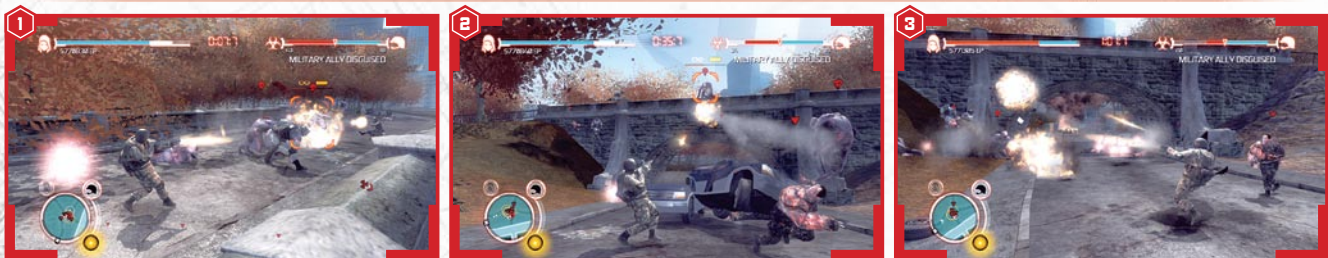


04:00.0	03:30.0	02:40.0	02:25.0	02:00.0

You are allied with the **INFECTED** against the **MILITARY**. This is one of the trickiest **EVENTS** of all, and the secret to a quick completion time is to **REMOVE** your **ARMOR POWER** so you have the additional speed, and choose a weapon that deals quick, powerful attacks in the shortest amount of time: the **BLADE POWER**. When you begin, use **TARGETED FLYING KICKS** [1], or better yet, an **ASSAULT RIFLE** or **MACHINE GUN** to quickly dispatch **MARINES** one at a time. **HOLD DOWN** the **FIRE** button, then **FLICK** across the various **TARGETS**. Keep this up until the **TANKS** arrive, and concentrate on destroying them with a **JUMP** and **AIR SLICE** [2, 3] [again, you can **DESTROY TANKS** without **CHARGING** the **AIR SLICE**, so **TAP** the button for **MAXIMUM EFFICIENCY**]. When subsequent Tanks appear across the courtyard, **AIRDASH** to them before finishing with more **WEAPON FIRE** on the final Marine reinforcements.

Infected Forces: 58
Military Forces: 110

[War Event 08: A WALK IN THE PARK]



03:30.0	03:00.0	02:45.0	02:30.0	01:38.0

You are allied with the **MILITARY** against the **INFECTED**. This is a similar **WAR EVENT** to **03: BATTLE FIELD**, and your main strategies are similar: **RETREAT** and **CIRCLE-STRAFE** at your foes so you aren't **SWARMED** by them, using **DIVEROLLS** and firing while **JUMPING** to ensure you're hitting as many **UNDERNEATH** the bridge mean you should **BACK OFF** the structure, then move **DOWN BELOW** it to continue the battle [2]. **STRAFE** left to right, making sure the **SUPERSOLDIERS** aren't attacked, and blast at the **HUNTERS** first, and then the **EVOLVED INFECTED** and other Infected [3]. This wider expanse, instead of the enclosed **BRIDGE SPAN**, makes defeating the **INFECTED** a lot easier.

Infected Forces: 45
Military Forces: 30

[War Event 09: CLOSE COMBAT]



04:15.0	03:55.0	03:35.0	03:15.0	02:43.8

You are allied with the **INFECTED** against the **MILITARY**. Specifically, you have **25 SUPERSOLDIERS** to defeat in a frighteningly short time. Achieve this by **PREPARING** for combat. Enter this event achieving **CRITICAL MASS**, armed with your trusty **BLADE** power, and wearing **ARMOR** [which is optional]. Practice is the key here, as you have to **LAY INTO** a **SUPERSOLDIER** [1], wait for him to **COUNTER**, and then **COUNTER BACK** [2]. The key is to be **SUCCESSFUL** with these counters, so memorize your **BUTTON LAYOUT** so you can instantly return the attack. The other plan is to start with a **GROUND SPIKE** (or your favorite) **DEVASTATOR** [3], and attempt one or two **MORE** during the battle. Although this kills off **HUNTERS**, it catches **SUPERSOLDIERS** and helps incredibly with your time. Continue to pummel Supersoldiers until the bitter end.

Infected Forces: 12
Military Forces: 25

ADDITIONAL OFFERINGS

MOVEMENT EVENTS GLIDE EVENTS KILL EVENTS WAR EVENTS CONSUME EVENTS WEB OF INTRIGUE COLLECTIBLES

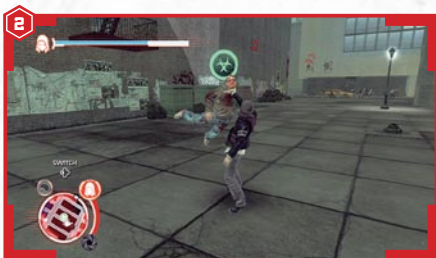
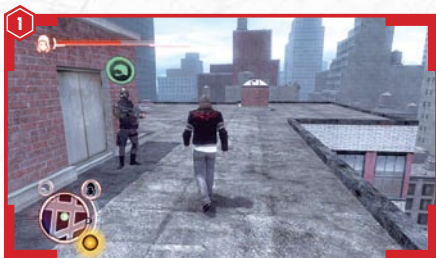
[CONSUME EVENTS]

Event Name	Number of Events	Difficulty	Radical Target
Consume	10	Military [EASY]	168,000
Consume	9	Military [MEDIUM]	152,400
Consume	7	Military [HARD]	166,800
Consume	3	Infected [EASY]	43,200
Consume	3	Infected [MEDIUM]	57,600
Consume	3	Infected [HARD]	72,000

TIP

If you are having TROUBLE locating WEB OF INTRIGUE targets, attempt some MILITARY BASE INFILTRATION Events. Complete this EVENT as SOON AS POSSIBLE, and ALWAYS CONSUME the KEY PERSONNEL you need for DISGUISE, WEAPONRY, and VEHICLE UPGRADES, because these are useful during your MISSIONS.

[Beginning a CONSUME EVENT]



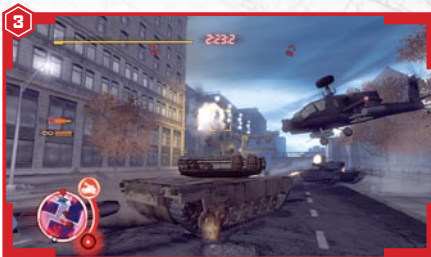
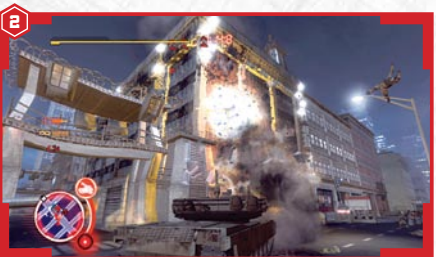
NOTE

You can continuously COMPLETE CONSUME Events until a new target stops appearing. If this occurs, you need to complete ADDITIONAL MISSIONS. Don't want this CONSUME Event? Then FAIL it on purpose, and CONSUME another target for another! Also note that Base Infiltration and Base/Hive Destruction locations are shown on the POSTER MAP.

CONSUME Events are started somewhat differently from other event types. To begin, check your MAP for either a MILITARY EVENT icon, or an INFECTED EVENT icon. These show the location of a MILITARY SOLDIER [1] or INFECTED [2] somewhere in the city. These are in VARIOUS LOCATIONS (which are RANDOM, and not shown on the POSTER MAP), and the location changes each time you COMPLETE a CONSUME Event. Simply go up to the entity, and CONSUME them to begin. If your Consume target dies, either accidentally (if you throw them instead of Consuming them, for example) or is caught in a melee with other entities, simply move away from the location a few blocks, until the target REAPPEARS.

MILITARY CONSUME EVENTS

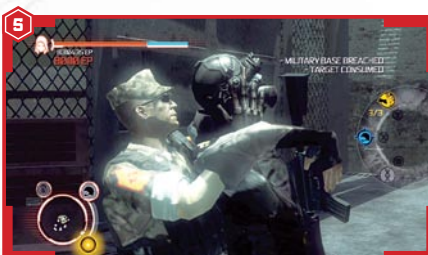
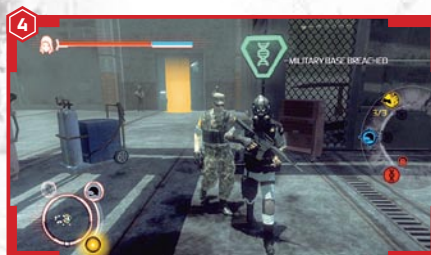
[Consume Event Type 01: MILITARY BASE DESTRUCTION]



This STRAIGHTFORWARD Consume Event has you maneuvering to a randomly determined BASE (one of those flagged on the CONSUME EVENTS map), and DESTROYING it. Follow the plan set out in MISSION 9.02, but with MORE HASTE, as you only have a few minutes to complete this task. The EASIEST plan is to approach in a MILITARY DISGUISE, then HIJACK a TANK [1] or GUNSHIP, and blast the exterior until it crumbles [2]. MISSILE LAUNCHERS can work, but are nowhere near as potent. If you've BROUGHT YOUR OWN TANK (or if you RETREAT A BLOCK AWAY) you can MANUALLY AIM at the building, firing ALL WEAPONS [3], and toppling the building with less ENEMY FIRE.

Rewards [Easy]:	14,400 EP
Rewards [Medium]:	19,200 EP
Rewards [Hard]:	24,000 EP
Time Limit [Easy]:	03:30:00
Time Limit [Medium]:	03:00:00
Time Limit [Hard]:	02:30:00

[Consume Event Type 02: MILITARY BASE INFILTRATION]



Perhaps the **TOUGHEST CONSUME EVENT** of all, this requires you to **REACH** a **BASE** [randomly determined, but one of those shown on the **CONSUME EVENTS** map], and step inside. Follow the **EXACT SAME PLAN** as you did during **MISSION 3.01**. However, expect the base (especially as you progress) to be **HIGHLY DEFENDED [1]**. Early on, you can simply **FOLLOW** the **BASE COMMANDER**, who is almost always outside the **DOOR**, and **STEALTH CONSUME** him. Later though, it is quicker to **SPRINT** and **GRAB HIM**, then **CONSUME** him [2] before the **ALERT** sounds. When a base is **HIGHLY SECURE**, you don't have time to **DESTROY VIRAL DETECTORS** or battle **TANKS**. Instead, you should **FLEE** once you have the **COMMANDER**.

Rewards [Easy]: 12,000 EP
Rewards [Medium]: 21,600 EP
Rewards [Hard]: 30,000 EP
Time Limit [Easy]: 03:00:00
Time Limit [Medium]: 02:45:00
Time Limit [Hard]: 02:30:00

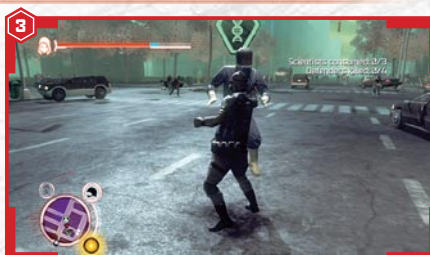
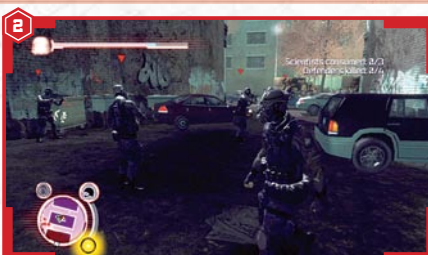
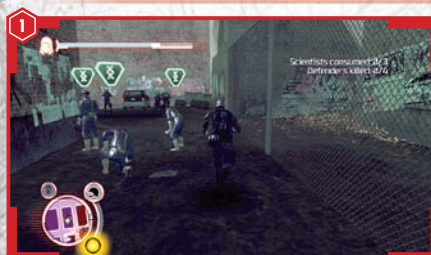
Find a place to **HIDE**, and then return in the **BASE COMMANDER DISGUISE**. You know the Disguise is correct if a **KEY ICON** appears in the screen's **TOP LEFT**. Move to the **BASE ENTRANCE [3]**, and head inside. You now have a **PRIMARY CONSUME** target [4], as well as some possible (and **OPTIONAL**) **SECONDARY** targets. These secondary targets can be **WEB OF INTRIGUE** targets, or **SPECIALIZED TROOPS**, allowing you to **UPGRADE** your **DISGUISE**, **VEHICLE**, and **WEAPON** skill-sets. The plan is the same for each target; receive a **BONUS** if you **FOLLOW** your target, wait until no one is looking, and **STEALTH CONSUME** them [5]. Then you can **EXIT** and complete the event. If you're **DISCOVERED**, or simply want to engage the enemy, you must **WIPE OUT** everyone, which is **EXHILARATING [6]**!



TIP

This is the **ONLY CONSUME** Event where you locate **MILITARY TARGETS** to **UPGRADE** your **DISGUISE**, **VEHICLES**, and **WEAPONS** competence. Complete as many of these as **SOON AS POSSIBLE**! Another **PLAN** is to make a little disturbance near the perimeter of a **BASE** by **LANDING HARD**, optionally from a **GREAT HEIGHT**. When the Military come to **INVESTIGATE**, walk right past them [Disguised as a soldier], and **CONSUME** their **COMMANDER**.

[Consume Event Type 03: SCIENTIST HUNT]



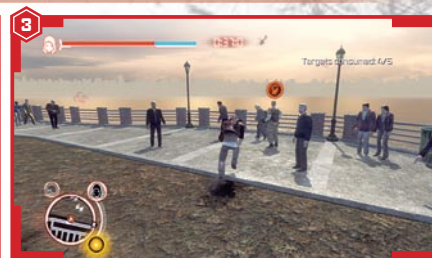
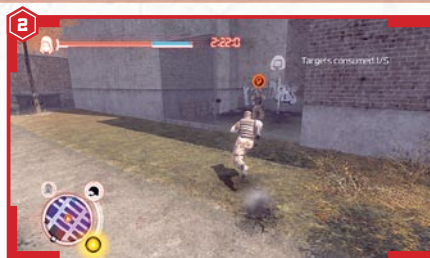
What begins as a relatively **STRAIGHTFORWARD** event type can turn difficult, depending on the **FORCES** you have **FIGHTING** against you, because it is usually the **MILITARY** that ends up accidentally killing the **SCIENTISTS** (although you throwing them instead of Consuming them runs a close second). You must locate a **CLUSTER** of **THREE SCIENTISTS [1]**, and their **DEFENDERS [2]** (between two and four), and **CONSUME** them all. You only need **TWO** of three **SCIENTISTS** for success (but your EPs will be lower). Note that the **TIME LIMIT** only applies to you **REACHING** the scientists; after that you can **CREEP UP** and **STEALTH CONSUME** a scientist or defender or two if you can, postponing the **ALERT** for as long as possible. Also note that occasionally, a **SCIENTIST [3]** may be a **WEB OF INTRIGUE** target.

Rewards [Easy]: 2,400 EP per Scientist [3];
 2,400 EP for ALL Defenders killed [2]
Rewards [Medium]: 3,600 EP per Scientist
 [3]; 3,600 EP for ALL Defenders killed [3]
Rewards [Hard]: 4,800 EP per Scientist [3];
 6,000 EP for ALL Defenders killed [4]
Time Limit [Easy]: 01:50:00
Time Limit [Medium]: 01:20:00
Time Limit [Hard]: 01:00:00

ADDITIONAL OFFERINGS

MOVEMENT EVENTS GLIDE EVENTS KILL EVENTS WAR EVENTS CONSUME EVENTS WEB OF INTRIGUE COLLECTIBLES

[Consume Event Type 04: WEB TARGETS]

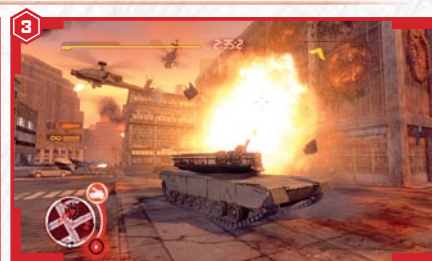
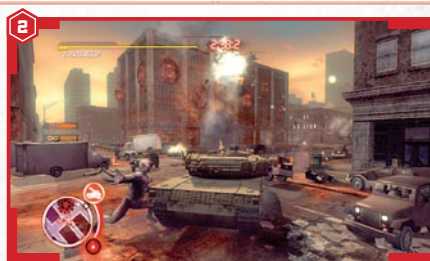
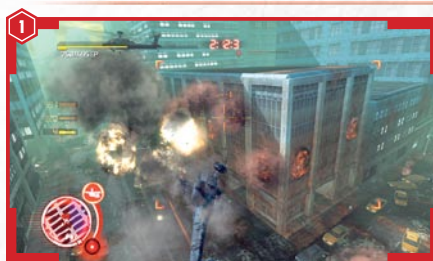


This is **EXTREMELY USEFUL** for locating **WEB OF INTRIGUE TARGETS**, but only if you attempt this event during a **MISSION**. If you've waited until you've **COMPLETED** the **ADVENTURE**, no **WEB** targets are available. From your **STARTING POINT**, **AIRDASH** and **GLIDE** across the buildings to the **WEB TARGET**, and **CONSUME** them [1]. **STEALTH CONSUMES** are an option, but not necessary; you should be more worried about your **TIME LIMIT**, which varies depending on **DIFFICULTY**, as does the **NUMBER** of targets. Whether you receive **NEW MEMORIES** or not, continue to the **NEXT** target [2], and again until **ALL** are **CONSUMED** [3]. If a target dies, back off a few blocks and they reappear, but this usually causes you to **FAIL** this event.

Rewards [Easy]: 31,000 EP per Target [3]; 9,600 EP for ALL Targets
Rewards [Medium]: 31,000 EP per Target [4]; 14,400 EP for ALL Targets
Rewards [Hard]: 31,000 EP per Target [5]; 19,200 EP for ALL Targets
Time Limit [Easy]: 02:50:00
Time Limit [Medium]: 02:40:00
Time Limit [Hard]: 03:00:00

INFECTED CONSUME EVENT

[Consume Event Type 05: HIVE DESTRUCTION]

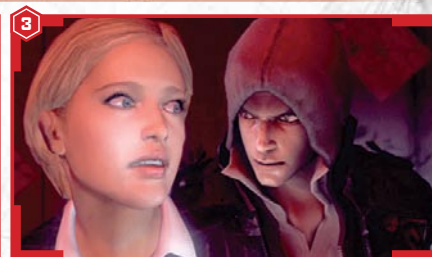
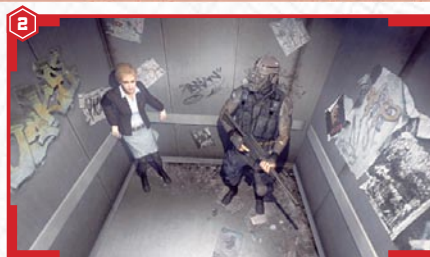


There is only **ONE** type of **INFECTED CONSUME** Event. You must immediately locate a **NEARBY HIVE** (all of the possible **HIVE LOCATIONS** are shown in this guide's **CONSUME EVENTS** map), and journey to it. Once there, simply destroy the building within the **TIME LIMIT** to successfully end **ONE** of the Consume Events. As with the **BASE DESTRUCTION** Military Consume Event, it helps if you bring a **GUNSHIP** [1] or **STRIKE TEAM** that you can **SKYJACK**, or locate a **TANK** at the Hive itself, **HIJACK** that, and then demolish the Hive using its ordnance [2]. You can try **DEVASTATORS** on top of the Hive, but **MILITARY VEHICLES** [3] are thoroughly recommended.

Rewards [Easy]: 14,400 EP
Rewards [Medium]: 19,200 EP
Rewards [Hard]: 24,000 EP
Time Limit [Easy]: 03:30:00
Time Limit [Medium]: 03:00:00
Time Limit [Hard]: 02:30:00

ADDITIONAL CONSUME EVENT

[Consume Event Additional: KAREN PARKER]



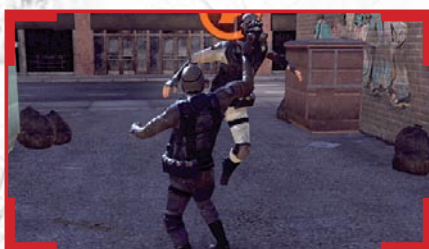
Once all of the **BLACKWATCH SCIENTISTS** have been consumed (which is always the **LAST MILITARY CONSUME EVENT**), you learn the **WHERE-ABOUTS** of your ex-girlfriend. Travel north to **EAST HARLEM**, and locate the nondescript warehouse [1], and enter the **GLOWING VOLUME**. Karen is busy working at her laboratory desk, when she is approached by a **BLACKWATCH TROOPER** [2], and escorted into a service elevator. Inside the **ELEVATOR**, you meet her, and begin to **CATCH UP** on **OLD TIMES** [3]....

[WEB OF INTRIGUE]

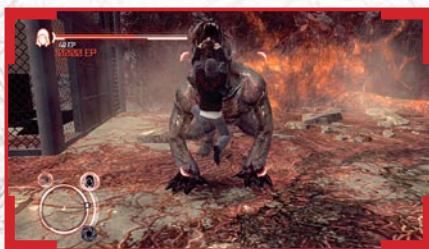
THE BASICS

Throughout the missions, you piece together an increasingly disturbing series of revelations known as the **WEB OF INTRIGUE**. These are the memories of those you Consume, whether they are **MILITARY** personnel, **INNOCENTS** involved in this terrible viral outbreak, or the **INFECTED** themselves. When you've successfully **CONSUMED** an entity that has a specifically important Web of Intrigue memory strand, it is stored in the **WEB OF INTRIGUE INTERFACE** (or **WEB**) **MENU**.

Here's how you **UNLOCK** the different **TARGETS** inside your Web of Intrigue: Each of the targets listed in this guide's **WEB OF INTRIGUE TABLE** (later in this chapter) come from one of **FOUR CHARACTER TYPES**:

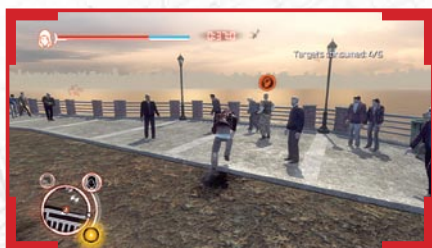


[1] MANDATORY CHARACTERS: These are humans you **CONSUME** throughout your **MISSIONS**, and you have no option but to collect their memories.



[2] MANDATORY HUNTER: There are **TWO LEADER HUNTERS** you **CONSUME** through two key points during your **MISSIONS**, and you have no option but to collect their memories.

[3] OPTIONAL MILITARY TARGETS: These targets can be found patrolling the **STREETS**, inside a **BASE** during a **CONSUME EVENT**, or dressed as a **SCIENTIST** during a **CONSUME EVENT**. You may optionally collect these memories.



[4] OPTIONAL INNOCENTS: These citizens wander the increasingly hostile Manhattan **STREETS**. You may optionally collect these memories.

Because you can refer to the **WALKTHROUGH** to pinpoint when you Consume the **18 MANDATORY** characters and Hunters (and this chapter's chart for the general **EPISODE/SEQUENCE**), you need to be aware of how all **113 OPTIONAL** targets appear:

Each optional target appears within a **SPECIFIC ZONE** of Manhattan. The **MANHATTAN ZONE MAP** shows you every zone. The Web of Intrigue table references each target's zone, so you can cross-reference where they appear. Note that the **GAME** does **NOT** reference these zones!

The easiest time a target appears is in their specific **EPISODE**, or **SEQUENCE**. Every mission in this guide's **WALKTHROUGH** occurs during one of **TEN EPISODES**. Each episode refers to the same number sequence in your Web of Intrigue menu (except for Episode 10, which doesn't have any Web of Intrigue characters).

So for example, during Episode 2, you can opt to find any of the optional targets from Episode 1 and 2, and when you've Consumed them, they appear in **SEQUENCE 1** and **2** of your Web of Intrigue Interface menu.

However, the target **APPEARS ONLY** if you have an **OPEN CONNECTION** to them. That is, if you've Consumed a mandatory or optional target that **DIRECTLY CONNECTS** to them in the Web of Intrigue **INTERFACE MENU**.

Note that even if you have a **DIRECT CONNECTION**, you still need to wait until the appropriate **EPISODE** for the character to become available.

When you're actually **FINDING** the character, they appear on your **MINI-MAP** as this icon **[SHOW RED HEAD ICON]** when you're within one or two **ZONES** from them.

FINDING AN EXAMPLE CHARACTER



In this example, we're attempting to find **DOCTOR ROY HODGIN**. Figure out the following:

Which **ZONE** is he in? **ANSWER:** Zone **82**.

Where is **ZONE 82**? **ANSWER:** It's in the **MIDTOWN EAST** area, which borders the **SOUTHEAST** corner of Central Park.

What **EPISODE** does he **FIRST APPEAR**? **ANSWER:** Episode 6. This means you can **FIND HIM** as soon as you begin **Episode 6.01: The Door in the Wall**, or at **ANY TIME AFTERWARD**.

What **SEQUENCE** does he **APPEAR IN**? **ANSWER:** Sequence 6 (it is always the same as the episode). Look for him in this sequence, inside your **WEB OF INTRIGUE INTERFACE MENU**.

Is he **WANDERING THE STREETS YET**? **ANSWER:** Only if you've already **CONSUMED** the characters he has a **DIRECT CONNECTION** with. In this case, these characters are **ROBERT BAUGH** and **STEVEN CHAMBERS**.

Find all the **CHARACTERS** to uncover an **ACHIEVEMENT/TROPHY**, as well as the **ENTIRE SHOCKING TRUTH** of this **VIRAL DISASTER**! The **FOLLOWING CHARTS** show all **131** available **WEB OF INTRIGUE TARGETS**, and where to find them.

Web of Intrigue: Manhattan Zone Map

The **MAP** of Manhattan, shown to the right, reveals all the **ZONES** your **OPTIONAL** characters can appear in. Note that many of these zones cannot be reached (such as Zone **123**).

