



## Introduction

Sure, the Dark Sector may sound like a scary place, but getting there can be lots of fun, especially if you're a deadly special ops trooper who wields big guns AND mighty mutant powers. Not sure of which weapons to pick from the mysterious black market guy? Not sure how to out-muscle the killer bosses? Don't worry—our guide has all the tips you'll need to master the game and its secrets!

***In this Dark Sector strategy guide, you'll find:***

- **EQUIPMENT** // An extensive listing and breakdown of all equipment with info on where to get it.
- **WALKTHROUGH** // Our complete Dark Sector walkthrough with rubles locations and boss fight strategies.

**Guide by:** Alex Ng

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## Dark Sector Equipment

<<	Single-Handed Weapons	Two-Handed Weapons	Upgrades	Other Items & Weapons	>>
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### Black Market



The manholes are used to reach the black market guy, who somehow follows Hayden around while hauling along his entire underground shop. The black market guy sells permanent weapons (which don't burn out like enemy weapons), helps install upgrades, and allows weapons in Hayden's possession to be swapped (via the locker).

Hayden can own only one of each type of weapon sold by the black market guy. For example, if he buys the Vekesk Micro, he won't be able to purchase another one until he sells it, along with any upgrades stuck in it. Choose weapons and apply upgrades carefully, given the limited amounts of money and other resources.

### Single-Handed Weapons

Single-handed weapons (referred to as "handguns" in the game) are equipped in conjunction with the glaive. These weapons each have two upgrade slots by default.

Tekna 9mm		
<b>Ammo Type</b>	pistol	The Tekna 9mm is the handgun with which Hayden begins. It's a reliable weapon, even if it's far from the most powerful.
<b>Clip Capacity</b>	12 rounds	
<b>Price</b>	9000 rubles	
<b>Available</b>	Chapter 1	

Tekna Burst		
<b>Ammo Type</b>	pistol	The Tekna Burst is a variant of the standard Tekna 9mm that fires in three-shot bursts. That means it can waste ammo where fewer, steadier shots may suffice.
<b>Clip Capacity</b>	26 rounds	
<b>Price</b>	10500 rubles	
<b>Available</b>	Chapter 4	

Vekesk Micro		
<b>Ammo Type</b>	machinegun	The Vekesk Micro is a very reliable submachinegun. While not highly accurate, it has a clip capacity that's as large as those of the two-handed assault rifles.
<b>Clip Capacity</b>	30 rounds	
<b>Price</b>	21000 rubles	
<b>Available</b>	Chapter 4	

Spectre		
<b>Ammo Type</b>	shotgun	The Spectre is the only single-handed shotgun, but its small clip capacity really hampers its usefulness. Go for the Protecta or the Striker instead.
<b>Clip Capacity</b>	2 rounds	
<b>Price</b>	28000 rubles	
<b>Available</b>	Chapter 6	

Hammer 1895		
<b>Ammo Type</b>	magnum	The Hammer 1895 is a magnum revolver. Given its high accuracy and penetration power, it can actually serve as a sniping weapon.
<b>Clip Capacity</b>	6 rounds	
<b>Price</b>	31000 rubles	
<b>Available</b>	Chapter 6	

<<	<a href="#">Single-Handed Weapons</a>	<a href="#">Two-Handed Weapons</a>	<a href="#">Upgrades</a>	<a href="#">Other Items &amp; Weapons</a>	>>
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## Two-Handed Weapons

Two-handed weapons (referred to as "rifles/shotguns" in the game) are wielded with both hands, requiring the glaive to be put away. These weapons each have three upgrade slots by default.

AKS-74		
<b>Ammo Type</b>	machinegun	The AKS-74 is the same type of assault rifle that most enemy soldiers wield. Its performance is just decent.
<b>Clip Capacity</b>	30 rounds	
<b>Price</b>	20000 rubles	
<b>Available</b>	Chapter 4	

Striker		
<b>Ammo Type</b>	shotgun	The Striker is the same type of shotgun that some enemy soldiers wield. At short ranges, it can kill most targets with a single blast.
<b>Clip Capacity</b>	6 rounds	
<b>Price</b>	26000 rubles	
<b>Available</b>	Chapter 4	

Protecta		
<b>Ammo Type</b>	shotgun	The Protecta is the best shotgun. When used with the shield