Web of Intrigue: Interface Chart

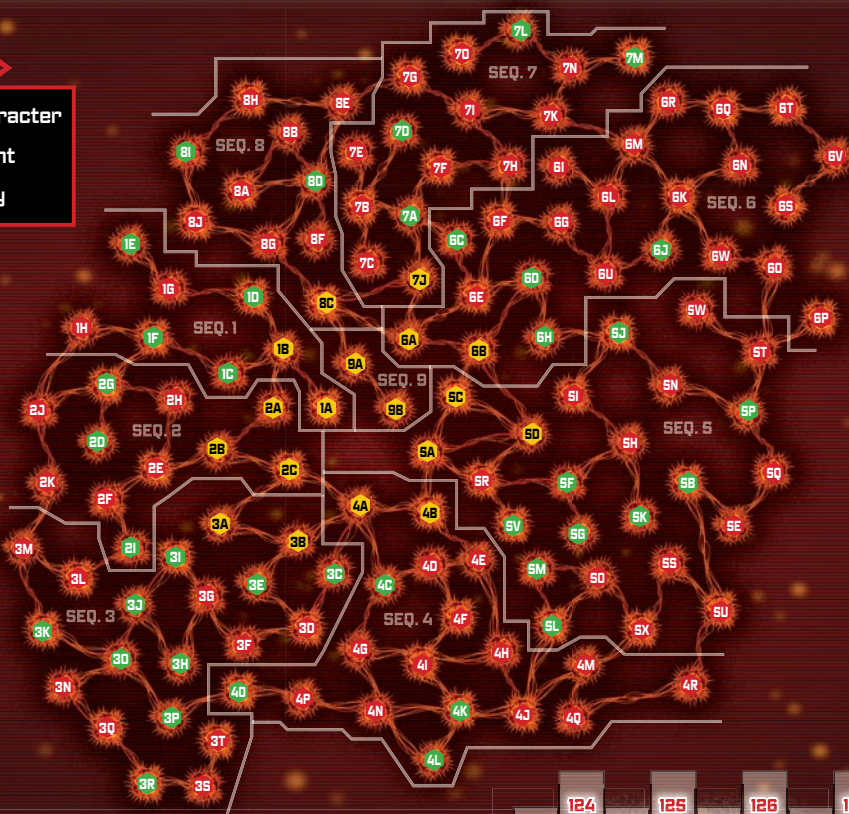
The **INTERFACE CHART** (shown top right) reveals what a **FULLY UNLOCKED WEB** looks like. Note that we list each of the **NINE SEQUENCES**, and each character is shown as **MANDATORY** or **OPTIONAL**. This chart has a **CODE** for each character (such as "**2.A**"), which can be cross-referenced with the **WEB OF INTRIGUE CHARACTER TABLE** below (character "**2.A**" is "**2Lt. Mac Marshall**").

ADDITIONAL OFFERINGS

MOVEMENT EVENTS GLIDE EVENTS KILL EVENTS WAR EVENTS CONSUME EVENTS WEB OF INTRIGUE COLLECTIBLES

<[LEGEND]>

- Mandatory Character
- Optional Innocent
- Optional Military



[WEB OF INTRIGUE: CHARACTER TABLE]

Char. Ref.	Name	Type	Zone
[SEQUENCE 1: 8 MEMORIES]			
1.A	1Lt. James Goodwin	Mandatory Character	N/A
1.B	Lt. Charles Perri	Mandatory Character	N/A
1.C	Cpl. Luke Dennard	Optional Military	100
1.D	1Lt. John Chen	Optional Military	80
1.E	Lt. Neil Inglis	Optional Military	90
1.F	Sgt. Joseph Sorenson	Optional Military	80
1.G	Dr. Jon Tynes	Optional Innocent	70
1.H	Dr. Ricardo Garcia	Optional Innocent	60
[SEQUENCE 2: 11 MEMORIES]			
2.A	Capt. Mac Marshall	Mandatory Character	N/A
2.B	1Lt. Todd Chupka	Mandatory Character	N/A
2.C	Pfc. Jesse Arel	Mandatory Character	N/A
2.D	Ssg. Ernesto Sain	Optional Military	96
2.E	Dr. Joseph Schulze	Optional Innocent	86
2.F	Dr. Bryan McChord	Optional Innocent	81
2.G	1Lt. Brian Regensberg	Optional Military	91
2.H	Dr. Harris Widgeir	Optional Innocent	76
2.I	LCpl. Anthony Coffman	Optional Military	92
2.J	Dr. Howard Leonhardt	Optional Innocent	71
2.K	Dr. Rustle Lee	Optional Innocent	65

119	124	125	126	127	128	249
109	114	115	116	117	118	239
99	104	105	106	107	108	229
89	94	95	96	97	98	219
79	84	85	86	87	88	209
69	74	75	76	77	78	199
59	64	65	66	67	68	189
49	54	55	56	57	58	179
39	44	45	46	47	48	169
29	34	35	36	37	38	159
19	24	25	26	27	28	149
10	14	15	16	17	18	140
0	5	6	7	8	9	130

Char. Ref.	Name	Type	Zone
[SEQUENCE 3: 20 MEMORIES]			
3.A	Capt. Charles Conley	Mandatory Character	N/A
3.B	GySgt. Mark Mead	Mandatory Character	N/A
3.C	Capt. Emile Zurta	Optional Military	70
3.D	Edmond Harper PhD	Optional Innocent	70
3.E	Sgt.Maj.MC Robert Watson	Optional Military	80
3.F	Dr. William D. Weber	Optional Innocent	74
3.G	Dr. Sean Walker	Optional Innocent	100
3.H	Pfc. Tyrone Steuben	Optional Military	90
3.I	1Sgt. Thomas Rickard	Optional Military	87
3.J	Lt. Charles Sanders	Optional Military	80
3.K	Capt. Raymond Basiti	Optional Military	85
3.L	Dr. Patricia Martin	Optional Innocent	110
3.M	Dr. Jeffery Campbell	Optional Innocent	62
3.N	Robert Arrington	Optional Innocent	105
3.O	1Lt. Bruno Tapia	Optional Military	87
3.P	Capt. Curtis Blum	Optional Military	94
3.Q	Dr. Kyle Flynn	Optional Innocent	85
3.R	2Lt. James Martinez	Optional Military	95
3.S	Charles Messina PhD	Optional Innocent	105
3.T	Dr. Henrik Sebring	Optional Innocent	56

[SEQUENCE 4: 18 MEMORIES]			
4.A	2Lt. Joel Brunner	Mandatory Character	N/A
4.B	Capt. Derrick Kaufman	Mandatory Character	N/A
4.C	1Lt. Nathan Talbot	Optional Military	45
4.D	Gerald Burgess	Optional Innocent	55
4.E	Dr. Shane Ivey	Optional Innocent	66
4.F	Michael Hamlin	Optional Innocent	65
4.G	James Lyon	Optional Innocent	60
4.H	Scott Woodford	Optional Innocent	50
4.I	Colin Noppers	Optional Innocent	75
4.J	Dr. Edgar Ruiz	Optional Innocent	76
4.K	1Sgt. Mark Haughton	Optional Military	50
4.L	MSgt. Matthew Cobb	Optional Military	54
4.M	Patrick Koehler PhD	Optional Innocent	22
4.N	Brian Zermeno	Optional Innocent	51
4.O	Pfc. Arthur Coleman	Optional Military	27
4.P	Dr. Craig Wight	Optional Innocent	23
4.Q	Dr. Mark Katsaounis	Optional Innocent	64
4.R	Dr. Ryan Clevin	Optional Innocent	45

[SEQUENCE 5: 24 MEMORIES]			
5.A	1Lt. Steven Yarish	Mandatory Character	N/A
5.B	Lt. Armand Helden	Optional Military	72
5.C	Cpt. Eric Lim	Mandatory Character	N/A
5.D	Cpt. Marcus Graves †	Mandatory Character	N/A
5.E	Dr. David Chapman	Optional Innocent	87
5.F	Pvt. Damien Loshek	Optional Military	82
5.G	Pvt. Timothy Longoria	Optional Military	72
5.H	Dr. Malcolm Fraser	Optional Innocent	62

Char. Ref.	Name	Type	Zone
5.I	Dennis Rickhardt	Optional Innocent	52
5.J	1Lt. Darren Alpaugh	Optional Military	77
5.K	1Lt. Daniel Eckert	Optional Military	67
5.L	Pfc. Daniel Hull	Optional Military	112
5.M	Sfc. John McGraw	Optional Military	116
5.N	Paul Evans	Optional Innocent	111
5.O	Jonas Phillips	Optional Innocent	72
5.P	Cpt. Daniel McCaskill	Optional Military	67
5.Q	Dr. Jared Cooper	Optional Innocent	77
5.R	Travis Morgan	Optional Innocent	62
5.S	Arthur Osborne	Optional Innocent	111
5.T	Theodore Anderson	Optional Innocent	67
5.U	Dr. Stanley Washington	Optional Innocent	72
5.V	Spc. Carl Achuleta	Optional Military	62
5.W	Dr. William Demeza	Optional Innocent	87
5.X	Dr. Kendrick Chua	Optional Innocent	52

[SEQUENCE 6: 23 MEMORIES]			
6.A	Leader Hunter	Mandatory Hunter	N/A
6.B	Leader Hunter	Mandatory Hunter	N/A
6.C	LCpl. Michael Rossiter	Optional Military	105
6.D	Capt. David Spearman	Optional Military	111
6.E	Dr. James Whitney	Optional Innocent	106
6.F	Dr. Gary Langkabel	Optional Innocent	99
6.G	Dr. Lawrence Kuhn	Optional Innocent	114
6.H	SSgt. Marlon Contreras	Optional Military	106
6.I	Walter Farrel PhD	Optional Innocent	116
6.J	1Lt. James Schneider	Optional Military	67
6.K	Robert Baugh	Optional Innocent	95
6.L	Dr. Morgan Durnell	Optional Innocent	105
6.M	Dr. Claude Cavillo	Optional Innocent	97
6.N	Dr. Roy Hodgkin	Optional Innocent	82
6.O	Dr. Bryant Ho	Optional Innocent	92
6.P	Nicholas Villejo	Optional Innocent	120
6.Q	Steven Chambers	Optional Innocent	121
6.R	Thomas Wagner PhD	Optional Innocent	102
6.S	Walter Avery	Optional Innocent	94
6.T	Dr. Alan Windsor	Optional Innocent	85
6.U	Vincent Bateman PhD	Optional Innocent	112
6.V	Mark Harrison PhD	Optional Innocent	104
6.W	Joseph Sumner	Optional Innocent	83

[SEQUENCE 7: 15 MEMORIES]			
7.A	2Lt. Jason Moss	Optional Military	82
7.B	Calum Kirkland	Optional Innocent	36
7.C	Dr. Martin Bennett	Optional Innocent	45
7.D	2Lt. Michael Sunderland	Optional Military	40
7.E	Raymond Vinson	Optional Innocent	45
7.F	Dr. Sean Grier	Optional Innocent	35
7.G	David Damiano	Optional Innocent	105
7.H	Anthony Savoie PhD	Optional Innocent	36

ADDITIONAL OFFERINGS

MOVEMENT EVENTS GLIDE EVENTS KILL EVENTS WAR EVENTS CONSUME EVENTS WEB OF INTRIGUE COLLECTIBLES

Char. Ref.	Name	Type	Zone
7I	Alan Dupuy	Optional Innocent	95
7J	Pfc. Timothy Lamons	Mandatory Character	N/A
7K	Gerald Morse	Optional Innocent	116
7L	1Lt. Charles Tunney	Optional Military	37
7M	Pfc. Michael Gercak	Optional Military	115
7N	James Winninger	Optional Innocent	120
7O	Paul Baughman PhD	Optional Innocent	100

[SEQUENCE 8: 10 MEMORIES]

8.A	Jesus Beall	Optional Innocent	37
8.B	Capt. Thomas Weigand	Optional Innocent	100
8.C	Elizabeth Greene	Mandatory Character	
8.D	Pvt. John Lamberth	Optional Military	26

Char. Ref.	Name	Type	Zone
8.E	John Hafner PhD	Optional Innocent	23
8.F	Manuel Garcia	Optional Innocent	31
8.G	Dr. Nathan McKnight	Optional Innocent	33
8.H	Dr. Bernard Morgan	Optional Innocent	22
8.I	1Lt. Luis Robertson	Optional Military	32
8.J	Eric Stewart	Optional Innocent	27

[SEQUENCE 9: 2 MEMORIES]

9.A	Colonel Ian Taggart	Mandatory Character	N/A
9.B	General Peter Randall	Mandatory Character	N/A

*N/A: The target is **CONSUMED** at a specific point during a mission. Consult the walkthrough for details.*

† Marcus Graves is **CONSUMED** during Mission 5.03, but appears in the Web of Intrigue Interface as a Sequence 6 Character.

[COLLECTIBLES]

[LANDMARKS and HINTS]

Amid the rampant destruction and mayhem, the streets, alleys, rooftops, and building alcoves of Manhattan are also home to **TWO TYPES** of **COLLECTIBLES**. These take the form of **GLOWING ORBS**, with a **KEY** contained within each of them. They come in **TWO TYPES: HINTS** and **LANDMARKS**.

The **200 LANDMARK COLLECTIBLES** are colored with a **BLUE GLOW**. Each time you walk into a Landmark Collectible, one is added to your total. You are also awarded **EVOLUTION POINTS**. Collect all **200 LANDMARK COLLECTIBLES** to **UNLOCK** an Achievement/Trophy.

The **50 HINT COLLECTIBLES** are colored with a **PURPLE GLOW**. For each Hint Collectible you step into, you are awarded an on-screen Hint, and one is added to your total. You are also awarded **EVOLUTION POINTS**. Collect all **50 HINT COLLECTIBLES** to **UNLOCK** an Achievement/Trophy.



NOTE

Consult the **COLLECTIBLES MAP** on the attached **POSTER** for every single Landmark and Hint Collectible location. The location **NUMBERS** refer to the forthcoming pictures.

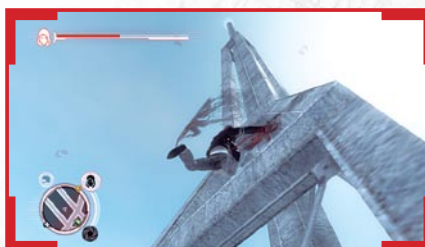


TIP

COLLECTIBLES are a great source of Evolution Points, especially because the amount each Collectible adds to your total **INCREASES** the more of them you find. Some **COLLECTIBLES** are positioned at the top of high skyscraper spires, and are difficult to **CLIMB** to. If you're having trouble reaching a Collectible, locate a **HELICOPTER** and fly into the **COLLECTIBLES** instead. This is particularly helpful when claiming **LANDMARK COLLECTIBLE #200**.

Are you having **TROUBLE** spotting these Collectibles? Then utilize your **INFECTED VISION POWER**. This bathes the city in an **ORANGE GLOW**, and allows you to pick out **HINT** and **LANDMARK ORBS** more clearly.

Also note that some **ORBS** don't appear until you're at medium distance to them; don't overlook an area in case you're too far away from an Orb that hasn't appeared.

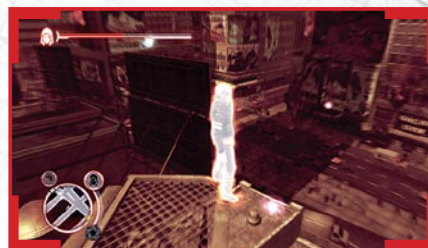


Scaling the top of a skyscraper spine is tricky (picture 1); fly there instead to easily obtain the same **LANDMARK COLLECTIBLE** (picture 2).

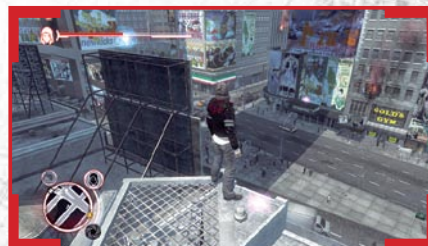


INFECTED VISION

(picture 1) allows you to see **COLLECTIBLES** a little more clearly than usual (picture 2). Don't have this **POWER**? Then search for Orbs during the **NIGHT TIME** when they are easier to see.

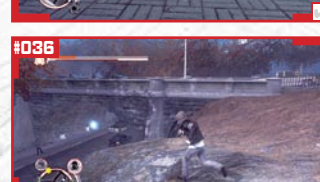
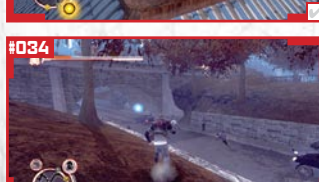
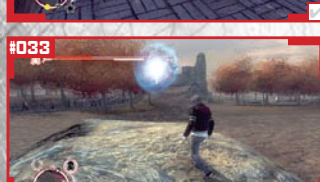
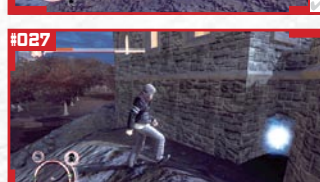
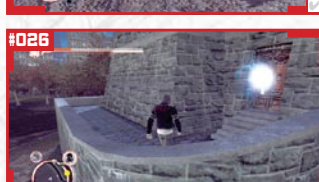
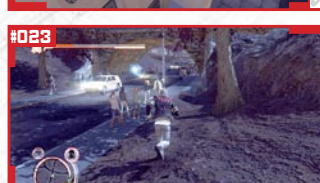
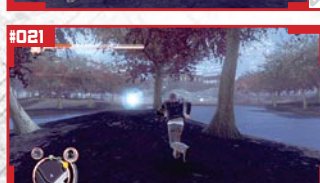
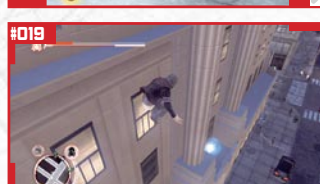
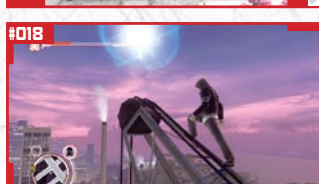
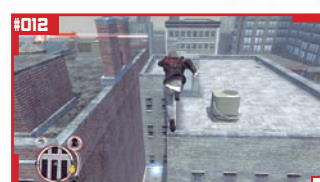
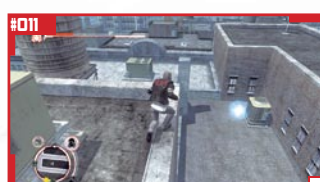
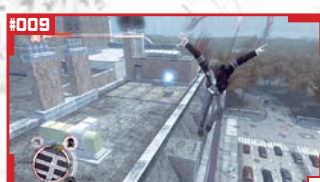
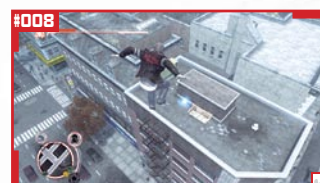


This chapter shows where **EVERY SINGLE COLLECTIBLE** is located, both on a **MAP OF MANHATTAN**, but also with a corresponding picture. For your convenience, each Collectible is



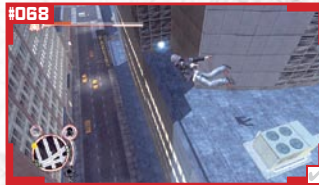
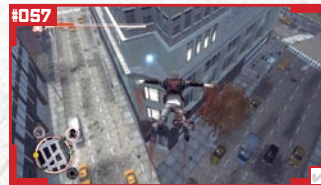
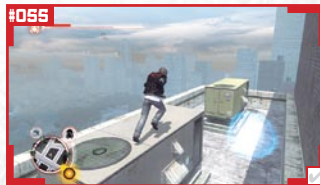
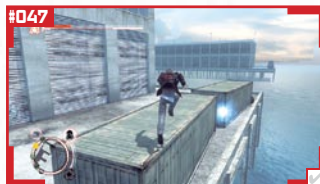
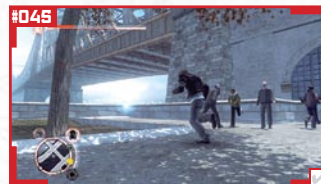
NUMBERED, and has a **CHECK BOX** so you can mark which Collectibles you've found. However, you can grab Collectibles in any order you wish.

LANDMARK COLLECTIBLES



ADDITIONAL OFFERINGS

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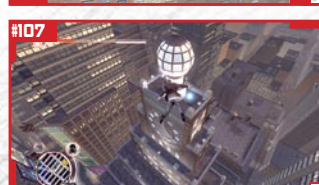
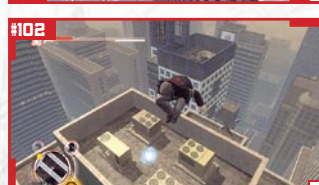
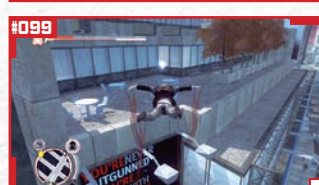
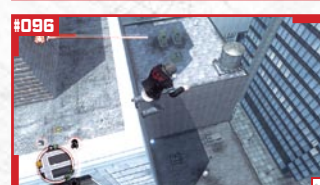
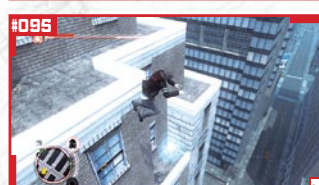
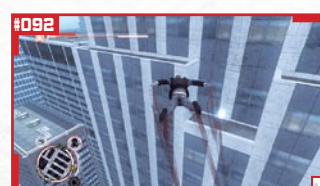
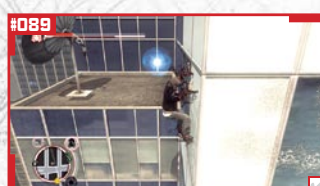
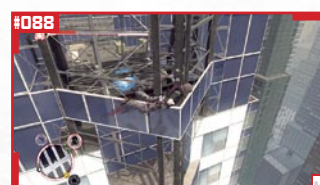
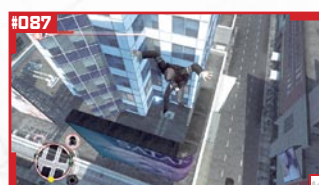
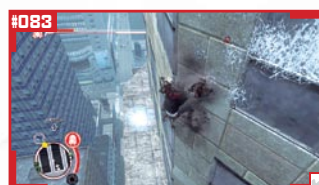
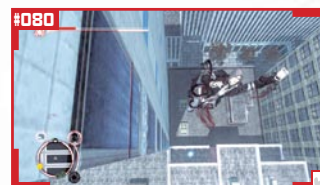
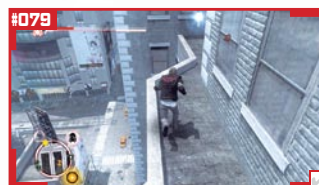
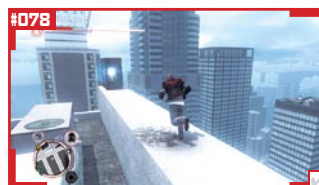
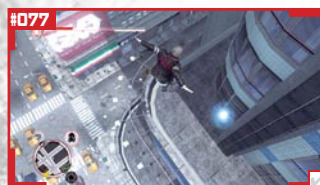
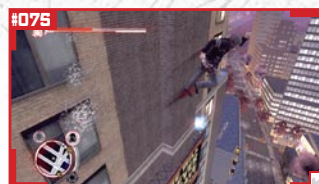
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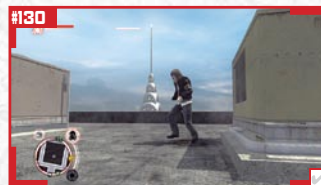
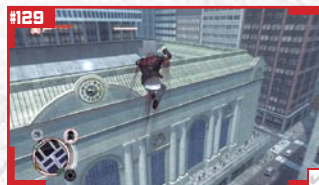
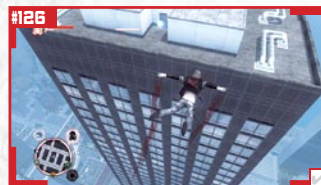
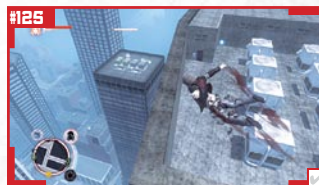
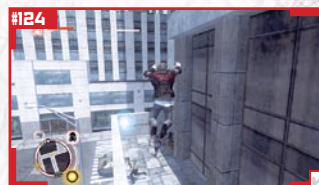
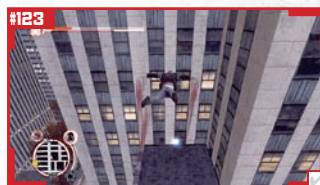
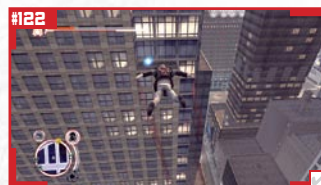
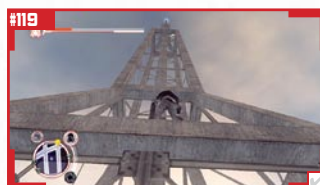
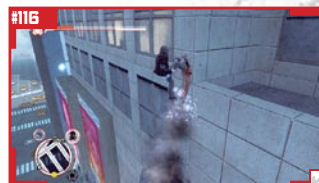
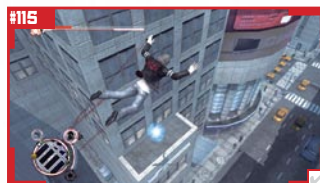
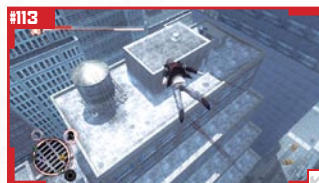
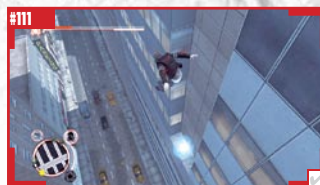
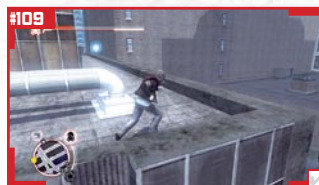
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MOVEMENT EVENTS GLIDE EVENTS KILL EVENTS WAR EVENTS CONSUME EVENTS WEB OF INTRIGUE COLLECTIBLES



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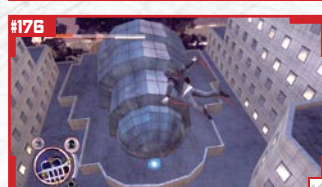
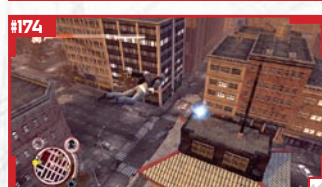
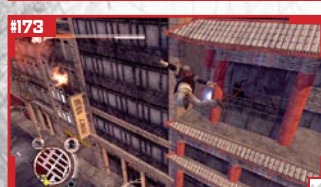
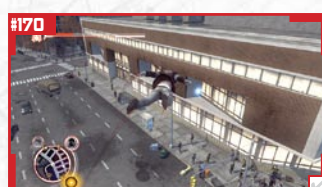
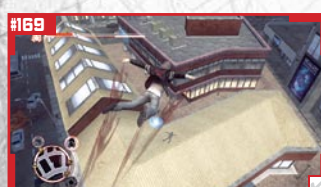
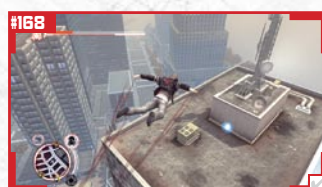
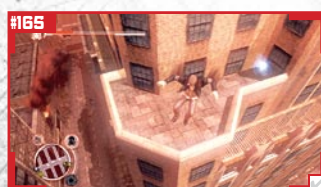
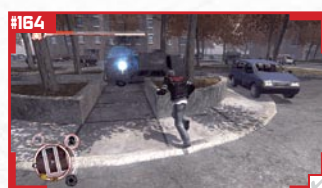
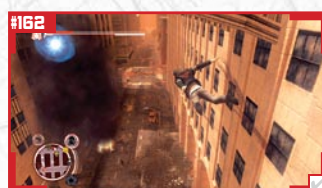
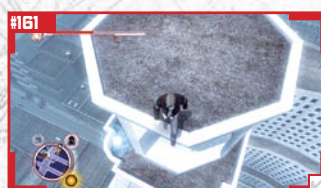
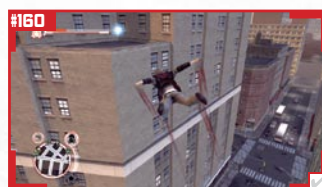
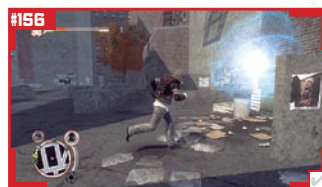
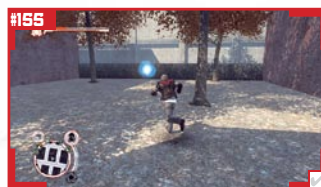
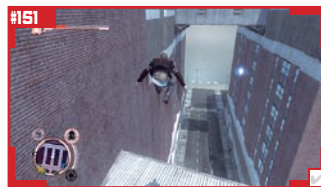
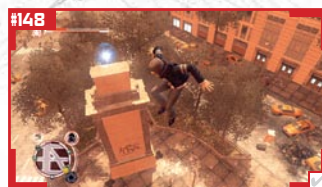
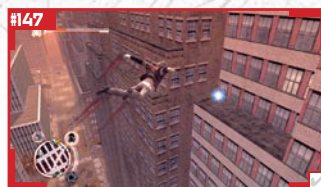
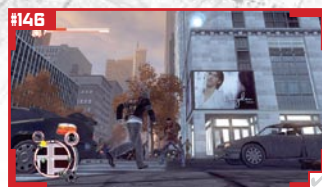
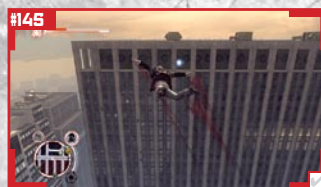
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			EVENTS	WEB OF INTRIGUE	COLLECTIBLES
			LANDMARK COLLECTIBLES		HINT COLLECTIBLES
APPENDICES AND OUTLINES: TABLES AND CHARTS	ANOMALIES AND THE OBSCURED: GALLERY	BONUS GALLERY	MOVES LIST	WEB OF INTRIGUE	EVENTS, HIVES, BASES & COLLECTIBLES

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GLIDE EVENTS

KILL EVENTS

WAR EVENTS

CONSUME EVENTS

WEB OF INTRIGUE

COLLECTIBLES

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#182

#183

#184

#185

#186

#187

#188

#189

#190

#191

#192

#193

#194

#195

#196

#197

#198

#199

#200

HINT COLLECTIBLES

#001

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#006

#007

#008

#009

#010

#011

#012

#013

#014

#015

#016

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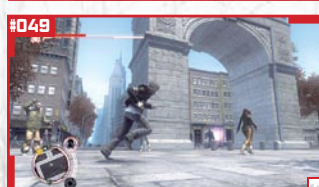
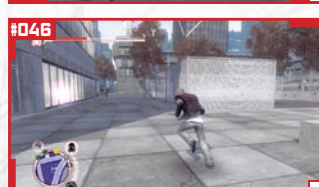
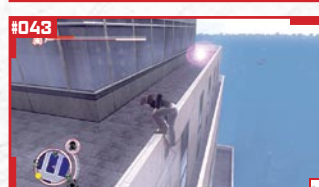
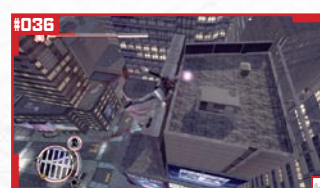
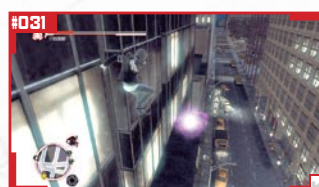
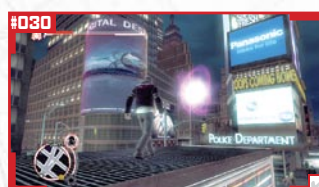
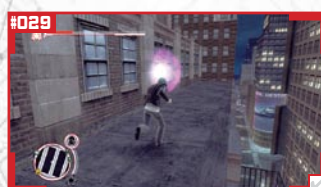
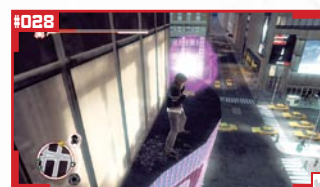
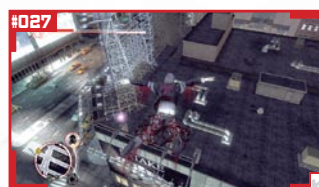
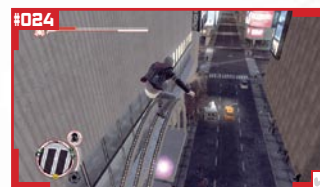
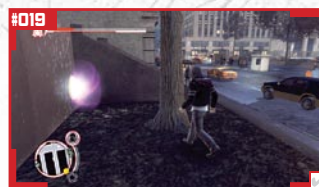
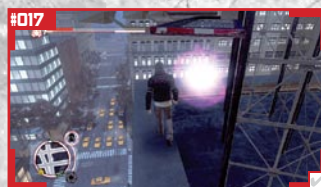
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APPENDICES

APPENDICES AND OUTLINES > TABLES AND CHARTS

Welcome to the Appendices. Provided are **COMPLETE LISTS** of how every **UPGRADE**, **EVENT** and set of **EVOLUTION POINTS** are awarded, along with information on claiming every **ACHIEVEMENT** and **TROPHY**.

[APPENDIX 1: EVOLUTION POINTS]

Part I: Entity EP Values

Entity Name	Kill Value [EP]	Consume Value [EP]
Local Authorities	5	20
Local Authority Car	5	N/A
Marine Soldier	10	40
Marine Missile Launcher Soldier	25	200
Blackwatch Soldier	50	200
Blackwatch Missile Launcher Soldier	100	400
Blackwatch Grenadier	75	300
Blackwatch Machine Gun Soldier	75	300
Marine Commander	1,000	2,000
Blackwatch Commander	2,000	8,000
Blackwatch Supersoldier	1,000	4,000
Marine Tank	1,250	N/A
Blackwatch Tank	2,500	N/A
Thermobaric Tank	8,000	N/A
APC	350	N/A
Blackwatch APC	700	N/A
Gunship	1,000	N/A
Blackwatch Gunship	3,500	N/A
Transport Helicopter	750	N/A
Blackwatch Transport	3,000	N/A
Jet †	5,000	N/A
UAV	1,000	N/A
Viral Detector	750	N/A
Base Sentry Gun Turrets	500	N/A
Infected Civilians	5	20
Infectious Forms	50	200
Hunter	500	2,000
Leader Hunter	10,000	20,000
Hydra	12,500	N/A

† Jets appear during Mission 10.01, while you're on board the U.S.S. *Reagan*.

Part II: Events EP Values (Movement, Glide, Kill, and War)



NOTE

These events are listed in the **ORDER THEY ARE UNLOCKED**, not by type.

Event Name	Bronze [EP]	Silver [EP]	Gold [EP]	Platinum [EP]
High Flying	2,500	4,000	6,500	8,500
Eaves-Jumping	2,500	4,000	6,500	8,500
From on High	1,300	2,000	3,300	4,300
Point to Point	2,500	4,000	6,500	8,500
Disembowelment	2,500	4,000	6,500	8,500
Dismemberment	6,500	9,000	16,000	20,000
Infected Patrol	6,500	9,000	16,000	20,000
Enemy of My Enemy	6,500	9,000	16,000	20,000
Over-Arching Triumph	3,300	4,500	8,000	10,000
Grind the Bones	6,500	9,000	16,000	20,000
Tower of Babel	13,000	16,500	30,000	40,000
Street Sweeper	13,000	16,500	30,000	40,000
Raining Fire	13,000	16,500	30,000	40,000
Strange Bedfellows	13,000	16,500	30,000	40,000
Fountain of Youth	6,500	8,300	15,000	20,000
On a Pedestal	6,500	8,300	15,000	20,000
Bullseye	6,500	8,300	15,000	20,000
Friendly Fire	13,000	16,500	30,000	40,000
Irony	13,000	16,500	30,000	40,000
Explosive	20,000	26,000	40,000	50,000
Armor	20,000	26,000	40,000	50,000
Battlefield	20,000	26,000	40,000	50,000
Catch	20,000	26,000	40,000	50,000
Projectiles	20,000	26,000	40,000	50,000
Raid	20,000	26,000	40,000	50,000
Ordnance	20,000	26,000	40,000	50,000
Skyscraping	25,000	40,000	65,000	85,000
Nothing Left Alive	25,000	40,000	65,000	85,000
Stone Skipping	12,500	20,000	33,000	43,000
Final Combat	25,000	40,000	65,000	85,000
Aerial Assault	25,000	40,000	65,000	85,000
Among the Clouds	25,000	40,000	65,000	85,000
Knuckle-Dragger	25,000	40,000	65,000	85,000
Stairway	25,000	40,000	65,000	85,000
Go West	12,500	20,000	33,000	43,000
Rolling Thunder	25,000	40,000	65,000	85,000
Clear Cutting	25,000	40,000	65,000	85,000
Fire in the Sky	25,000	40,000	65,000	85,000
Rooftop Runner	32,500	45,500	78,000	102,000
You Called the Thunder...	32,500	45,500	78,000	102,000
Power to the People	32,500	45,500	78,000	102,000
Corners	32,500	45,500	78,000	102,000
...Now Reap the Whirlwind	32,500	45,500	78,000	102,000
Curvaceous	16,500	25,000	40,000	50,000
Death from Above	32,500	45,500	78,000	102,000
FreeRunning	32,500	45,500	78,000	102,000

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Event Name	Bronze [EP]	Silver [EP]	Gold [EP]	Platinum [EP]
A Walk in the Park	32,500	45,500	78,000	102,000
Cloverleaf	16,500	25,000	40,000	50,000
Wrong Side of the Tracks	16,500	25,000	40,000	50,000
Center of Power	40,000	55,000	80,000	120,000
Overkill	40,000	55,000	80,000	120,000
Demolition	46,000	60,000	105,000	135,000
Close Contact	46,000	60,000	105,000	135,000

Part III: Events EP Values (Consume)

Consume Event Type	Easy Award [EP]	Medium Award [EP]	Hard Award [EP]
Base Destruction	12,000	16,000	20,000
Base Infiltration	10,000	18,000	25,000
Web Targets	8,000	12,000	16,000
Scientist Hunt	2,000 [+2,000]	3,000 [+3,000]	4,000 [+5,000] †
Hive Destruction	12,000	16,000	20,000

† The second values are Bonuses if you **CONSUME** the Guards as well as the Scientists.

Episode Consume Event Takes Place in	EP Points Multiplier	Episode Consume Event Takes Place in	EP Points Multiplier
Episode 1	x1.0	Episode 7	x1.2
Episode 2	x1.0	Episode 8	x1.2
Episode 3	x1.0	Episode 9	x1.2
Episode 4	x1.1	Episode 10	x1.2
Episode 5	x1.2	After Mission Completion	x1.2
Episode 6	x1.2		

Part IV: Collectible EP Values

Landmark Collectibles collected	Value per Collectible [EP]	Bonus [EP]
1-9	2,000	-
10	2,000	10,000
11-24	5,000	-
25	5,000	20,000
26-49	7,500	-
50	7,500	30,000
51-74	10,000	-
75	10,000	40,000
76-99	12,500	-
100	12,500	50,000
101-124	15,000	-
125	15,000	60,000
126-149	17,500	-
150	17,500	70,000
151-174	20,000	-
175	20,000	80,000
176-199	22,500	-
200	22,500	100,000

Hint Collectibles collected	Value per Collectible [EP]	Bonus [EP]
1-4	3,000	-
5	3,000	10,000
6-14	7,500	-
15	7,500	25,000

Hint Collectibles collected	Value per Collectible [EP]	Bonus [EP]
16-34	12,500	-
35	12,500	50,000
36-49	15,000	-
50	15,000	100,000

Part V: Mission and Episode EP Values

Mission #	Mission Name	Mission-only Reward [EP]	Collective Total per Episode [EP]	Collective Grand Total [EP]
1.01	Memory in Death	0	0	
1.02	Unexpected Family	10,000	10,000	10,000
2.01	Past and Present	20,000	-	-
2.02	Behind the Glass	55,000	75,000	85,000
3.01	Wheels of Chance	50,000	-	-
3.02	A New Order	45,000	95,000	180,000
4.01	Open Conspiracy	50,000	-	-
4.02	In the Web	50,000	-	-
4.03	The Altered World	62,500	-	-
4.04	Errand Boy (and The Specialist)	100,500	263,000	443,000
5.01	Under the Knife	125,000	-	-
5.02	The Stolen Body	135,000	-	-
5.03	Biological Imperative	225,000	485,000	928,000
6.01	The Door in the Wall	125,000	-	-
6.02	First and Last Things	170,000	-	-
6.03	The First Monster	160,000	-	-
6.04	Making the Future	200,000	-	-
6.05	Children of Blacklight	400,000	1,055,000	1,983,000
7.01	Men Like Gods	190,000	-	-
7.02	A Dream of Armageddon	200,000	-	-
7.03	The World Set Free	300,000	690,000	2,673,000
8.01	Things to Come	225,000	-	-
8.02	On Instinct	275,000	-	-
8.03	Shock and Awe	600,000	1,100,000	3,773,000
9.01	The Last Man	315,000	-	-
9.02	Two Tickets	0	315,000	4,088,000
10.01	One Thousand Suns	1,000,000	1,000,000	5,088,000

[APPENDIX 2: UPGRADE AVAILABILITY]

Part I: Powers

	When Is It Unlocked?	Cost [EP]
Blade Power		
Blade Power	5.03: Biological Imperative	Gifted
Blade Air Slice	6.05: Children of Blacklight	1,000,000
Blade Frenzy	6.05: Children of Blacklight	700,000
Blade Sprint Frenzy	8.03: Shock and Awe	1,200,000
Claw Power		
Claw Power	2.02: Behind the Glass	Gifted
Groundspike	2.02: Behind the Glass	50,000
Groundspike Upgrade 1	3.02: A New Order	80,000

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	When Is It Unlocked?	Cost [EP]
Groundspike Upgrade Max	5.03: Biological Imperative	500,000
Dashing Slice	3.02: A New Order	65,000
Defensive Powers		
Shield Power	2.01: Past and Present	10,000
Armor Power	5.03: Biological Imperative	Gifted
Hammerfist Power		
Hammerfist Power	2.02: Behind the Glass	48,000
Hammerfist Smackdown	2.02: Behind the Glass	48,000
Hammerfist Elbow Slam	5.03: Biological Imperative	675,000
Hammertoss	6.05: Children of Blacklight	900,000
Whipfist Power		
Whipfist Power	3.02: A New Order	55,000
Street Sweeper	3.02: A New Order	57,500
Longshot Grab	5.03: Biological Imperative	250,000
Musclemass Power		
Musclemass Power	3.02: A New Order	80,000
Musclemass Boost	6.05: Children of Blacklight	1,000,000
Musclemass Throw	5.03: Biological Imperative	250,000
Sensory Powers		
Thermal Vision Power	2.02: Behind the Glass	30,000
Infected Vision Power	6.04: Making the Future	Gifted

Part II: Movement

	When Is It Unlocked?	Cost [EP]
Air Upgrades		
AirDash	2.01: Past and Present	2,500
Glide	2.01: Past and Present	15,000
AirDash Boost [AirDash]	2.01: Past and Present	20,000
AirDash Double [AirDash]	2.02: Behind the Glass	48,000
AirDash Double Boost	3.02: A New Order	80,000
Air Recovery	2.02: Behind the Glass	30,000
Sprint Upgrades		
DiveRoll	2.01: Past and Present	100
Sprint Speed 1	2.01: Past and Present	10,000
Sprint Speed 2	2.02: Behind the Glass	45,000
Sprint Speed Max	4.04: Errand Boy	100,000
Jump Upgrades		
Jump Upgrade 1	2.01: Past and Present	10,000
Jump Upgrade 2	2.02: Behind the Glass	30,000
Jump Upgrade 3	3.02: A New Order	100,000
Jump Upgrade Max	4.04: Errand Boy	135,000
Wall Jump Latch	3.02: A New Order	32,500

Part III: Survivability

	When Is It Unlocked?	Cost [EP]
Critical Mass Upgrades		
Critical Mass Ability	2.01: Past and Present	15,000
Adrenaline Surge	2.01: Past and Present	20,000
Critical Mass Boost 1 [Prereq: Critical Mass]	3.02: A New Order	80,000
Critical Mass Boost Max	5.03: Biological Imperative	400,000
Health Upgrade		
Health Boost 1	2.01: Past and Present	36,000
Health Boost 2	3.02: A New Order	130,000
Health Boost Max	5.03: Biological Imperative	550,000

	When Is It Unlocked?	Cost [EP]
Health Regeneration		
Regen Rate Boost 1	3.02: A New Order	80,000
Regen Rate Boost Max	4.04: Errand Boy	100,000
Regen Delay 1	4.04: Errand Boy	135,000
Regen Delay Max	5.03: Biological Imperative	475,000

Part IV: Combat

	When Is It Unlocked?	Cost [EP]
Air		
Flying Kick Boost	2.01: Past and Present	10,000
Flying Elbow Drop	4.04: Errand Boy	100,000
Flipkick Launcher	3.02: A New Order	75,000
Body Surf	4.04: Errand Boy	120,000
Air Stomp	4.04: Errand Boy	50,000
Cannonball [Prereq: Palm Slam]	4.04: Errand Boy	80,000
Bulletedive Drop [Prereq: Glide]	6.05: Children of Blacklight	1,500,000
Spike Driver [Prereq: Air Combo]	6.05: Children of Blacklight	550,000
Area Effect		
Groundshatter	2.02: Behind the Glass	40,000
Groundspike Graveyard Devastator	2.02: Behind the Glass	60,000
Knuckle Shockwave	2.02: Behind the Glass	24,000
Tendrill Barrage Devastator	2.02: Behind the Glass	54,000
Groundshatter Drop [Prereq: Groundshatter]	3.02: A New Order	110,000
Air Groundspike Graveyard Devastator	5.03: Biological Imperative	540,000
Air Knuckle Shockwave [Prereq: Knuckle Shockwave]	5.03: Biological Imperative	380,000
Air Tendril Barrage Devastator	5.03: Biological Imperative	450,000
Attacks		
Breakdown Smash	4.04: Errand Boy	45,000
Uppercut Launcher	4.04: Errand Boy	35,000
Air Combo	4.04: Errand Boy	135,000
Curb Stomp	4.04: Errand Boy	120,000
Palm Slam	4.04: Errand Boy	75,000
Critical Pain Devastator	5.03: Biological Imperative	475,000
Air Critical Pain Devastator [Prereq: Cannonball]	5.03: Biological Imperative	200,000
Snapkick Launcher	8.03: Shock and Awe	900,000
Grab and Throw Upgrades		
Charged Throw	2.02: Behind the Glass	30,000
Sprinting Grab	2.01: Past and Present	5,000
Sprinting Throw	2.02: Behind the Glass	25,000
Long Range Throw [Prereq: Charged Throw]	3.02: A New Order	50,000
Hunter Dirtnap	3.02: A New Order	250,000
Grapple		
GrappleSlam	3.02: A New Order	195,000
Powerbomb [Prereq: Air Combo]	6.05: Children of Blacklight	500,000

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Part V: Disguise

	When Is It Unlocked?	Cost [EP]
Consume		
Disguise Power	2.01: Past and Present	Gifted
Stealth Consume	2.02: Behind the Glass	3,000
Stealth Consume Boost	4.04: Errand Boy	100,000
Consume Boost 1	3.02: A New Order	40,000
Consume Boost Max	5.03: Biological Imperative	550,000
Artillery Strike		
Artillery Strike	2.02: Behind the Glass	Consume
Artillery Strike Upgrade 1	3.02: A New Order	Consume
Artillery Strike Upgrade 2	4.04: Errand Boy	Consume
Artillery Strike Upgrade 3	5.03: Biological Imperative	Consume
Artillery Strike Upgrade 4	6.05: Children of Blacklight	Consume
Artillery Strike Upgrade Max	8.03: Shock and Awe	Consume
Patsy		
Patsy	4.04: Errand Boy	100,000
Patsy Range Boost	4.04: Errand Boy	270,000

Part VI: Vehicle

	When Is It Unlocked?	Cost [EP]
Hijack		
Hijack Armored Vehicle	3.01: Wheels of Chance	Consume
SkyJack Helicopter	4.04: Errand Boy	Consume
Armored Vehicle		
Armored Vehicle 1	2.02: Behind the Glass	Consume
Armored Vehicle 2	3.02: A New Order	Consume
Armored Vehicle Max	4.04: Errand Boy	Consume
Helicopter		
Helicopter 1	4.04: Errand Boy	Consume
Helicopter 2	5.03: Biological Imperative	Consume
Helicopter Max	6.05: Children of Blacklight	Consume

Part VII: Weaponry

	When Is It Unlocked?	Cost [EP]
Missile Launcher		
Missile Launcher 1	4.04: Errand Boy	Consume
Missile Launcher 2	5.03: Biological Imperative	Consume
Missile Launcher Max	6.05: Children of Blacklight	Consume
Grenade Launcher		
Grenade Launcher 1	3.02: A New Order	Consume
Grenade Launcher 2	4.04: Errand Boy	Consume
Grenade Launcher Max	5.03: Biological Imperative	Consume
Machine Gun		
Machine Gun 1	3.02: A New Order	Consume
Machine Gun 2	5.03: Biological Imperative	Consume
Machine Gun Max	8.03: Shock and Awe	Consume
Assault Rifle		
Assault Rifle 1	2.02: Behind the Glass	Consume
Assault Rifle 2	3.02: A New Order	Consume
Assault Rifle Max	4.04: Errand Boy	Consume

[APPENDIX 3:
EVENTS AVAILABILITY]



NOTE

This chart shows the mission number, name, and events unlocked. To the side of each event is the TYPE (such as KILL or MOVEMENT) and the POWER you need to have purchased for the event to appear, if applicable.

Mission #	Mission Name	Events Unlocked
1.01	Memory in Death	—
1.02	Unexpected Family	—
2.01	Past and Present	High Flying [Movement], Eaves-Jumping [Movement]
2.02	Behind the Glass	Disembowelment [Kill] [Claw], Point to Point [Movement], From on High [Glide]
3.01	Wheels of Chance	Dismemberment [Kill] [Claw], Infected Patrol [Kill] [Armored Vehicle], Enemy of My Enemy [War]
3.02	A New Order	Over-Arching Triumph [Glide], Grind the Bones [Kill] [Hammerfist]
4.01	Open Conspiracy	Tower of Babel [Movement], Street Sweeper [Kill] [Whipfist], Raining Fire [Kill] [Helicopter], Strange Bedfellows [War]
4.02	In the Web	Fountain of Youth [Glide]
4.03	Altered World	On a Pedestal [Glide]
4.04	Errand Boy	Friendly Fire [Kill] [Helicopter], Bullseye [Glide], Irony [Kill] [Armored Vehicle]
5.01	Under the Knife	Explosive [Kill], Armor [Kill] [Armored Vehicle], Battle Field [War]
5.02	The Stolen Body	Catch [Kill], Projectiles [Kill] [Helicopter], Raid [War]
5.03	Biological Imperative	Ordnance [Kill] [Armored Vehicle]
6.01	The Door in the Wall	Skyscraping [Movement], Nothing Left Alive [Kill] [Blade]
6.02	First and Last Things	Final Combat [War], Stone Skipping [Glide], Aerial Assault [Kill]
6.03	The First Monster	Among the Clouds [Movement], Knuckle Draggar [Kill] [Hammerfist], Stairway [War]
6.04	Making the Future	Go West [Glide], Rolling Thunder [Kill] [Armored Vehicle]
6.05	Children of Blacklight	Clear Cutting [Kill] [Blade], Fire in the Sky [Kill] [Helicopter]
7.01	Men Like Gods	Rooftop Runner [Movement], You Called the Thunder... [Kill], Power to the People [Kill]
7.02	A Dream of Armageddon	Corners [Movement], ...Now Reap the Whirlwind [Kill], Curvaceous [Glide]
7.03	The World Set Free	Free Running [Movement], A Walk in the Park [War]
8.01	Things to Come	Cloverleaf [Glide]
8.02	On Instinct	Wrong Side of the Tracks [Glide]
8.03	Shock and Awe	Death From Above [Kill] [Helicopter]
9.01	The Last Man	Center of Power [Movement]
9.02	Two Tickets	Overkill [Kill] [Whipfist]
10.01	One Thousand Suns	Close Contact [War], Demolition [Kill] [Armored Vehicle]

APPENDICES

[APPENDIX 4: ACHIEVEMENTS and TROPHIES]

This final chart shows all the different **ACHIEVEMENTS** (Xbox 360) and **TROPHIES** (PS3) you can obtain.

#	Icon	Achievement/ Trophy Name	Description	Notes	Achievement / Trophy Type	Difficulty	Achievement Secret? Y/N	Achievement Gamer Score	Trophies Types	Trophies Points
1		CROSSING THE T	You've completed the Hunter Boss Encounter.	Complete the Hunter Boss Encounter.	Game Flow	/	Yes	10	Bronze	15
2		ERRAND BOY	You've completed the Specialist Boss Fight.	Complete the Specialist Boss Fight.	Game Flow	/	Yes	10	Bronze	15
3		CHILDREN OF BLACKLIGHT	You've completed the Supreme Hunter Boss Battle.	Complete the Supreme Hunter Boss Battle.	Game Flow	//	Yes	20	Bronze	15
4		ON INSTINCT	You've completed the Mother Boss Battle.	Complete the Elizabeth Greene "Mother" Boss Battle.	Game Flow	//	Yes	20	Bronze	15
5		ONE THOUSAND SUNS	You've completed the Supreme Hybrid Boss Battle.	Complete the Supreme Hybrid Boss Battle.	Game Flow	///	Yes	40	Silver	30
6		REVENGE REVISITED	You've completed Story Mode on Hard Difficulty.	Complete Story Mode on Hard Difficulty.	Game Flow	///	No	60	Gold	90
7		ENDLESS HUNGER	You've consumed 200 characters to regain health.	Consume 200 characters to boost your health.	Health	/	No	10	Bronze	15
8		TRAIL OF CORPSES	You've killed 53,596 combatants.	Kill 53,596 enemies.	Grinding	/	No	30	Silver	30
9		WRECKING YARD	You've destroyed 3,000 vehicles.	Destroy 3,000 vehicles.	Grinding	//	No	20	Bronze	15
10		STILLBORN	You've destroyed 100 Infected Water Towers before they hatched.	Destroy 100 Infected Water Towers before they hatch.	Exploring	//	No	20	Bronze	15
11		BRAIN TRUST	You've completed all Consume Events.	Complete all Consume Events.	Exploring	//	No	20	Bronze	15
12		STREETWISE	You've collected all Landmark Collectibles scattered across New York City.	Collect all Landmark Collectibles scattered across New York City.	Exploring	///	No	50	Silver	30
13		POLYMATH	You've collected all Hint Collectibles scattered across New York City.	Collect all Hint Collectibles scattered across New York City.	Exploring	//	No	40	Silver	30
14		HALF-TRUTHS	You've completed a mission without causing a single Military Alert.	Complete a mission without causing a single Military Alert.	Pure Skill	/	No	10	Bronze	15
15		MANKIND IS YOUR MASK	You've completed 3 missions without causing a single Military Alert.	Complete 3 missions without causing a single Military Alert.	Pure Skill	///	No	40	Silver	30
16		THE BUTCHER	You've killed 50 characters in 5 seconds.	Kill 50 characters in 5 seconds.	Pure Skill	//	No	30	Silver	30
17		RETURN FIRE	You've caught an object tossed by a Hydra—and have thrown it back.	Catch any object tossed by a Hydra—and throw it back.	Pure Skill	/	No	10	Bronze	15
18		GUNNING	You've destroyed 20 Helicopters in a single Helicopter flight.	Destroy 20 Helicopters in a single Helicopter flight.	Pure Skill	///	No	10	Bronze	15
19		CLEANUP	You've killed 15 characters with a single Whipfist attack.	Kill 15 characters with a single Whipfist attack.	Pure Skill	/	No	10	Bronze	15
20		THE FIRST THREAD	Web of Intrigue unlocked.	Unlock the Web of Intrigue.	Web of Intrigue	/	No	10	Bronze	15

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#	Icon	Achievement/ Trophy Name	Description	Notes	Achievement / Trophy Type	Difficulty	Achievement Secret? Y/N	Achievement Gamer Score	Trophies Types	Trophies Points
21		SELF-DECEPTION	You've discovered what happened to Alex Mercer.	Discover what happened to Alex Mercer through the Web of Intrigue.	Web of Intrigue	//	No	20	Bronze	15
22		HOPE	You've discovered the truth behind Hope, Idaho.	Discover the truth behind Hope, Idaho through the Web of Intrigue.	Web of Intrigue	///	Yes	20	Bronze	15
23		ORIGIN	You've discovered the history of Elizabeth Greene.	You've discovered the history of Elizabeth Greene.	Web of Intrigue	///	Yes	20	Bronze	15
24		WEB OF KNOWLEDGE	You've acquired all nodes in the Web of Intrigue.	Acquire all nodes of the Web of Intrigue.	Web of Intrigue	///	No	60	Gold	90
25		IT'S HIM!	It's definitely not you. You've patsied 20 military personnel.	Patsy 20 military personnel.	Disguise	/	No	10	Bronze	15
26		IN PLAIN SIGHT	You've evaded 10 Strike Teams.	Evade 10 Strike Teams.	Disguise	/	No	10	Bronze	15
27		INFILTRATOR	You've infiltrated 10 Military Bases disguised as a Commander.	Infiltrate 10 Military Bases disguised as a Commander.	Disguise	//	No	20	Bronze	15
28		THREAT ELEVATED	You've brought down your wrath on 25 Strike Teams, erasing them from existence.	Destroy 25 Strike Teams.	Response Teams	/	No	20	Bronze	15
29		REPOSSESSION	You've seized 50 vehicles from enemy hands.	Seize 50 aircraft or tanks from enemy hands.	Vehicle Use	/	No	10	Bronze	15
30		SME	You're now certified to drive and fly all vehicles ingame.	Gain the ability to drive and fly all vehicles ingame.	Vehicle Use	/	No	20	Bronze	15
31		SURFACE-TO-AIR	You've shot down 50 helicopters while driving armor.	Shoot down 50 helicopters while driving armor.	Vehicle Use	/	No	10	Bronze	15
32		EVOLUTIONARY STEP	You've used the Upgrade Menu to acquire an Upgrade.	Use the Upgrade Menu to acquire an Upgrade.	Upgrades	/	No	10	Bronze	15
33		UNNATURAL SELECTION	You've acquired all Upgrades available.	Acquire all available Upgrades.	Upgrades	//	No	40	Silver	30
34		THE CLEANER	You've destroyed 10 Military Bases or Infected Hives in New York City.	Destroy 10 Military Bases or Infected Hives in New York City.	Combat	//	No	20	Silver	30
35		IN THE WEB	You've consumed 50 Web Targets.	Consume 50 Web Targets.	Web of Intrigue	/	No	20	Bronze	15
36		AU	You've achieved a rating of Gold or better in all events.	Achieve a rating of Gold or better in all events.	Events	///	No	40	Silver	30
37		NICE GUY	You've consumed less than 100 Civilians during Story Mode.	Complete the game while consuming 100 Civilians or less.	Combat	///	NO	40	Silver	30
38		HARD TO KILL	You've completed Story Mode without a single death.	Complete Story Mode in any difficulty without dying.	Pure Skill	///	No	60	Gold	90
39		SPEED BUMPS	You've run over 500 characters in a single military vehicle.	Run over 500 characters in a single military vehicle.	Combat	///	No	20	Bronze	15
40		PT	You've achieved a Platinum Medal for all Events.	Achieve a Platinum Medal in all Events.		///	No	60	Gold	90
Total Points								1,000		1,050

ANOMALIES AND THE OBSCURED: CLASSIFIED INFORMATION

The following DOCUMENTATION was recovered from PROJECT BLACKLIGHT files, and reveals a shocking and grand CONSPIRACY, as well as REVELATIONS about each of the main protagonists. It is deemed MOST SECRET.

!!SPOILER ALERT!!

This ENTIRE section is filled with information regarding the TRUE NATURE of every single major entity and character you interact with. You are ENCOURAGED to ONLY READ FURTHER if you wish to have the entirety of this adventure revealed to you. If you don't like SURPRISES, STOP RIGHT NOW!

[PROTOTYPE]



THE PROTOTYPE

Name: **Formerly Alex Mercer PhD**
Height: **5'10"**
Weight: **190 lbs.** (varies)
Age: **29** (effectively immortal)
Eyes: **Blue** (can vary)
Hair: **Brown** (can vary)
Profession: **Head of GENETEC**
Research Project: **BLACKLIGHT** (Former)

The Prototype is the result of genetic experimentation and manipulation. He spends much of his time in **HUMAN DISGUISE** (identical to the physical form of **ALEX MERCER**, but without many of his memories) and can instantly shift to **POWERED FORM**: a shapeshifting being of nearly limitless potential and power.

What happened to Alex Mercer is a mystery, even to the Prototype—a mystery to be solved. In his human disguise, the Prototype is a quiet, intense, oddly imposing figure. He's easily overlooked in the crowd, but when he makes himself known he's hard to miss. The look of superiority in his eyes often betrays his true nature. He's not fearful of alarms that would send the average man running; heights, gunfire, and explosions don't even faze him. He moves economically, and seems preternaturally in control of his body.

He projects a quiet sort of confidence through his actions, rather than words. When he does speak, it is profound, shocking, or displays a wry, biting sense of humor. It's not unusual for people to mistake his silence for not paying attention, a "skill" he often exploits. He's mistrustful of most people, and views the world through the eyes of a predator.

He's a creature motivated by what is missing—a history, a life, a clear chain of events leading up to the present. He will do anything to recover and restore these memories. He feeds on his past. It's his lifeblood. But such "food" is often overwhelming—strong memories cause him to enter a state where the real-world fades out, momentarily replaced by only memories. In this state, he is eminently vulnerable.

To the world at large, the Prototype's Powered Form is terrifying. Despite his incredible strength and near indestructibility, the Prototype is not a brute: he's capable of exceptional feats of intellect. This intellect grows as he Consumes people, memories, and skills. The Prototype's body is his weapon. In fact, it's an arsenal of weapons. Every portion is under conscious control. If he wants claws, he grows claws, if he needs to be bulletproof, he grows armor. He is a repository of genetic ability, capable of instantly mixing the best of any creature into a single, super-effective form.

The Prototype is seen as a threat, and pursued by any number of forces, from local authorities all the way up to the American military. Each wants him for a different reason. It's the Prototype's job to hunt down those responsible for his creation: They are poised to stop him from uncovering the who, what, why, when, and where of his past. He represents the ultimate security risk; someone who can collect the minds of all responsible for the conspiracy and use their knowledge to expose it.

His "origin" is linked to the secretive projects that have given rise to other creatures with exceptional abilities like the Prototype, all based on similar Top Secret genetic principles. Some of these "kin" fear him, others pursue him to steal his power for their own, and others still have deeper and more complex plans. One of these beings—Elizabeth Greene—was released onto an unsuspecting world just as the Prototype came to consciousness. This creature plans to use her abilities to unleash a plague, and as such, he feels compelled to stop her. She also seems linked to his origin; he cannot escape the feeling that whatever past he has lies with her.





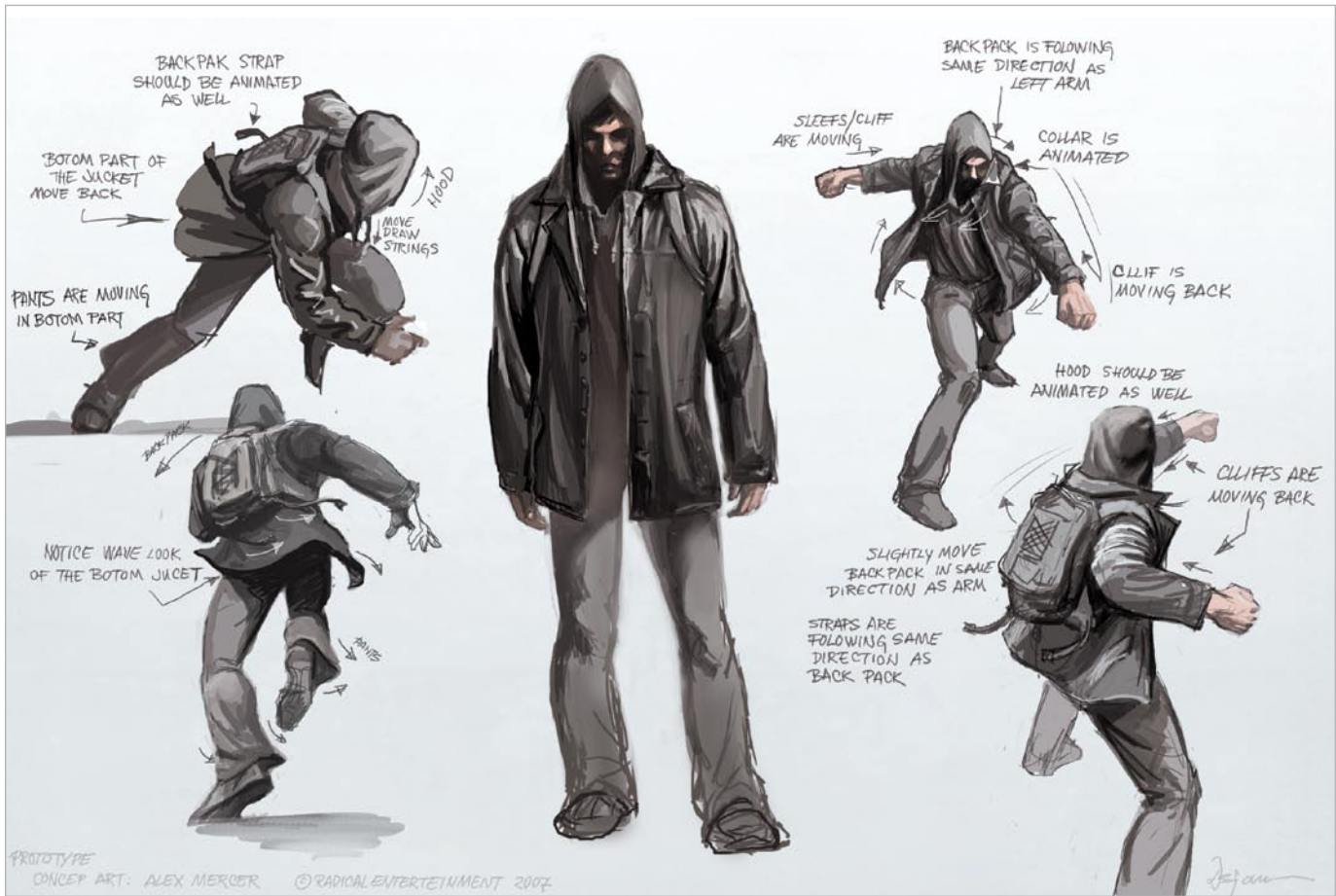
Once Alex's outfit was agreed on by the IP team, the next order of business was to outline some further variations. We had already selected two hairstyles that we wanted for Alex. At this point, we had still planned for Alex to have his hair gradually shift to white by the end of the game. You can also clearly see that Alex still had the red infection on his face from where the vial was broken. We were also wanting Alex's model to have as much flair as possible and so his jacket was longer and his hoodie had the drawstrings which would both flap in action.





▲ Alex's final body design amalgamated what we thought Alex's physical appearance should look like. I opted for a slightly slimmer, smaller build as opposed to a typical superhero bodybuilder type physique. Alex is described as a thirty-five year old geneticist who's arrogant, narcissistic, and vain. What that meant to me was brains over brawn. Since we knew that his powers would be a darker color, we in turn needed to make his clothes dark to aid in the blending of powers. This led to Alex having a leather jacket and dark jeans and hoodie. Leather has a certain specularity that would be mirrored in Alex's powers. However, with so much dark in his design, I was concerned that he would read as a single black blob onscreen and so I threw in a white dress shirt to break that up. A dress shirt would fit Alex Mercer's wardrobe and provide some flare (via the collar, cuffs and shirt tails) and the necessary dark-light break up that we needed visually.

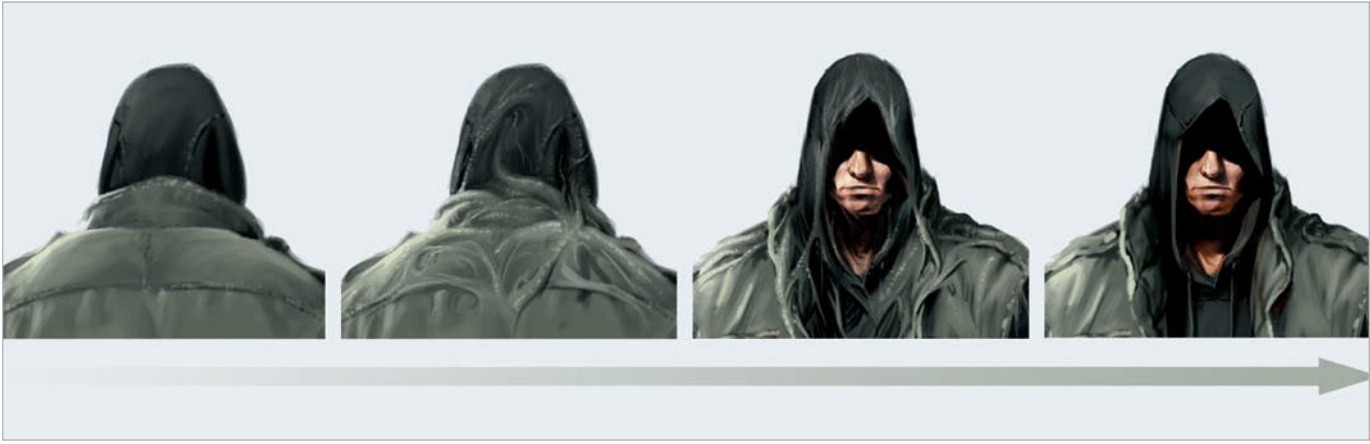




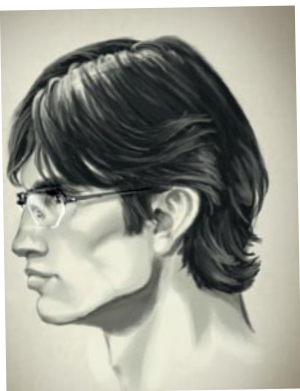
Early clothing exploration for Alex's costume. Since majority of the game was to be seen from behind Alex, I decided to emphasize more on what his back looked like. I liked the thinner legs which I felt reflected contemporary fashion styles that I believe a person in Alex's position would adopt but we later agreed that a thicker leg would look more powerful. We knew we wanted his jacket to be a darker almost black color as to allow better blending with the powered forms. By allowing his collared shirt to seep out from his cuffs and collar we can break up the large areas of black and hopefully reinforce the idea that he dresses like a 'thirty five year old narcissistic geneticist'.



- Lots of exaggerated over the top motion - realism is stiff
- backpack should be bouncy not stuck to his back
- if possible account for higher wind velocity at height or rapid movement (falling for example) clothing would animate faster.
- When landing from high jump (fig 1.) coat should drop and sweep beneath him in a forward motion. It would enhance the sense of a dramatic stop.



▲ Rejected Alex hoodies.



ALEX MERCER PHD (DECEASED)

Height: **5'10"**

Weight: **190 lbs.**

Age: **29**

Eyes: **Blue**

Hair: **Brown**

Profession: **Head of GENTEC Research Project BLACKLIGHT**

Alex Mercer was the identity of the Prototype before his transformation. The Prototype understands the basics of this past—that his name was Alex Mercer, that he was a scientist—but recalls nothing more. Before his infection, Alex Mercer PhD was the head of a biotech project at **GENTEC** called **BLACKLIGHT**. Everyone working at **GENTEC** knew their work was classified. It involved cataloging government biological samples recovered from far-flung war zones, looking for weaponized viruses.

Alex worked in special projects on the other end of the spectrum: Project **BLACKLIGHT**—engineering weaponized viruses from odd samples received from the government. These samples did amazing things, like mimic and store genetic information from infected organisms and more. With Alex's help, they were soon infecting and duplicating copies of their host's genetic structure. Alex's insight and ability to manipulate these viruses made him a unique asset; his work was years ahead of his nearest competitor.

Alex was an impatient, dark, tortured person, subjected to a brutal childhood spent in abject poverty. He spent his first nine years in foster care, and was returned to his mother after her release from prison when he was 10. For Alex, foster care was better. His propensity for science was his way out, and when he left, he left everything behind. The past was dead and the future was his payback, what he deserved for all the time spent suffering. He trusted no one, had no friends, cared less and less what others thought of him and found solace only in his work. By the time he came to **GENTEC**, Alex was teetering on the border of sociopathy. He knew this, and didn't care.

His past made Alex morally ambiguous enough to get the job done. When work called for ethically questionable behavior, he never hesitated. He got the job done, but often managed to burn bridges along the way. Recently, questions began to be asked in closed sessions on Capitol Hill. **BLACKWATCH** decided to cover it all up. Alex, forever paranoid, drew his sister into the mix—using her journalistic skills to track what his bosses were up to. After weeks of investigation, it was clear to Alex that some sort of purge was coming.

Alex took out insurance—he smuggled a vial of **BLACKLIGHT** virus, and mailed a laptop with classified documents to his sister. But **BLACKWATCH** was too quick for him. While attempting to escape the city by train, Alex was caught in Penn Station. After Alex purposely released the virus, he was shot and collapsed on the viral sample, becoming infected as he died.



Alex Tolliver

[PROTOTYPE]

FROM PRE INFECTION TO POST INFECTION





These are the initial concepts for Alex's Claw and blade arms. What was apparent at this early stage of concepts was that Alex really wasn't a person, but rather the virus itself taking the shape of a man. As such, materials like skin and clothing were all a part of the fascade and can be shapeshifted into his blade and claw form. There were some nice silhouettes here but I still felt that the shapes looked to be a human arm encased with the virus rather than the virus shifting from a human arm shape to that of a claw or blade. Further exploration needed to be done.



[PROTOTYPE]



For Alex's claw, I wanted to move away from the 'Arm in a Glove' look. Instead I wanted the claw to look like the arm reconfigured its molecular structure to become something else. After a few iterations, I was satisfied that there was enough of a blend of stringy, see through and plated parts that would give the desired look.



▲ Alex's blade arm was a particularly tricky thing. The blade needed to look large and distinct enough as to differentiate it from the claw arm in terms of how its perceived usage would be. I started by going through some different bladed weapons in history such as the Chakram, Kujang, Bagh nakh, and Kama. From there I applied Alex's viral look to it and emphasized the fact that Alex uses the volume in his arm to formulate the blade which results in his upper arm to lose mass.



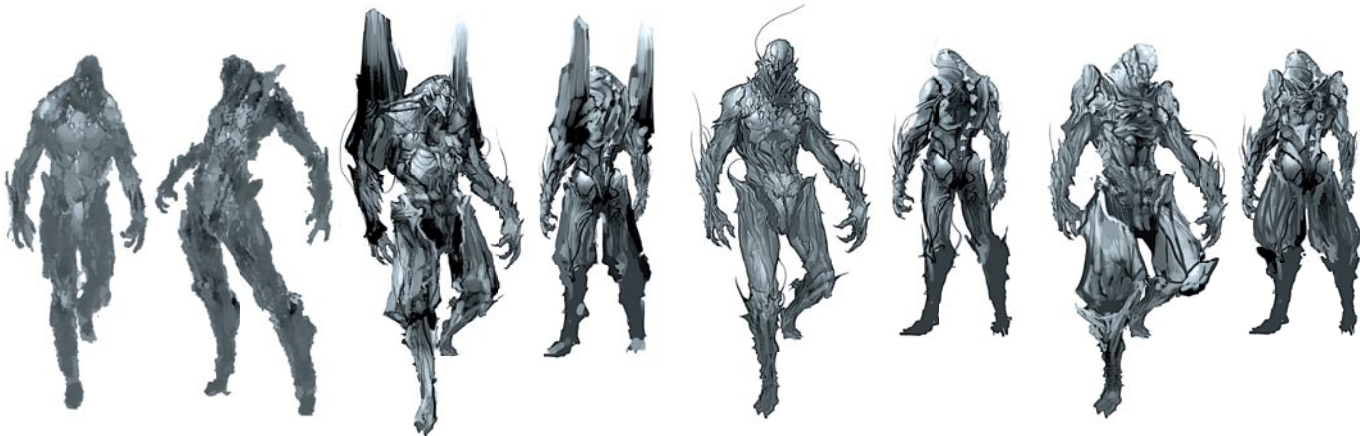
▼ Alex's Hammerfist had to look like he focused all his arm's mass into the hand to form a large stump or 'hammer'. I wanted to make it look particularly brutal as a pummeling weapon and so threw on some nice knobs over the surface. Another consideration was to make the hammerfist be able to open up like a hand so that Alex can still grab things while his hand is in this form. I decided on three fingers that folded out of the hammered end to further distinguish it apart from Alex's claw hand.





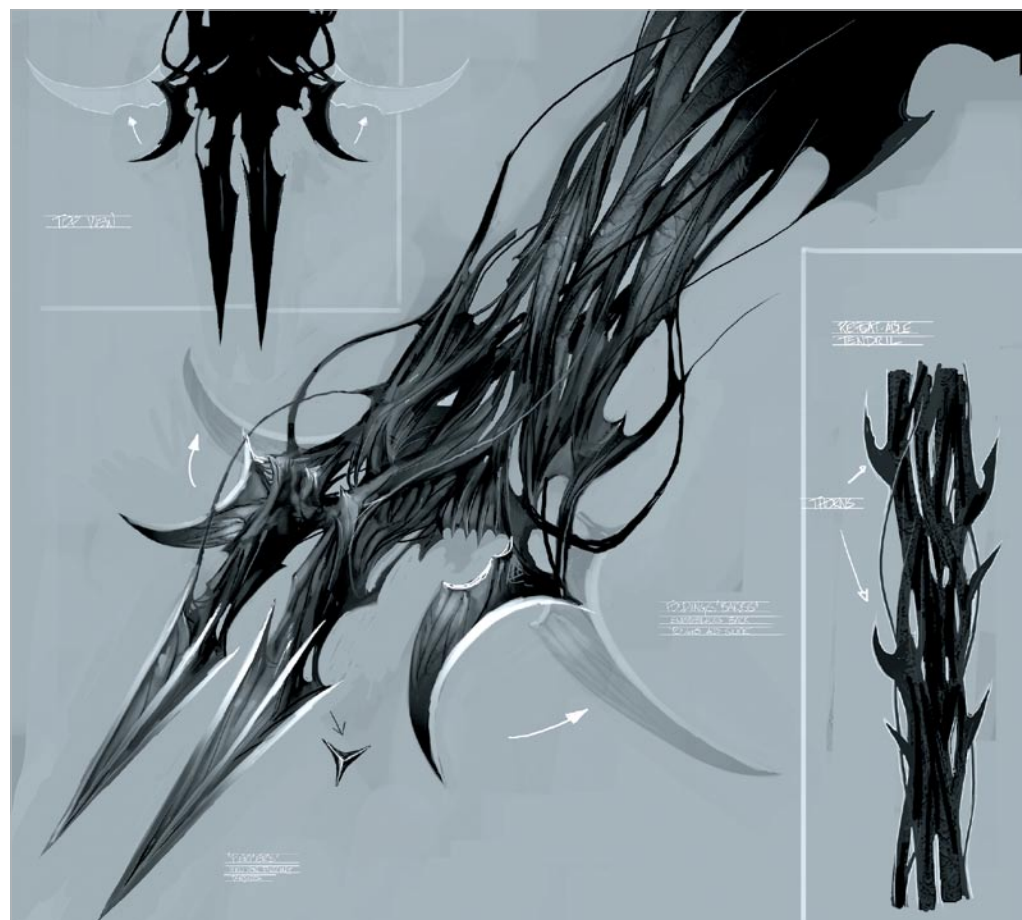
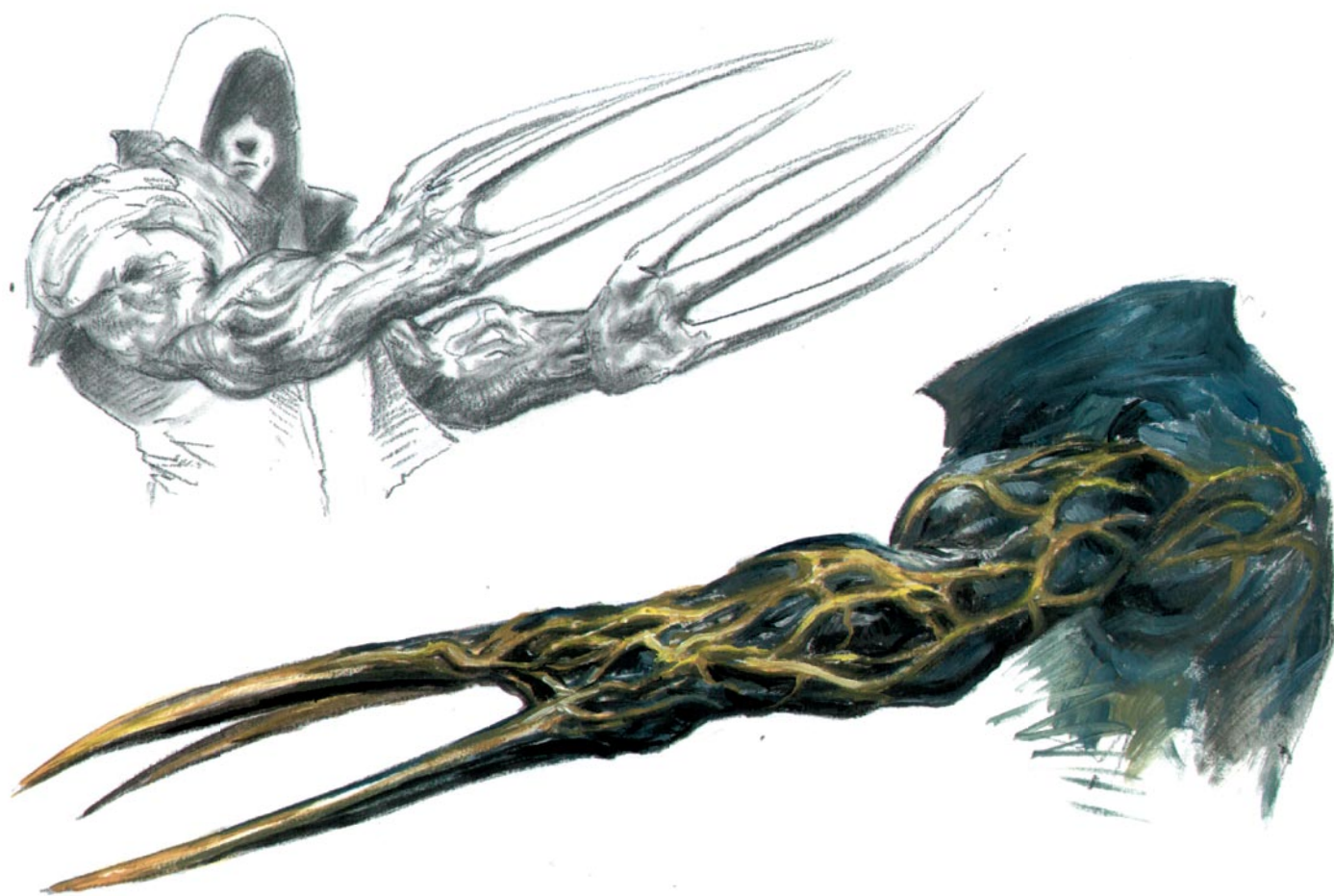
▲ Alex's shield was one of the easier concepts to realize mainly because at this point we had already established what his powers should look like. I had illustrated the powers to move like ink in water. It would stream and flow and when activated would harden in its current shape—much like stretching out a piece of taffy and letting it dry and harden.

The Armored forms were the most fun to do. I wanted the look to be powerful yet mobile. We needed to believe that Alex in this form was still the same man/entity that was characterized by his dexterous parkour-like movements. With that in mind, I adopted smaller feet to reassert that every step was still precise albeit heavier and stronger. The look of the armor was approached from the point of view that Alex would revert his body back to its liquified viral state which undulates in tendril-like streams and then hardens. It also had to look like what we have already done with respect to Alex's Blade and Claw arms. I used the old trick of removing any semblance of a face to make the form more menacing.



Early sketches of Alex's armored form. I knew already knew what I wanted the surface articulation of the armored form to look like, so what I was doing here was trying to find an interesting outline/shape/silhouette. There are heavy influences from insect exoskeletons, human muscle fibre and sugar crystals.

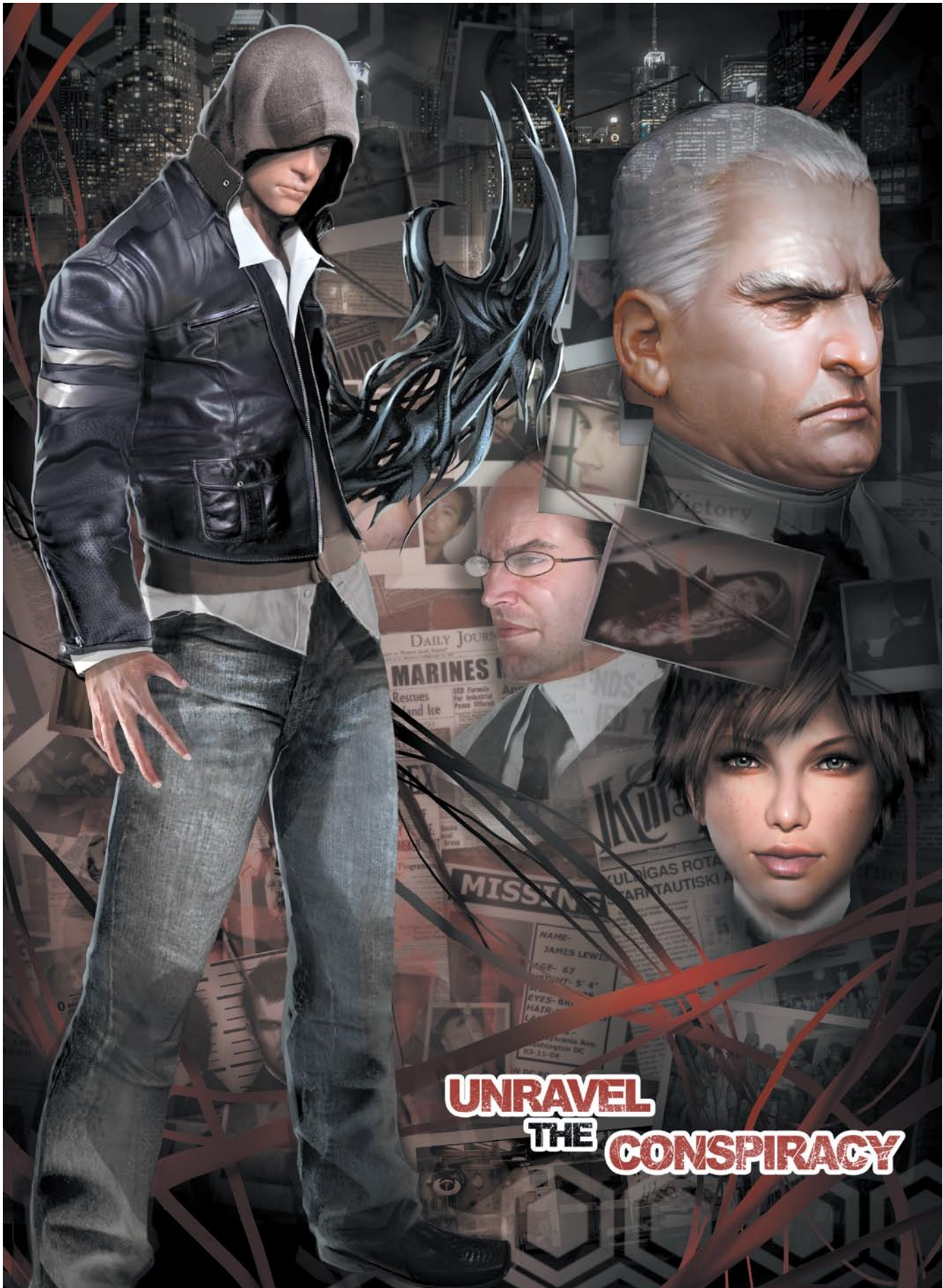




[PROTOTYPE]

INTRODUCTION AND MENU	ADAPT AND OVERCOME: GENERAL TRAINING	ATTACK AND OBFUSCATE: UPGRADES	ANTAGONISTS AND OPPOSITION: ENTITY ENCOUNTERS	ADVANCE AND OBLITERATE: WALKTHROUGH	ADDITIONAL OFFERINGS
APPENDICES AND OUTLINES: TABLES AND CHARTS	ANOMALIES AND THE OBSCURED: GALLERY	BONUS GALLERY	MOVES LIST	WEB OF INTRIGUE	EVENTS, HIVES, BASES & COLLECTIBLES





[PROTOTYPE]



DANA MERCER

Height: **5'4"**

Weight: **102 lbs.**

Age: **20**

Eyes: **Blue**

Hair: **Brown**

Profession: **Student at NYU School of Journalism.**

Dana Mercer fled to New York five years after her oldest brother Alex moved there to work, hoping to reconnect with him. Alex wanted little to do with her or any of his family. Dana was born the year Alex was returned to their mother from foster care. She never knew her father. Thanks to their mother's drinking problems, Alex was the only parent figure Dana ever knew. Dana was attending Journalism School at NYU. Her nosiness and naturally bulletproof ego led her to a life of investigative journalism. She writes for such rags as *Everything You Know is Wrong*, *Bathsheba*, *The Military/Industrial Complex Report* and other, less pronounceable titles. She owes money all over town, and somehow manages to sweet talk friends into lending her more. She's a hustler, good at manipulating people. Like her brother, she's narcissistic and evasive. When she doesn't like someone she'll go out of her way to make sure they know it—particularly if they push the point. She's disrespectful, foul-mouthed, and not afraid of a fight. This all serves her well when she's neck-deep in a story, but in real life, her kind of behavior only makes one thing: enemies. In short, she's her brother's sister. Dana is the only person the Prototype can really trust, and will never, ever cease to believe her brother is in there, somewhere.



DOCTOR BRADLEY RAGLAND PhD

Height: **6'**

Weight: **195 lbs.**

Age: **44**

Eyes: **Brown**

Hair: **Black**

Profession: **Pathologist at St. Paul's Hospital, NYC**

After spending 11 years working in research in the so-called the "Bio-Belt"—the hundreds of bio-labs scattered up the Hudson valley—Ragland "retired" to work in pathology. In actuality, he was blacklisted after turning down a lucrative position at **GENTEC** and butting heads with Dr. Raymond McMullen. He took a quiet position as a pathologist, and began examining of the portions of the human brain responsible for pain. For the last 10 years, he's enjoyed a quiet career at St. Paul's. Then, once again, Ragland was in the right place at the wrong time. Several bodies from a shooting incident were brought to his morgue where he discovered each was infected with an unknown virus causing bizarre structural changes in the brain. Ragland found an amazing virus, something unlike any he had seen before. As he tried to alert federal and state authorities, he found himself boxed in at every turn. Finally, after attempting to escape the hospital with samples of the virus, Ragland was approached by **BLACKLIGHT** agents, who warned him that the situation was far above his head, and under control. Dr. McMullen—the one who blacklisted him, stepped in and allowed Ragland to continue his research into the virus, as long as he does not alert the authorities.



DOCTOR KAREN PARKER

Height: **5'6"**

Weight: **112 lbs.**

Age: **27**

Eyes: **Green**

Hair: **Blonde**

Profession: **Researcher at GENTEC (BLACKWATCH Mole)**

Karen Parker has worked at **GENTEC** for four and a half years in unclassified studies of viral ancestries. In that time, she was involved romantically with Alex and was aware of his suspicions leading up to his attempted escape. Before she could escape as well, she was captured. Since then, she has been "turned" by **BLACKWATCH** into a willing mole used to manipulate and study the Prototype (since earlier attempts to destroy/capture it failed miserably).

Parker uses Alex's memories of her and his fragile emotional state to keep him in check, something which becomes more and more difficult to achieve as time goes on. Parker is interested only in saving herself, and understands Alex's odd predicament fully; she knows, for instance, that "Alex" is dead, and that the virus has replaced him. As such, she is both amazed and repulsed by the creature she is forced to work with. Eventually, that fear will cost her life.



DOCTOR RAYMOND McMULLEN

Height: **5'7"**

Weight: **175 lbs.**

Age: **49**

Eyes: **Blue**

Hair: **Gray**

Profession: **Head of Research, GENTEC**

McMullen is the man who founded **GENTEC** and forged a relationship with **BLACKWATCH**. His seminal study of Junk DNA gave **BLACKWATCH** great insight into the virus for the first time, and soon after **GENTEC** became the center of study for research into the properties of the **BLACKLIGHT** virus. McMullen is driven by an urge to understand the virus and Elizabeth Greene. He feels she is the key to the mystery of what the virus represents. To him, it is clear something more profound than random genetic mutations is going on; he feels some deeper truth is at hand.

McMullen considers **BLACKWATCH** short-sighted and foolish. He is certain only science can unlock the mystery of the virus and its implications to life on earth. Alex Mercer has become a new obsession. What has happened to him may be the answer McMullen seeks, but at the same time, he realizes the danger Mercer represents. McMullen understands, above all, there are things he does not understand; but he will stop at nothing to find that final answer, no matter the cost.

HOPE, IDAHO

Hope, Idaho, is the **FINAL SECRET**. In 1963, Chimeric hybrids of the junk **DNA** virus discovered by Project **BLACKWATCH** were injected into animals for testing. Project **BLACK-LIGHT** began in 1964. **BLACKWATCH** took over, and the town transformed. Told it was a flu inoculation, everyone in the town was dosed with the virus, and didn't seem affected. In 1965, with the first birth of a child in Hope to infected parents, it was discovered these "Hope Babies" manifested new strains of the virus, though no obvious changes in genetics could be detected. More babies were born, then suddenly in 1968 one of these viruses caused the townsfolk to begin acting in unison—as if controlled by a single intelligence. Soon the entire town was overrun by the virus. **ELIZABETH GREENE**, a 19-year-old girl, was the focus of the infection: The **BLACK-LIGHT** virus. The military moved in and incarcerated Greene. She gave birth to a child in military custody, and was immediately separated from it. The town of Hope vanished off the map. It is now a military controlled patch of land. It is the secret upon which Project **BLACKWATCH** was founded.



MANHATTAN: PRIOR TO OUTBREAK

The center of commerce, banking and the stock market, this metropolis supports thousands of smaller businesses. It is always alive with action, drama and life. It's quite literally the city that never sleeps. The public in New York is much as it always has been—a melting pot of various cultures, ideas and religions. The media is sensationalist—it looks for any story based on fear, hate or death and reports on it until something richer comes along; often such stories ride the headlines for weeks. In the midst of this media song of doom (which, it seems, has always been there); the early appearances of the **PROTOTYPE**, **ELIZABETH GREENE** and **BLACKWATCH** are difficult to pick out.



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◀ This is the first piece I created for PROTOTYPE. The sun is setting and tomorrow a new chapter in human evolution will begin. I dropped in the military helicopters as a foreshadowing effect of what's to come. This is the seed that inspired my thoughts to visualize the rest of the story and lock down on a style that would cover all visual elements of the game. Before painting this piece the last phrase I read in the design doc was "Reality plus one fantastic element". I therefore treated the city as reality and the virus as the plus one and pitched this piece to the team as the calm before the storm.

—Skip Kimball,
Art Director/Sr. Concept Artist



MANHATTAN: ESCALATION

There's a gathering feeling in the air, like ozone before a lightning storm, and many people report sighting bizarre creatures, a strange military presence, and new, odd diseases. Something is wrong with portions of the city. Some shops and small apartment buildings are closed down and boarded up, odd corpses of bizarre creatures are recovered by the NYPD. Certain significant landmarks are closed off as "containment" centers, where infected citizens are "treated," but a cover story keeps this fact from the public eye. Thousands of infected are drawn together in larger buildings to be "looked after." These "off limits" places are heavily guarded and identified to the public as "military staging centers." The military keeps a tight rein on the truth, indefinitely incarcerating reporters or people who poke their nose into these "centers" too deeply. Before the story can break, **BLACKWATCH** is in control of the major news programs, and stories once filled with reports of "flu" and "unknown animals" are instead filled with reports on gas mileage and cancer medicines.

The heavy traffic in Times Square was to depict chaos and confusion just minutes into a new reality from what we knew of our everyday life in the city. Innocence no longer exists. To enforce that point when pitching this piece I opened up with the innocence of the child in the center white vehicle and then trucked out exposing more and more of the scene. As you began to notice the child just witnessed a killing of a man from the yellow cab to the left and the killer's reflection is on the side window to the vehicle to the right. The loss of innocence is the point of no return.

—Skip Kimball, Art Director/Sr. Concept Artist

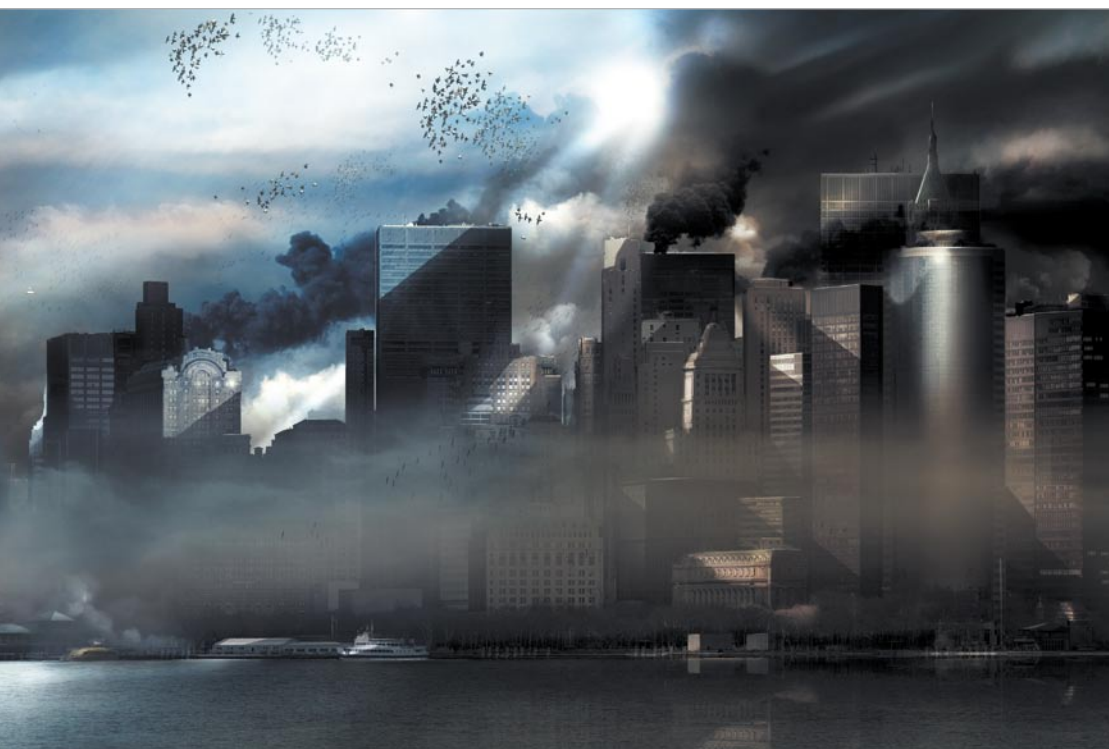


[PROTOTYPE]



▲ How do you inoculate millions of people? Crop dust! What these people don't know is that it's nothing more than a sugar pill. However, believability in a concept is crucial as it's the way to draw you into the scene emotionally. These people must have hope that they will be OK and so I've depicted them those eager to hang onto hope and welcome the dusting. This is why no one is running.

—Skip Kimball, Art Director/Sr. Concept Artist



▲ In this piece I wanted to show three zones of our game. Color played an important role in this piece to really express the emotional nature for all zones.

—Skip Kimball, Art Director/Sr. Concept Artist



[PROTOTYPE]



This piece is to show that military strength is the only answer to a complex infection problem. I pitched this piece as the point of no return and heading to your local church or synagogue is probably a good idea at this moment in the game. This is also to show that Alex Mercer is a weapon and it will take an army to match his power.

—Skip Kimball, Art Director/Sr. Concept Artist

One of a few night shots for the game. Here I wanted to show the city at night showing ambient light blending and reflecting reflected off a polluted sky. NYC is over 200 year old and showing its progressive history adds the believability factor. My thought in many of the concepts was to show that many of the buildings had different power sources for example: If a 100 year old building was burning coal then it's still burning coal today. While the 5 year old building next it would be using electricity. This is the one element of the city that does not evolve. This is why many of these concepts have lots of smoke and pollution and at night the pollution reflects a bit of red as you can see in this piece.

—Skip Kimball, Art Director/Sr. Concept Artist



What happens when you're sick? Quarantine, as this piece depicts. It was important to show what happens when you get infected and so I placed quarantine under a bridge and out of sight from most not yet infected by the viruses. Here a soldier is unlucky and is carried by his brothers to the quarantine area, little do they know but they too will join their fallen brother. To decipher the difference between those infected in the quarantine area I painted them nude and exposed. The foreshadowing element is, you came into this world naked and so you will leave it the same way. I left to the team's imagination the following snow.

—Skip Kimball, Art Director/Sr. Concept Artist



▲
“The end of time” is what I call this piece. This is a snap shot of the future if you fail. I really enjoy painting these types of destructive concepts.
—Skip Kimball, Art Director/Sr. Concept Artist



One of my favourite pieces, here I wanted to show how the Hive is a character. A vector finds a damp dark area under the elevator shaft to spawn a Hunter from its hive. Human-like infected creatures are the guardian of this spore and piles upon it human bodies who are barely alive and are used as a food source to grow the creature incubating inside. The hive generates so much heat that all the floors above collapse to the bottom.

—Skip Kimball, Art Director/Sr. Concept Artist

NYC is very much vertical as it is horizontal with many great locations on roof tops. I needed to give you a reason to scale buildings and take advantage of all that added real estate. When I thought about how the virus would grow I decided to place them in water tanks and it was a reason to explore up. But you still would not know a Hive was above you if you where at ground level and I did not want you spending a lot of time looking for these areas so I conceptualized that infected Hives would attract Raven as symbol of illness and death. They are easy to spot from the ground as they would be circling the Hive form the air. This piece is the last of four in the series and the Hunter has broken out of the water tower.

—Skip Kimball, Art Director/Sr. Concept Artist



I needed a piece that showed chaos and the possibility for Hydras battling military choppers on a large scale.

—Skip Kimball, Art Director/Sr. Concept Artist



▲ This is an early infected zone concept. I wanted to set a subdued mood and a feeling of uneasiness to the pedestrians walking in the area. You know that feeling when something just doesn't seem right but you go about your day then fall deadly ill hours later. The pedestrians in this illustration will get to know that feeling all too well. I especially like the couple sharing the umbrella at the right. It is a moment they may never share again which makes their moment in this piece extra special. Love is a great contrast to evil.

—Skip Kimball, Art Director/Sr. Concept Artist





MANHATTAN: MARTIAL LAW

The military have closed off the island. In actuality, Elizabeth Greene and her minions are spreading disease throughout Manhattan. This huge disruption in the standard flow of the city is causing all manner of problems, from small (simply getting to particular neighborhoods can be impossible) to large (tons of food needs to be moved over the bridges every day to feed the population). The bridges and tunnels from the island are blocked by heavy equipment and hardened weapon emplacements. Various neighborhoods are closed off by concrete walls, tanks, and troops. Many still strongly support the US troops, but despite this ingrained patriotism, most believe the government is lying to them. The pretense that there is an independent media has collapsed. With nervous soldiers certain that a biological attack is in progress, and a restless public trapped on an island with no way off; it is only a matter of time before something goes wrong.



Then as the story evolves so does the environment. Times Square is now split between a military zone and an infected zone with red tones depicting death and blues depicting hope. Here Fire and Light are just as much in a battle as the infected and non infected military soldiers.
—Skip Kimball, Art Director/Sr. Concept Artist



BLACKWATCH
TROOPER

The **BLACKWATCH** are seasoned veterans, handpicked from Special Forces and Security Forces units across the country. All of the **BLACKWATCH** know exactly what is going on—and are trained to deal with every eventuality. They do not panic, they are rarely confused—they act with clarity and purpose that shows they know what is happening and how to deal with it. In most cases, they have custom equipment designed to deal with most biohazard/viral eventualities.

The **BLACKWATCH** have done every dirty deed under the sun and are unafraid and unflinching when faced with anything from kidnapping to liquidation. The **BLACKWATCH** have erased at least one entire town in their past. When communicating, they typically have non-aggressive terms describing the sort of activities they perform; killing is “neutralizing”, kidnapping is “relocation” and torching a building is “development”.

Early exploration on the three classes of Blackwatch soldiers. I knew I wanted them to look unlike any other conventional strike force in the world as their mandate is to fight the Mother virus and infected. We wanted three distinct classes for the soldiers—a pilot, a trooper, and a heavier weapons unit. We still didn't know which direction to take the Blackwatch at this point and so these designs varied from the conventional to the esoteric.

—Kevin Chu



[PROTOTYPE]



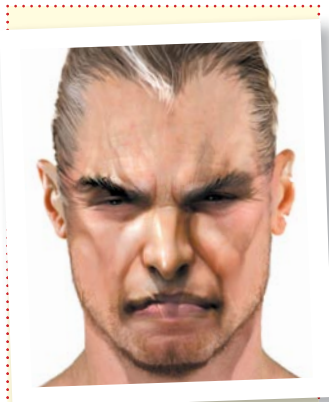
The final Blackwatch Trooper design incorporates biohazard gear with standard military webbing. The trooper wears a full body 'skin' that resembles a durable wetsuit and a modified gasmask to protect themselves from the contagion that they have been mandated to fight. As the Blackwatch provides Alex's main resistance in the game, the decision was made to de-humanize them as much as possible. The best way to do that was to remove the eyes—it's an old but useful trick.

—Kevin Chu



The Blackwatch Supersoldier is basically a genetically modified Blackwatch soldier who has been given a dose of the mother virus. To that end, the Supersoldier has enhanced strength and speed. The decision was to make these guys physically larger than an average human with their strength visably readable. Making the Supersoldier in the semblance of a bodybuilder provided the needed contrast to Alex. If Alex is the 'perfect' version of the virus, then the Supersoldier is a more crude, less elegant version—Like a Mack truck to Alex's Italian sportscar. The inclusion of some spinal detail adds that bit of 'lab rat' feel to these guys. And again, removing any sign of a face makes these guys all the more menacing—you can't reason with them. On his lower back is a breathing apparatus that would periodically inject a chemical into the Supersoldier to allow him to be receptive to control by the other Blackwatch Troopers.

—Kevin Chu



THE SPECIALIST:
ROBERT CROSS

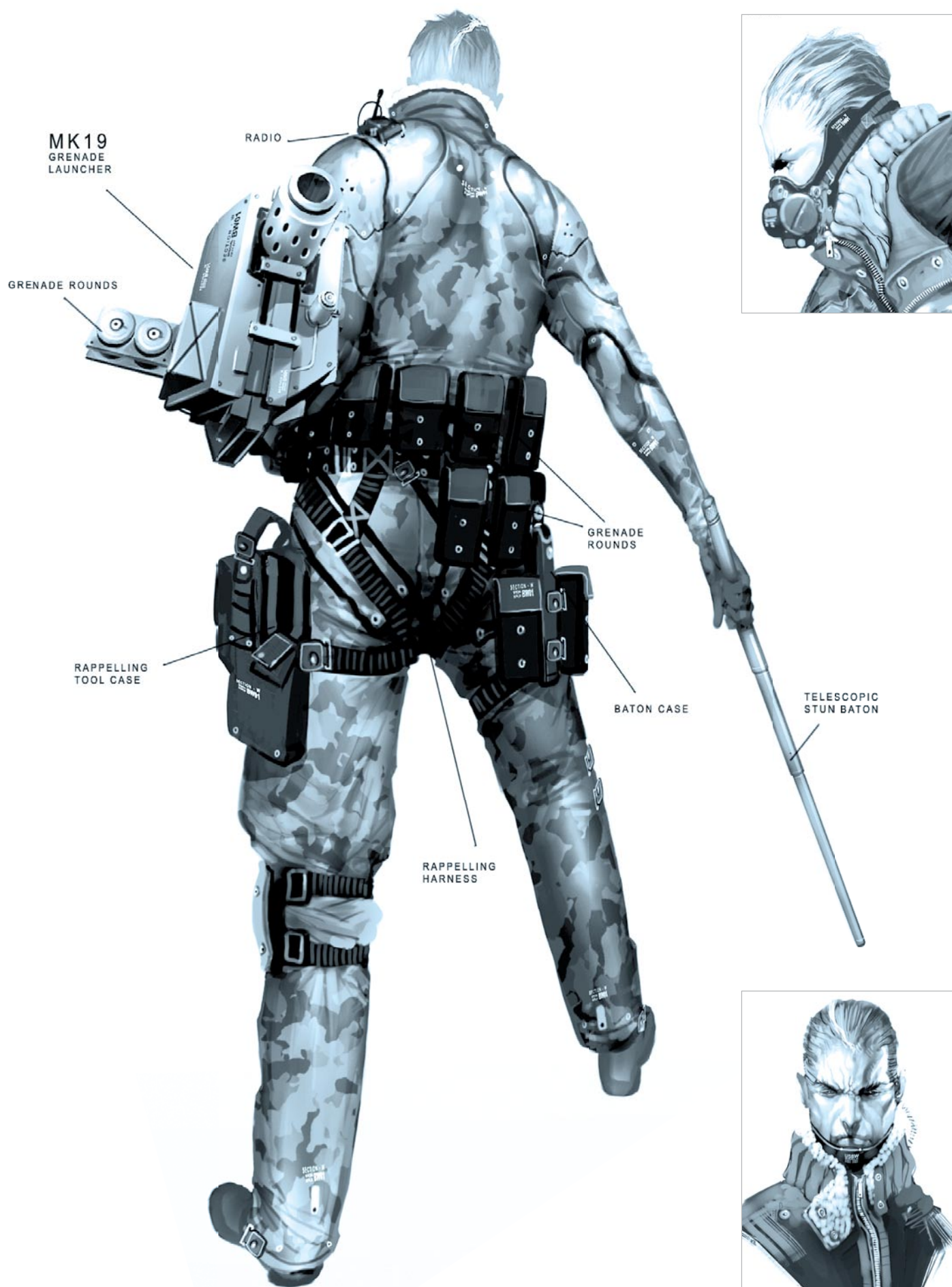
Height: 6'2"
Weight: 220 lbs.
Age: 38
Eyes: Green
Hair: Gray
Profession: Captain,
U.S. Army Project
BLACKWATCH

Resilient, resourceful, and deadly, the Specialist is sent in when things fail to go according to plan—**BLACKWATCH**'s last line of insurance. His world is a world of absolutes; like mathematics, only one answer can be gained out of any equation. To him the world is easy to understand. He believes **BLACKWATCH** is all that stands between the average American and a biological apocalypse. His knowledge of **BLACKWATCH** been highly edited by his superior, the General, to fit his world-view. Confronted with proof that his cause is deceptive, he reorients his mindset instantly to keep in line with his religious beliefs. Shown absolute proof that his employers are on the wrong side of the moral divide, he will go after them with the same verve he showed as their lapdog—but even worse, he'll do so as a zealot of the highest order. This trait is further exacerbated as Cross begins to realize he too has succumbed to the infection that is rampaging through the city. Unlike the majority of the poor souls who lose higher functions, Cross's training allows him to seek the Hive Mind, and learn the threat the Prototype poses not only to **BLACKWATCH**, but to his new masters....



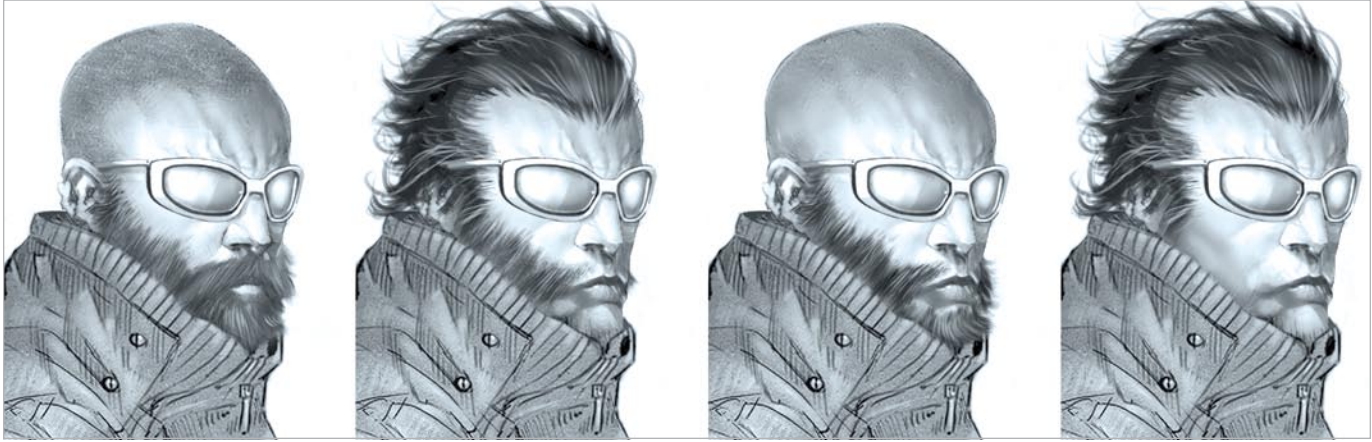
The Specialist retains the main elements from the rest of his Blackwatch unit though he has modified his uniform to give him that seasoned special forces look. The Specialist is the only enemy character that Alex eventually wins over to his side—and as such needs to have his eyes shown to give him that bit of humanity that the other Blackwatch soldiers lack. To that end, I gave the Specialist a smaller version of the gasmask and employ the use of a balaclava to hide his identity. He is further outfitted with a rappelling tool and harness, stun baton and a custom fitted MK19 grenade launcher.

—Kevin Chu



With a few variants to the initial Specialist head sketch that I did, we quickly figured out what we wanted. The decision was made to move the character away from the heavy facial hair look in favor of a more marine like appearance. However, to me that homogenized the character into the sea of cliché and so we opted for the third variant on the bottom row. Sans the sunglasses, the seed of the Specialist's final design were there already.

—Kevin Chu



Early sketch of the Specialist. His look was later modified to enhance character that this initial design lacked. However, the Specialist's high collar was already locked in my mind as something that I wanted.

—Kevin Chu

The finalized Specialist head concept collected all the things that the IP team and myself wanted to see in the character: Strength, Intelligence, and a distant sympathy that he would develop later on in the game. His profile should look like that of an eagle—sharp and powerful. To finish off his look, I slicked back his hair, gave him a gruff face, akin to the old Hollywood cowboys, threw a distinguished white stripe in his hair and gave him a lot of battle scars.

—Kevin Chu





GENERAL PETER
RANDALL

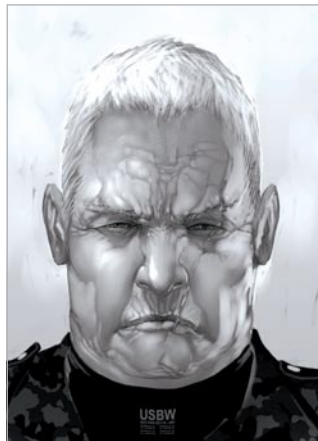
Height: 5'9"
Weight: 225 lbs.
Age: 70
Eyes: Blue
Hair: Gray
Profession:
General, commander;
Project BLACKWATCH

The General was a 1st lieutenant when he entered Hope, Idaho, in 1969 to crush the viral infection. He and his men were the ones who captured Elizabeth Green and re-took the facility in the town. It was while subduing Greene that the General lost his left arm. When Greene ripped into his biological containment suit and scratched him, breaking the skin and infecting his arm, he never hesitated; he removed his arm below the elbow in a self-amputation. Since then, he has risen through the ranks, gaining absolute command of **BLACKWATCH** in 1978 with his promotion to major. But now, he faces the greatest threat he's ever known. First an asset has escaped a **GENTEC** lab after being dosed with an active strain of the Mother virus and then just four hours later, that same man freed Elizabeth Greene. **BLACKWATCH** must not hesitate to bring the situation under control, no matter what it takes. He will not fail, even if he has to erase New York City from the face of the earth.



An interesting challenge that was put on the table was to derive a younger version of General Randall. It meant using the older concept and working backwards and preserving facial landmarks and de-aging the character. Flesh swells and sags over time and so in order to make the character look younger, I took the older drawing and smoothed over the wrinkles, the fat, and scaled down the width of his features and gave him a bit more hair.

—Kevin Chu



I designed General Randall to look owl-like in profile. There is an air of wisdom and danger to his face. I wanted him to appear unrelentless, stubborn and unwavering in his duty. He believes he is doing the right thing.

—Kevin Chu



COLONEL
IAN TAGGART

Height: 6'
Weight: 195 lbs.
Age: 45
Eyes: Blue
Hair: Blonde going to Gray
Profession: Colonel, U.S.
Army Project BLACK-
WATCH, Commander of
Ground Forces New York

Taggart is a self-serving climber interested only in getting the highest command possible. He's managed to avoid being on the front-lines for any of **BLACKWATCH**'s ops, instead working behind the scenes. However, brought into New York early, he managed to finagle his way into command position for ground troops. Taggart was certain that **BLACKWATCH** protocols could solve the problem of the outbreak in Manhattan and the surrounding boroughs; unfortunately, this proved not to be the case. As the situation spiraled out of control, and the General demanded more and more answers, Taggart called for an evacuation of **BLACKWATCH** forces; causing a mass disintegration of control in New York.

Finally, looking out only for himself, Taggart does his best to escape the quarantine of New York; viral outbreak be damned. Taggart is a model of someone who can't "hack it". He represents the inadequacy of the **BLACKWATCH** conspiracy in dealing with the virus. Early, he projects an air of false confidence, later; he's a wild-eyed fugitive on the run from every force active in the city.

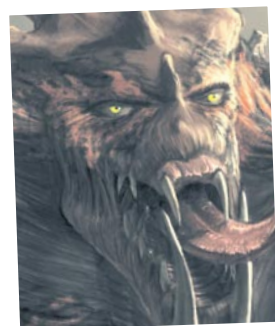
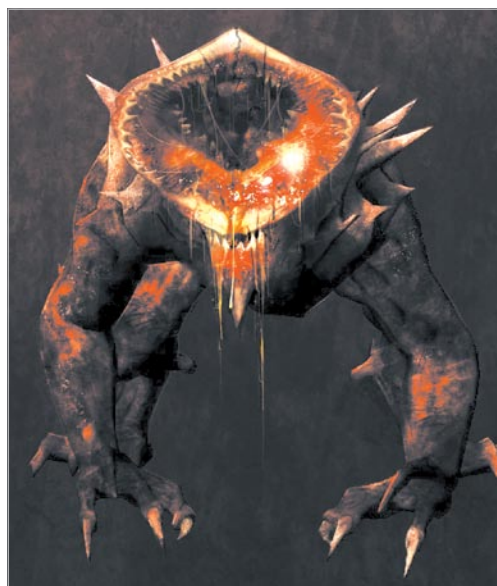






▲ The Infected people needed to hit three basic shapes—large male, small male and female. The infected also needed to look like they are failed or imperfect versions of the virus and so their appearance should look sickly and painful. The details I instilled are tumorous, puss-filled, swollen and deformed. All the infected have a lower version of Alex's blade arm - the virus reconfigures the host's bone into a spade just below the elbow.

—Kevin Chu



THE HUNTERS

Hunters are modified versions of the **BLACKLIGHT** virus that have restructured and repurposed organisms into biological killing machines. Some can assume human (or human-like) form, while others are completely inhuman. Their intellect ranges from animal to near-genius. They are inferior to the Prototype and most lack the ability to Consume and become human targets. The Hunters are each out for blood on their own, except when directly ordered to cooperate by the Greene. If possible, they will kill and Consume one another to grow in power and ability. However, their primary purpose is to defend Greene and Consume the Prototype. The Hunters are quick and brutal, and they get the job done—they are biological mercenaries, capable of committing any atrocity to complete their work. They do not think in human terms, and find it difficult to “relate,” even when necessary, with humans. Those with the capacity to understand can be cunning, even brilliant, but their weakness in understanding human reactions can often cause difficulties. They fear only the Prototype and the more significant **BLACKWATCH** threats—humans and the conventional military are considered inconsequential. They all view the Prototype as a competitor to the “ultimate” position—a place second only to Greene herself—and will do anything they can to destroy him. Hunters can infect targets with the **BLACKLIGHT** virus, change their forms (in a limited manner), and Consume and incorporate other Hunter powers into their own repertoire.



SUPREME HUNTER

Height: 7'6"

Weight: 450 lbs. (can vary)

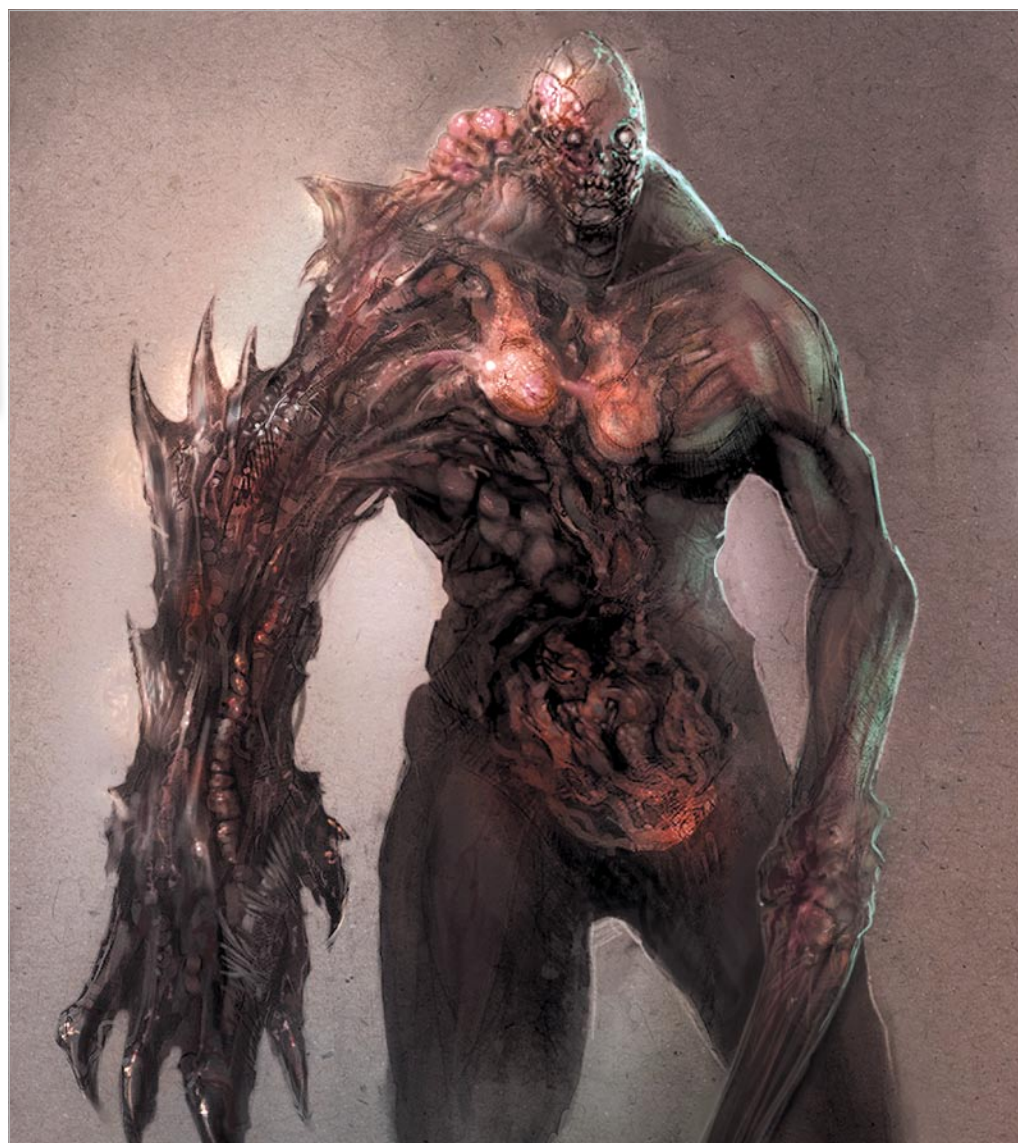
Age: **Unknown** (immortal)

Eyes: **Unknown** (can vary)

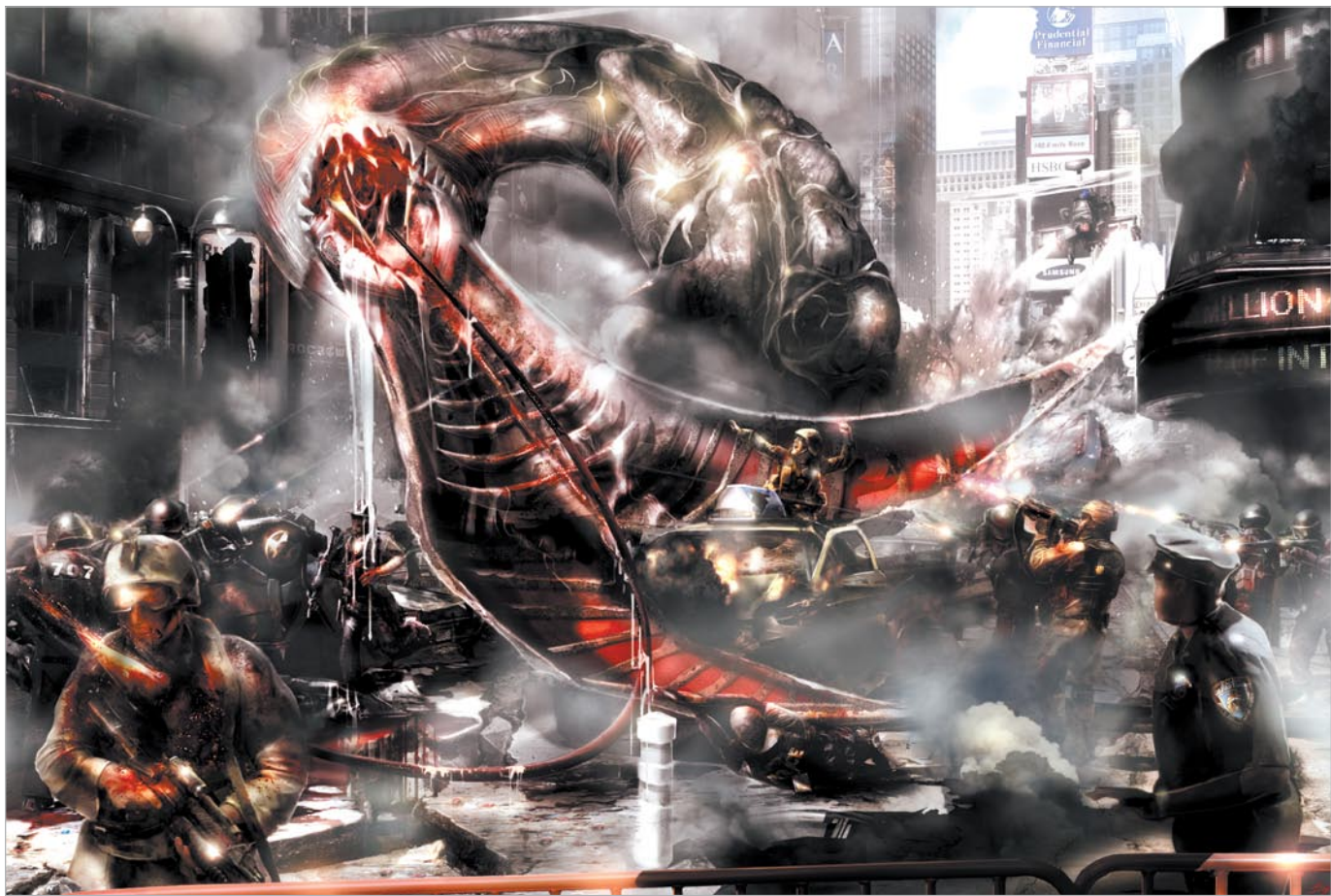
Hair: **None** (can vary)

Race: **Inhuman** (can vary)

He began as a weapon fielded by **BLACKWATCH** to bring the Prototype under control. His first form was as a viral-weapon, which, when it infected the Prototype, began to Consume him. Finally, before he could complete the job, the Parasite was carved off and re-purposed as a weapon by the Prototype against Elizabeth Greene. He believed that since the Parasite worked on him, it would work on Greene as well. He was wrong. Greene refashioned the Parasite into a special Hunter, a duplicate of the Prototype—the Supreme Hunter. This creature, like the Prototype, is an autonomous creature with free will and goals of its own. Still, Greene holds a more direct sway over him. He's not "controlled" as the other Hunters are, instead, he simply fears Greene and what she might do if he does not obey. Like the Prototype, he can assume a human disguise or a creature form. He has the capacity to Consume and become anything living. His main form is that of a huge, vulpine creature—something obviously inhuman, built for combat. Only Consuming the entire Prototype will satisfy him; only then will he be complete.



[PROTOTYPE]

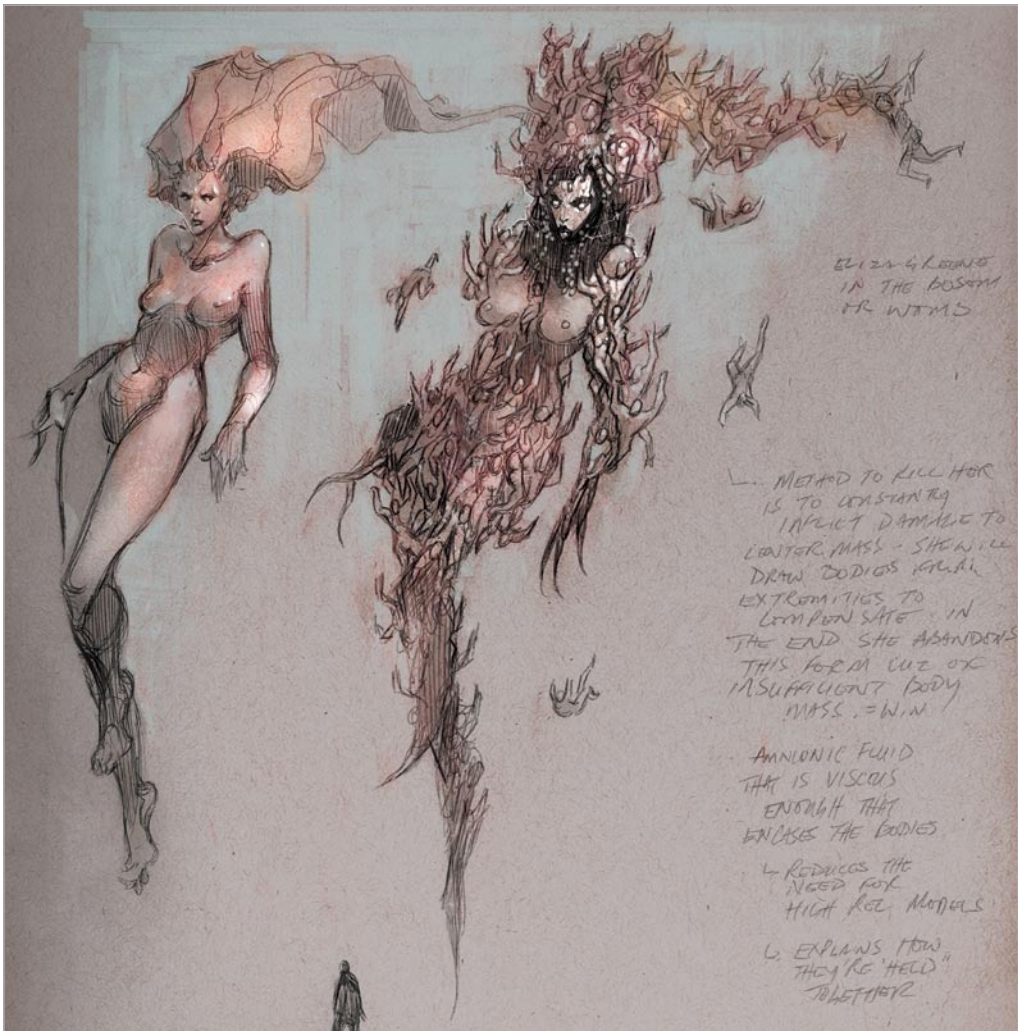




ELIZABETH GREENE

Height: **5'2"**
 Weight: **100 lbs.** (apparent)
 Age: **19** (apparent, actual age 58)
 Eyes: **Blue**
 Hair: **Black**
 Profession: **Not applicable**

The **BLACKLIGHT** virus has existed since the beginning of life on earth—it is the basis of evolution. The virus “plugs in” and activates the junk DNA in a target, causing biological changes that create (and recreate) a sentient mind in the infected creature. Today, this intelligence is focused in the body of Elizabeth Greene. Since 1969 this body has been in military custody and still appears as a harmless 19-year-old girl. When Greene wishes, she can put on a convincing innocent disguise, but beneath it is a vast intellect that is cool, calculating, and billions of years old. She is evolution personified. Like evolution, she is patient, but when she ushers in change, it is violent, bloody, and permanent. She is utterly ruthless and does not have the emotional capacity to “care” for the average human. Humanity and all life on earth are “tools” to further evolution. No one understands these secrets. **BLACKWATCH** still believes she is nothing more than a genetic oddity, when she is really something much more dangerous. She looks on the Prototype as either her replacement as the watchman of evolution, or another tool to move life forward; something to be consumed and used.



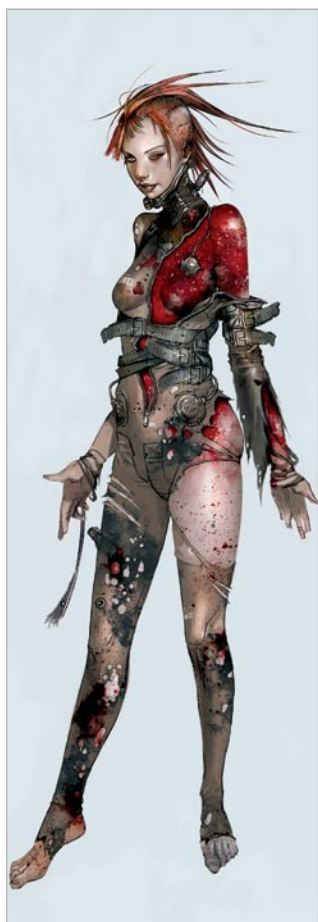
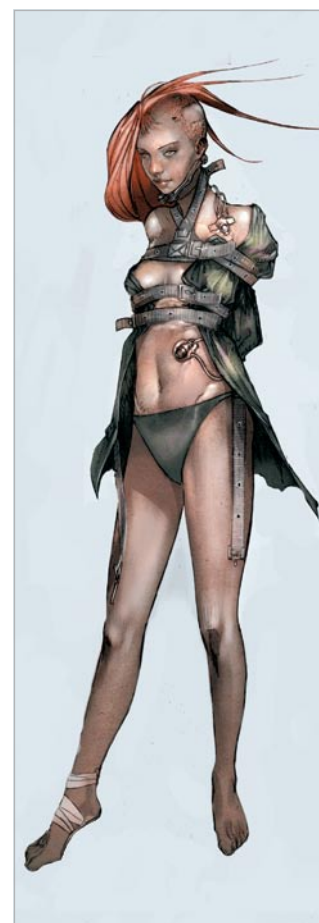
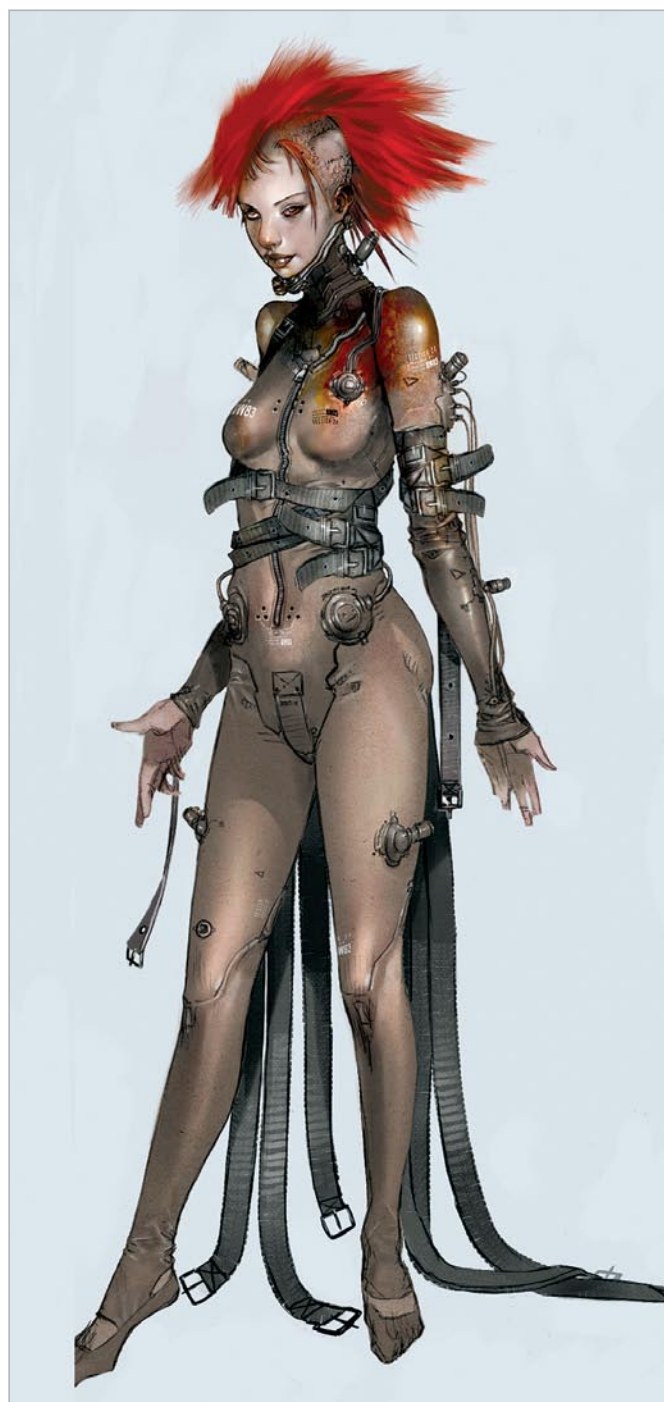
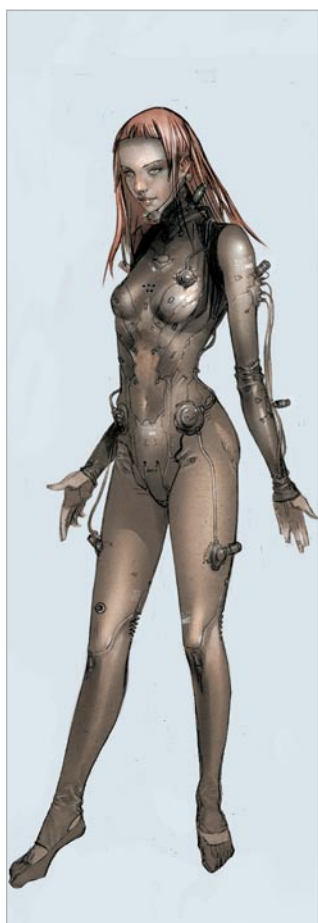
Another rejected Mother Boss concept which called for her to be made up of the infected. The literal nature of the concept resulted in a goddess-like appearance which we decided was not in a direction we wanted to take it.

—Kevin Chu



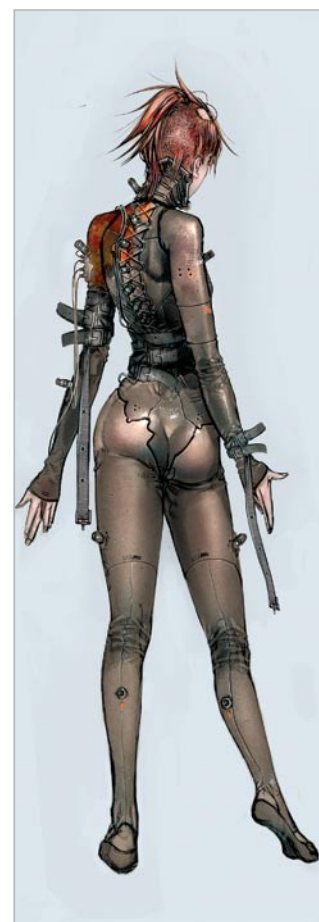
Some early Mother boss concepts called for the Mother to grow to an immense size made up of the bodies of the infected. These concepts were too literal and extreme. These ideas were dropped due to technical limitations and a artistic move in another direction.

—Kevin Chu



Elizabeth Greene's design is a mix of wetsuit and bondage gear. The suit itself is a Blackwatch issued Medical suit designed to regulate the subject's vital stats. It has slots on the back to allow for direct spinal injections and various feeds all over the body to distribute drugs. The experiments had Elizabeth Greene semi-submerged in water with her back facing up. This meant that she needed to have a breathing apparatus able to be attached to the suit. Her head has been shaved from various experimentation to her brain. Elizabeth Greene is described as a teenager in the 60's who was infected by the virus and became the first host of the Mother virus. She is the girl-next-door type, sweet and wholesome. Seeing a person like that in this state of experimentation adds a sense of tragedy to the character and gave weight to the spite that she felt.

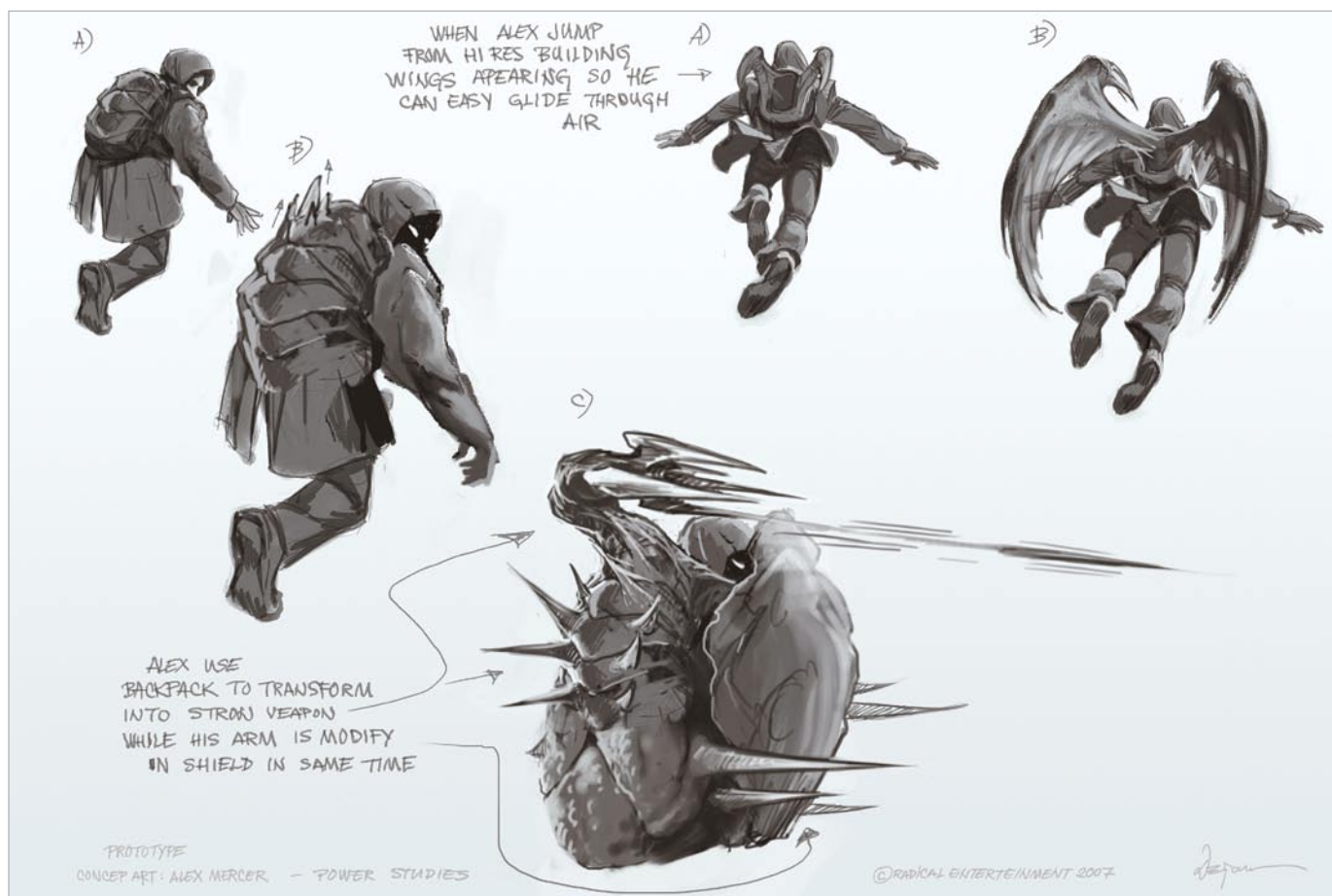
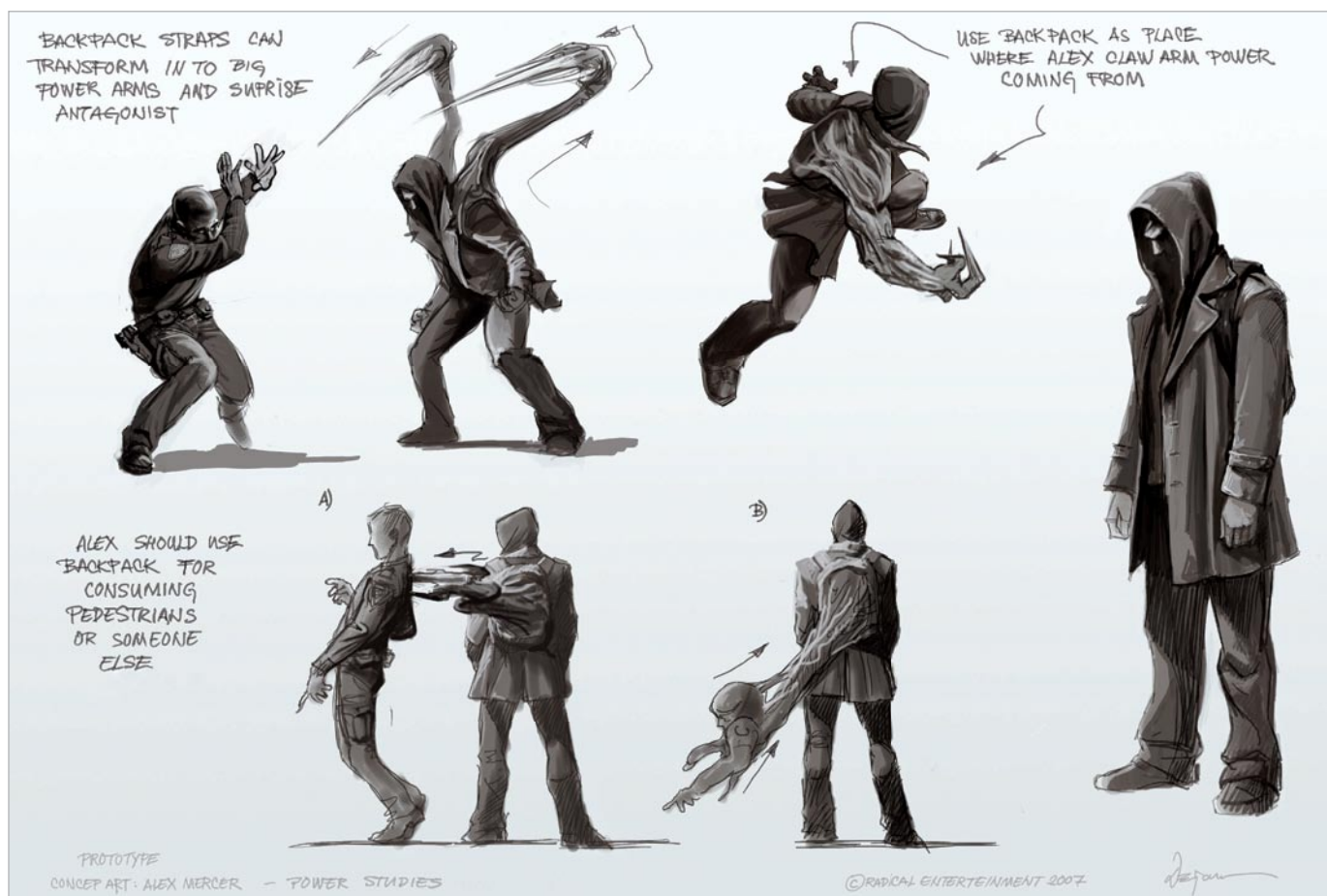
—Kevin Chu

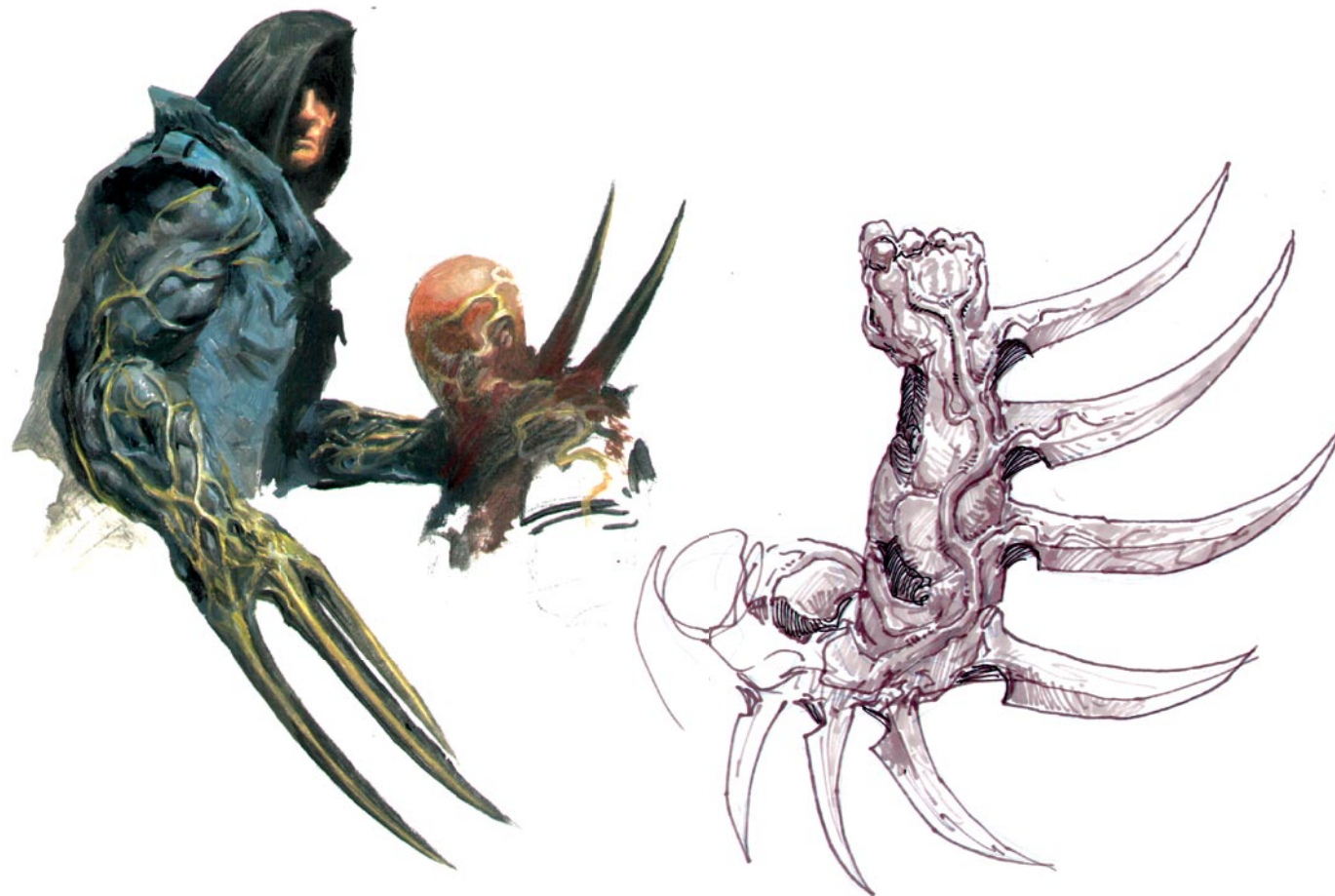
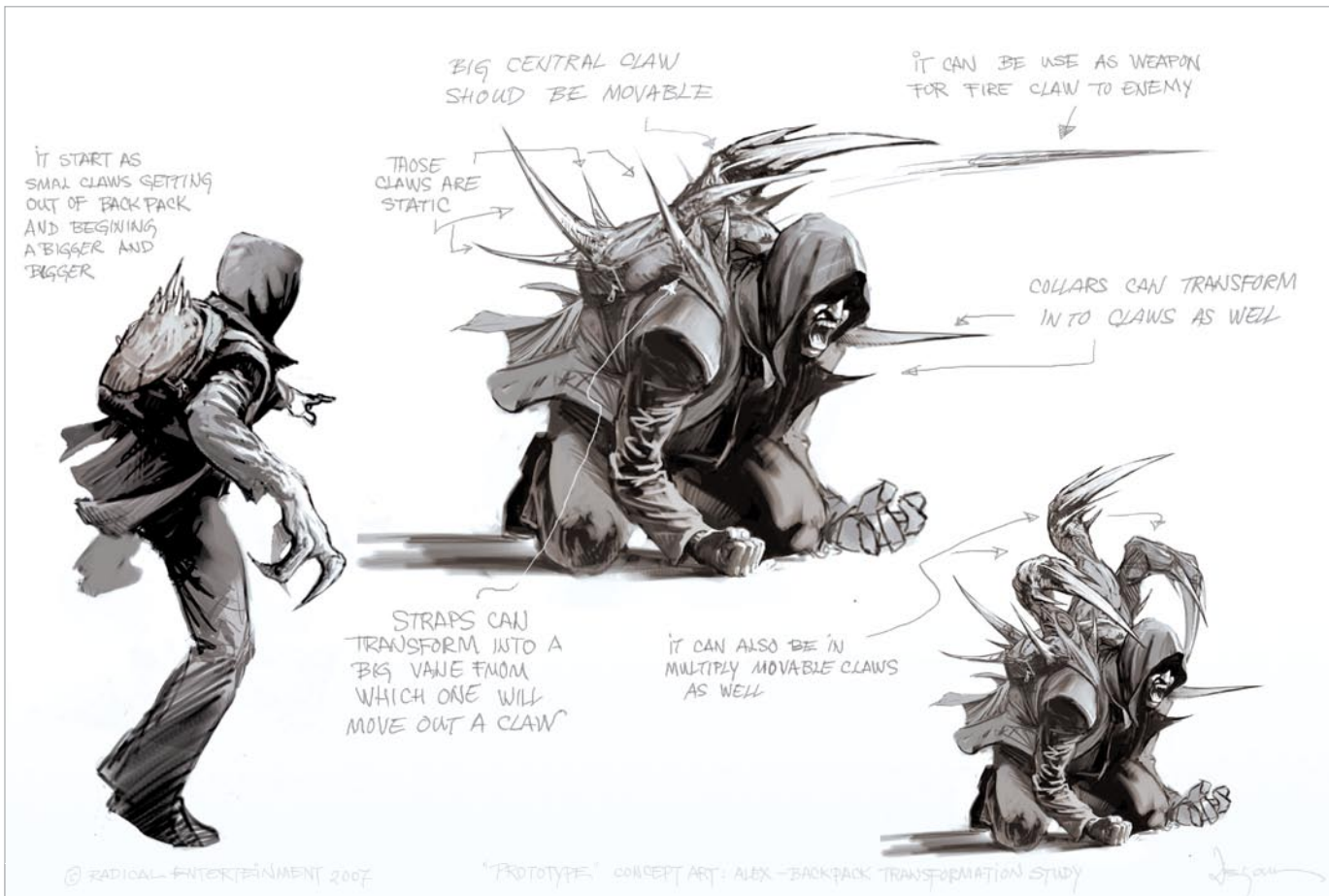


INTRODUCTION AND MENU	ADAPT AND OVERCOME: GENERAL TRAINING	ATTACK AND OBFUSCATE: UPGRADES	ANTAGONISTS AND OPPOSITION: ENTITY ENCOUNTERS	ADVANCE AND OBLITERATE: WALKTHROUGH	ADDITIONAL OFFERINGS
APPENDICES AND OUTLINES: TABLES AND CHARTS	ANOMALIES AND THE OBSCURED: GALLERY	BONUS GALLERY	MOVES LIST	WEB OF INTRIGUE	EVENTS, HIVES, BASES & COLLECTIBLES



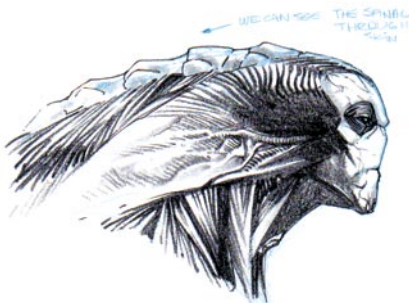
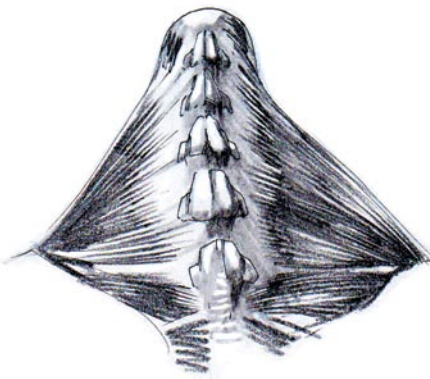
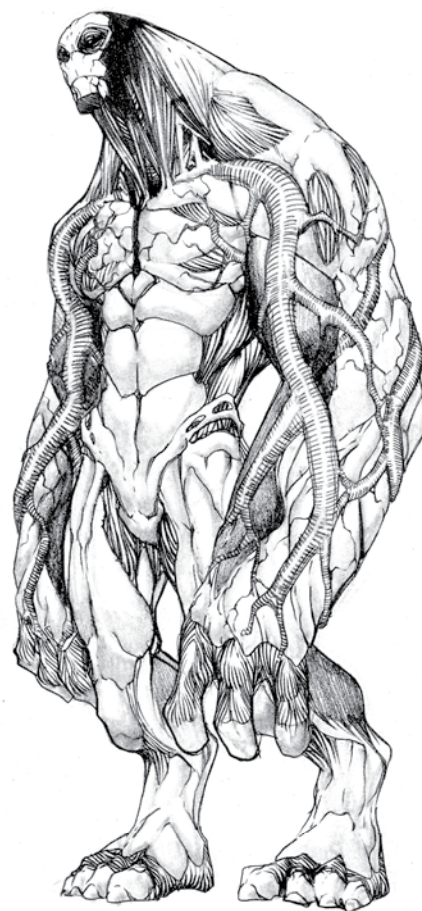


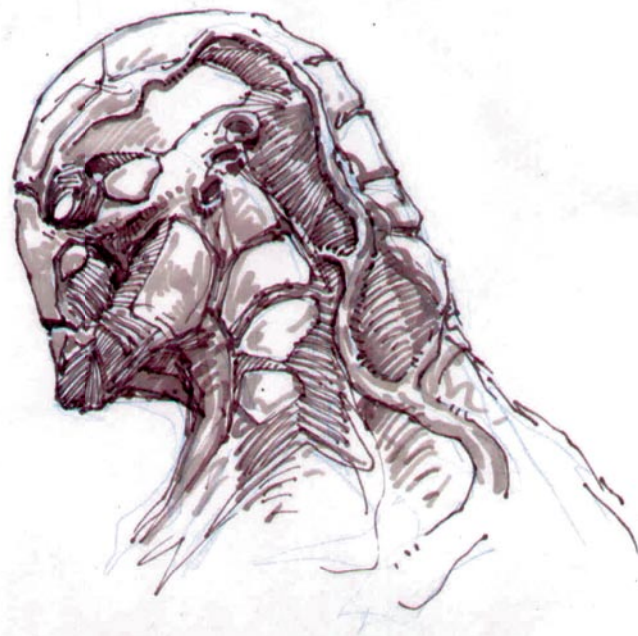
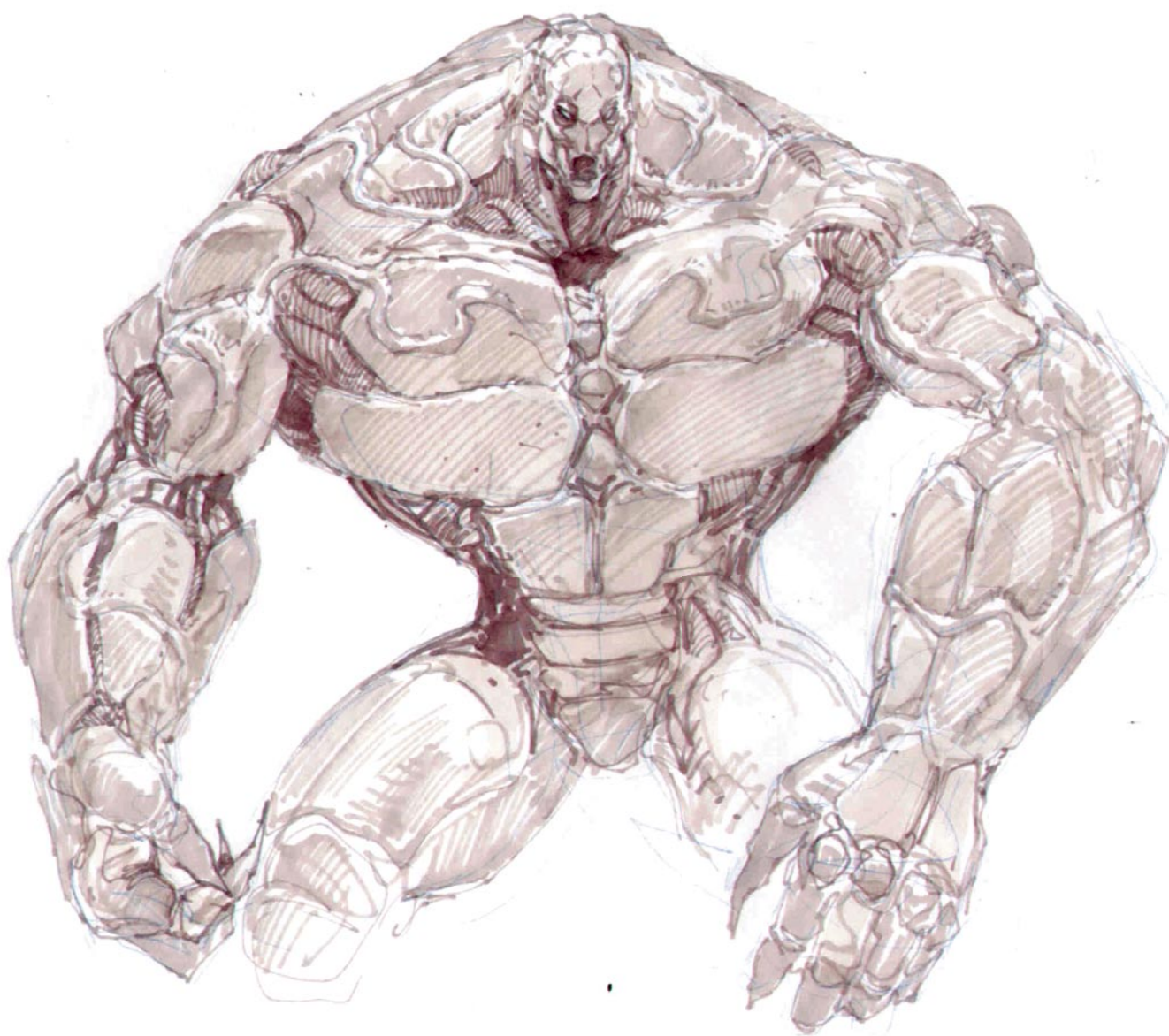










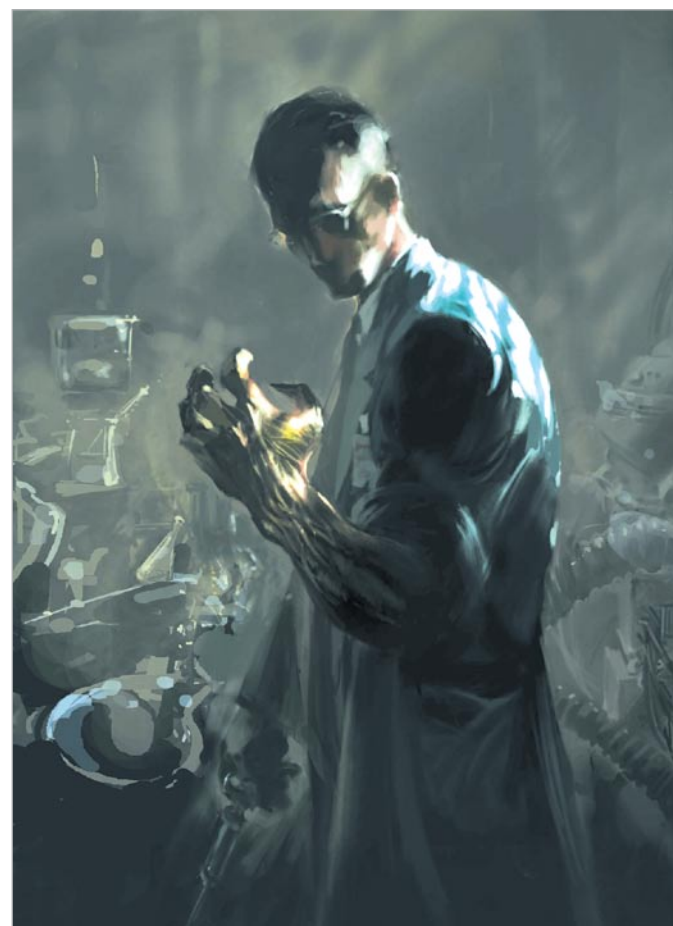


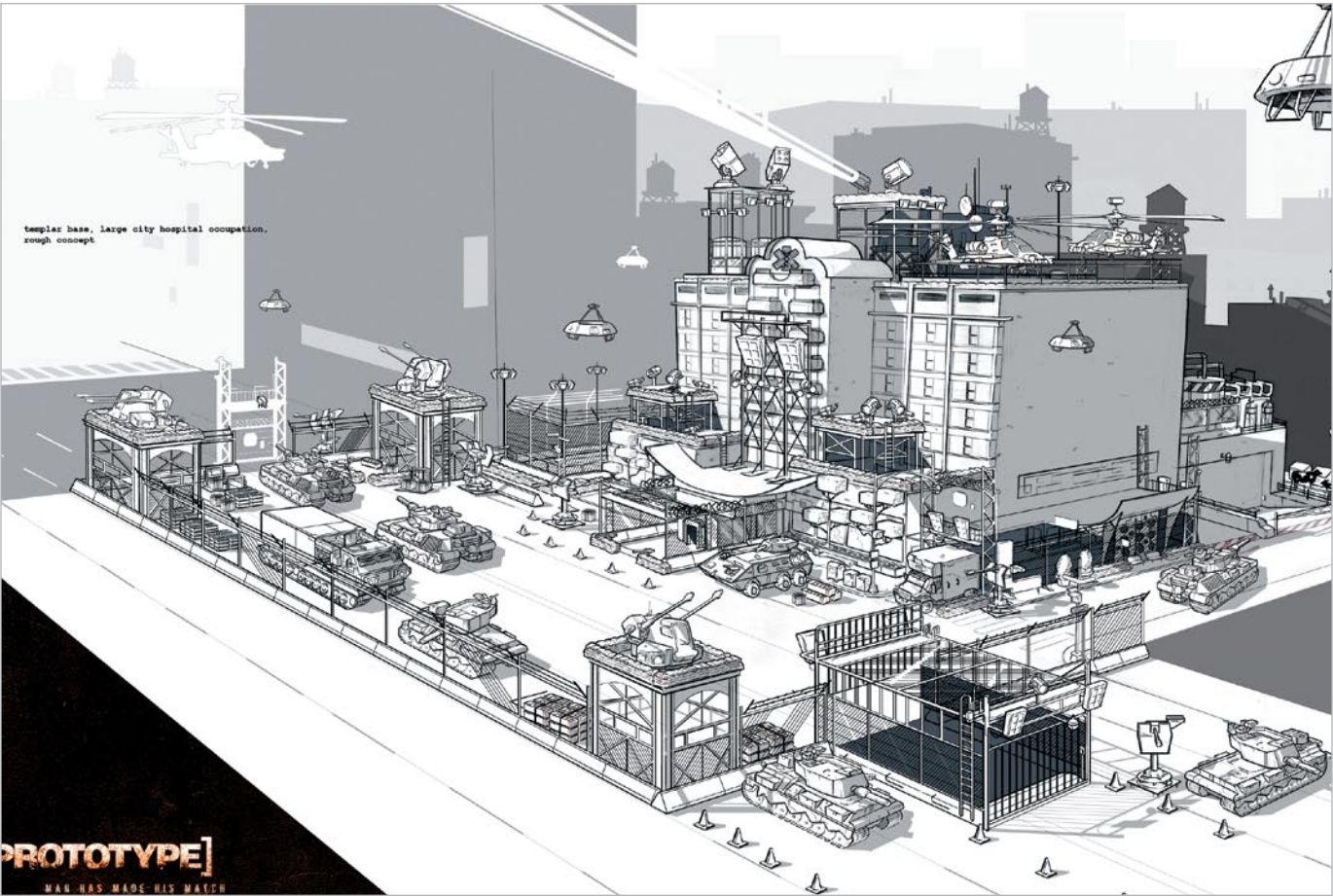






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PROTOTYPE
MAN HAS MADE HIS MATCH





SECTION - W
SPECIAL
DEPLOY BW01



KRISS
SUPER V



BLACKWATCH TOWER
LIGHT ARMOR

SECTION - W
SPECIAL
DEPLOY BW01



MILKOR



BLACKWATCH TOWER
FULL ARMOR



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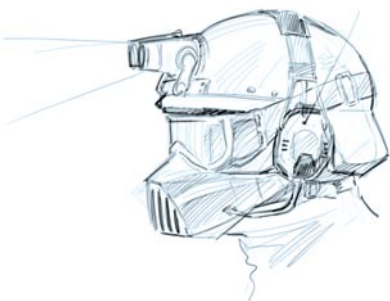


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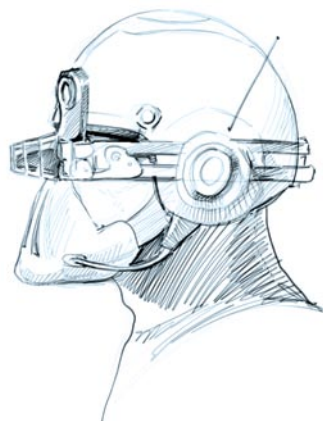
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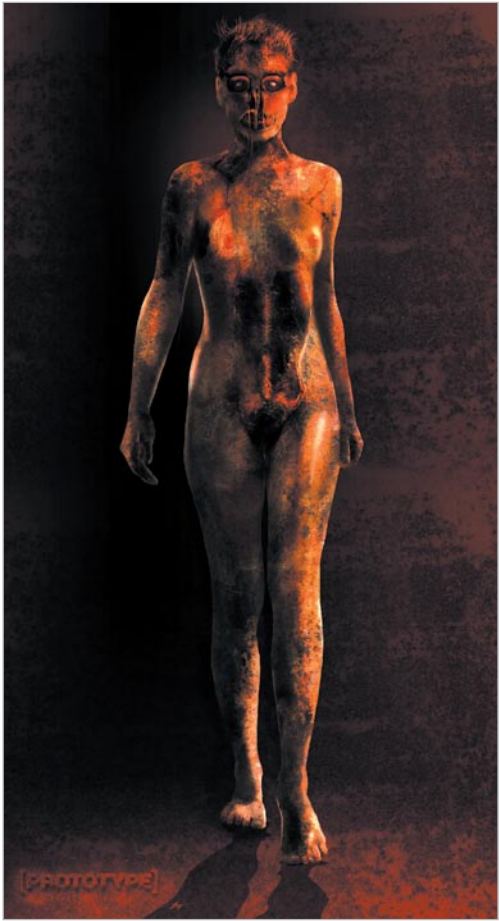
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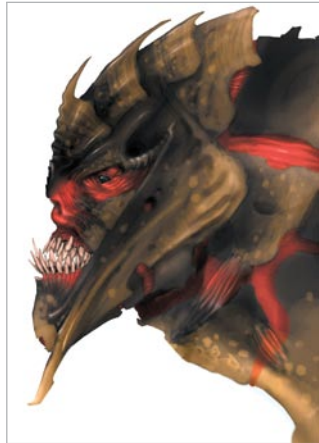






[PROTOTYPE]

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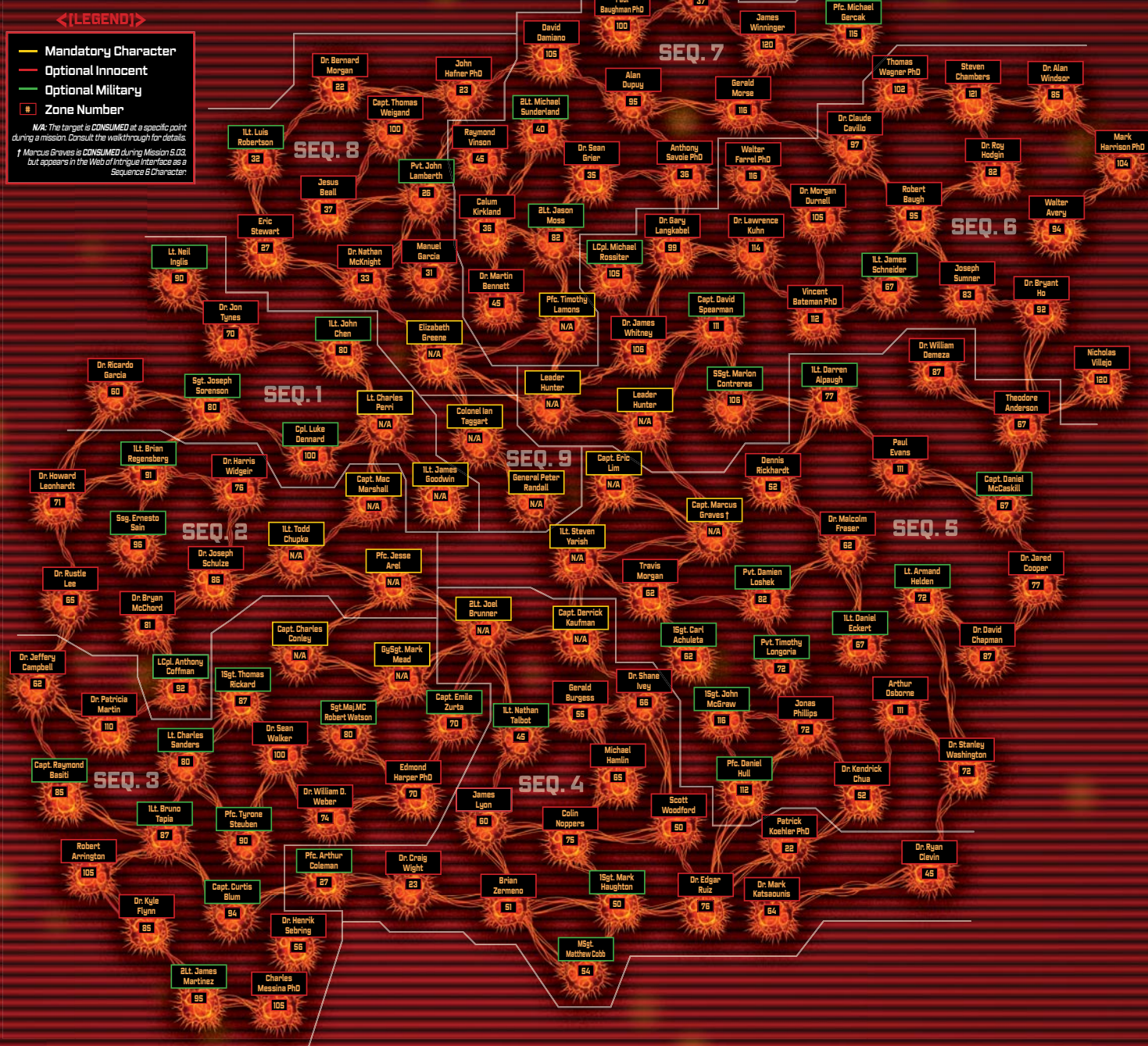
[PROTOTYPE MOVES AND ATTACKS]

[MOVEMENT: INITIAL TECHNIQUES]	[COMBAT MOVES: INITIAL ATTACKS]	[UPGRADE POWERS] CONTINUED	[UPGRADE POWERS] CONTINUED	[UPGRADES: MOVEMENT] CONTINUED	[UPGRADES: COMBAT] CONTINUED
BASIC GROUND MOVEMENT	FLYING KICK	CLAWS POWER	HAMMERTOSS [FLOATS]	SPRINT SPEED 1 [CORE]	PALM SLAM
WALK	[IN AIR] →	CLAWS POWER		[HOLD] → [DIRECTIONAL]	
[LIGHTLY]	SPRINTING FLYING KICK	[HOLD] → → CLAWS	HAMMERFIST GRAB	SPRINT SPEED 2	CRITICAL PAIN DEVASTATOR
RUN	+ or →	CLAWS COMBO ATTACK	[[NEAR ENTITY]]	[HOLD] → [DIRECTIONAL]	AIR CRITICAL PAIN DEVASTATOR
[HEAVILY]	ORIGINAL COMBOS	3-HIT COMBO SWIPE	CONSUME: CRANIUM CRUSH	SPRINT SPEED MAX	[IN AIR] → [IN CRITICAL MASS] → [HOLD] +
SPRINT	3-HIT BREAKDOWN PRELUDE		then [RANDOM]	[HOLD] → [DIRECTIONAL]	SNAPKICK LAUNCHER
SHALLOW TURN	4-HIT KICK COMBO	CLAWS AND KICKS COMBO ATTACKS	CONSUME: HAMMERED	JUMP UPGRADES	[HOLD] → [AWAY] →
or		2-HIT SWIPE KICKER	then [RANDOM]	JUMP UPGRADE 1 [CORE]	GRAB AND THROW UPGRADES
SHARP TURN	3-HIT FLOAT COMBO 1 [FLOATS]		WHIFFIST POWER	[HOLD]	CHARGED THROW
or + or		3-HIT SWIPE KICKER 1	[HOLD] → → WHIFFIST	JUMP UPGRADE 2	[HOLDING OBJECT] → [HOLD]
CAMERA PITCH AND YAW	3-HIT FLOAT COMBO 2 [FLOATS]		WHIFFIST COMBO ATTACK	[HOLD]	SPRINTING GRAB [CORE]
		3-HIT SWIPE KICKER 3 [FLOATS]	3-HIT COMBO	[HOLD] → +	SPRINTING THROW
CAMERA RETURN	3-HIT FLOAT COMBO 3 [FLOATS]			JUMP UPGRADE 3	[HOLDING OBJECT] → [HOLD] → +
[PRESS]		4-HIT SWIPE KICKER 1 [FLOATS]	STREET SWEEPER	[HOLD]	LONG RANGE THROW
CAMERA STEER	2-HIT CHAIN COMBO			WALL JUMP LATCH	[HOLDING OBJECT] → or [HOLD]
→ or	3-HIT CHAIN COMBO 1	4-HIT SWIPE KICKER 2 [FLOATS]	LONGSHOT STRIKE	[AGAINST WALL] →	HUNTER DIRTNAP
DONUT				[UPGRADES: COMBAT]	[WHILE GRABBING HUNTER]
→ + or +	3-HIT CHAIN COMBO 2	4-HIT SWIPE KICKER 3 [FLOATS]	WHIFFIST SWEEPER COMBOS	AIR	GRAPPLE
TARGET			1-HIT WITH SWEEPER FINISHER	FLYING KICK BOOST [CORE]	GRAPPLE SLAM
	3-HIT CHAIN COMBO 3	4-HIT SWIPE KICKER 4 [FLOATS]		[IN AIR] →	[HOLDING HUMAN] →
TARGET CYCLE		4-HIT SWIPE KICKER 4 [FLOATS]	2-HIT WITH SWEEPER FINISHER	FLYING ELBOW DROP	POWERBOMB
then	4-HIT CHAIN COMBO 1			[FROM WALL RUN]	[HOLDING ENEMY IN AIR] →
STRAFE	4-HIT CHAIN COMBO 2	5-HIT SWIPE KICKER 1 [FLOATS]	LONGSHOT GRAB	FLIPKICK LAUNCHER	
then or [FACING AND PARALLEL TO TARGET]				[IN AIR] [HOLD] → [CONNECT WITH TARGET] →	[UPGRADES: DISGUISE]
CIRCLE STRAFE	4-HIT CHAIN COMBO 3	5-HIT SWIPE KICKER 2 [FLOATS]	CONSUME: TOSS AND DISEMBOWEL	BODY SURF	CONSUME
then + or + [FACING THEN AROUND TARGET]			then [RANDOM]	[HOLD] [ON HUMAN] → [IN AIR] → [HOLD]	DISGUISE POWER
SOMERSAULT JUMP	4-HIT CHAIN COMBO 4	GROUND SPIKE [[CORE]]	then [RANDOM]	AIR STOMP	[HOLD] → → DISGUISE
[LIGHT], then		GROUND SPIKE UPGRADE 1	MUSCLEMASS POWER	[IN AIR]	STEALTH CONSUME [CORE]
STANDING JUMP	4-HIT CHAIN COMBO 5		[HOLD] → → MUSCLEMASS	CANNONBALL	[BEHIND HUMAN] → [HOLD] →
		GROUND SPIKE UPGRADE MAX		[HOLD] + [IN AIR]	ARTILLERY STRIKE
STANDING CHARGE JUMP	4-HIT CHAIN COMBO 6		MUSCLEMASS BOOST	BULLETOIVE DROP	[HOLD] →
		DASHING SLICE [FLOATS]	[HOLD] → → MUSCLEMASS	[GLIDE] →	ARTILLERY STRIKE
[HOLD, THEN RELEASE]	4-HIT CHAIN COMBO 7		MUSCLEMASS THROW	SPIKE DRIVER	[IN MILITARY DISGUISE] [TARGET ENEMY] → [HOLD] →
RUNNING [or SPRINTING] JUMP		CLAWS GRAB	[HOLDING OBJECT] → or [HOLD]		PATSY
[HEAVY], then or + [HEAVY], then		[[NEAR ENTITY]]	MUSCLEMASS GRAB	[FROM AIR COMBO] →	PATSY
WALL RUN		CONSUME: FLIP SLIP SLICE	[[NEAR ENTITY]]	AREA EFFECT	[IN MILITARY DISGUISE] [TARGET ENEMY] → [HOLD] →
+ [INTO AND UP WALL]	[UPGRADE POWERS]	then [RANDOM]	MUSCLEMASS GRAB	GROUND SHATTER	PATSY RANGE BOOST
BACKFLIP	BLADE POWER	then [RANDOM]	[[NEAR ENTITY]]		[IN MILITARY DISGUISE] [TARGET ENEMY] → [HOLD] →
+ then [RELEASE]	+ → BLADE	CONSUME: TWIST-OFF TOP	CONSUME: HORIZONTAL RIP OPENER	GROUND SPIKE GRAVEYARD DEVASTATOR	SKYJACK HELICOPTER
WALL JUMP	BLADE COMBO ATTACK	then [RANDOM]	then [RANDOM]	[HOLD] + [IN CRITICAL MASS] [HOLD] +	[GRAB HELICOPTER] → [REPEATEDLY PRESS]
+ →	5-HIT COMBO	DEFENSIVE POWERS	CONSUME: VERTICAL DISMEMBERMENT	KNUCKLE SHOCKWAVE [CORE]	SKYJACK GUNSHIP
WALL GRAB		SHIELD POWER	then [RANDOM]		[GRAB GUNSHIP] → [REPEATEDLY PRESS]
[WHILE FALLING NEAR A WALL]	BLADE AIR SLICE	[HOLD] → → SHIELD	SHIELD POWER	TENDRIL BARRAGE DEVASTATOR [CORE]	REACH AIRBORNE VEHICLE 1
WALL CLIMB	[IN AIR] →	SHIELD SPRINT	[HOLD] +	[IN CRITICAL MASS] [HOLD] +	[HOLD] → [JUMP] → [CANNONBALL] [HOLD] + [IN AIR] → [GRAB JUST BEFORE YOU HIT TARGET]
[WHILE WALL GRABBING]	BLADE FRENZY	ARMOR POWER	INFECTED VISION POWER	ATTACKS	REACH AIRBORNE VEHICLE 2
WALL DESCENT		[HOLD] → → ARMOR	[HOLD] → → INFECTED VISION	BREAKDOWN SMASH	[HOLD] → [JUMP] → [CANNONBALL] [HOLD] + [IN AIR] → [GRAB JUST BEFORE YOU HIT TARGET]
[WHILE WALL GRABBING] [AGAIN TO WALL GRAB]	BLADE SPRINT FRENZY	ARMOR SPRINT			REACH AIRBORNE VEHICLE 3
GRAB [HUMAN]	[HOLD] → →		HAMMERFIST POWER	UPPERCUT LAUNCHER [FLOATS]	[HOLD] → [JUMP] → [CANNONBALL] [HOLD] + [IN AIR] → [GRAB JUST BEFORE YOU HIT TARGET]
[NEAR HUMAN]	BLADE FRENZY COMBO ATTACKS		→ HAMMERFIST		REACH AIRBORNE VEHICLE 4
GRAB [OBJECT]	1-HIT BLADE FRENZY	HAMMERFIST COMBO ATTACK	HAMMERFIST COMBO ATTACK	AIR COMBO	[HOLD] → [WHIFFIST POWER] → [LONGSHOT GRAB]
[NEAR OBJECT]				[UPPERCUT] → [ENEMY IN AIR]	REACH HELICOPTER COCKPIT
THROW [HUMAN]	2-HIT BLADE FRENZY	4-HIT COMBO	HAMMERFIST SMACKDOWN	CURB STOMP	[ON HELICOPTER] [REPEATEDLY]
[AFTER GRAB]		HAMMERFIST SMACKDOWN		[DOWNED OPPONENT] →	[UPGRADES: WEAPONRY]
THROW [OBJECT]	3-HIT BLADE FRENZY		HAMMERFIST DOWNPUNCH COMBOS	CURB KICK	MISSILE LAUNCHER, GRENADE LAUNCHER, MACHINE GUN, ASSAULT RIFLE
[AFTER GRAB]		1-HIT WITH DOWNPUNCH FINISHER		[DOWNED OPPONENT] →	[PICK UP WEAPON]
CONSUME: CHEST BURSTER	4-HIT BLADE FRENZY	2-HIT WITH DOWNPUNCH FINISHER	HAMMERFIST ELBOW SLAM		
then [RANDOM]					
CONSUME: HEEL CRUSHER	BLADE GRAB	3-HIT WITH DOWNPUNCH FINISHER			
then [RANDOM]	[[NEAR ENTITY]]	HAMMERFIST ELBOW SLAM			
CONSUME: KNEE BUSTER	CONSUME: TOSS AND SKEWER				
then [RANDOM]	[RANDOM]				
CONSUME: OVERHEAD SLAM	CONSUME: TRIPLE STAB				
then [RANDOM]	[RANDOM]				
	CONSUME: VERTICAL SLICER				
	then [RANDOM]				

<[LEGEND]>

Target Power Select Sprint Disguise Actions Move Quick Activation Power/Target/Camera Select Attack Special Jump Grab/Throw

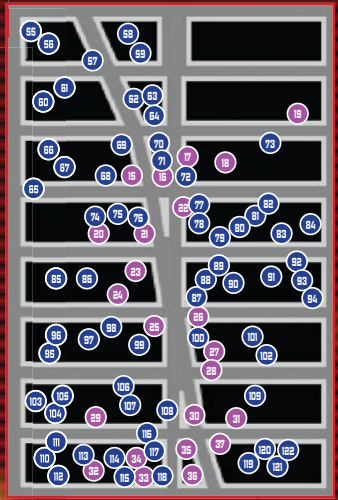
🧠 [WEB OF INTRIGUE SEQUENCES]



[EVENT STARTS; HIVES & BASES; & COLLECTIBLES LOCATIONS]



Times Square Collectibles



<<LEGEND>>

COLLECTIBLES

- Hint Collectible
- Landmark Collectible

See Additional Offerings chapter in the guide for detailed pictures that correspond to the numbered Collectible locations.

EVENTS

- Movement
- Glide
- Kill
- War
- Possible Hive or Base Locations (random)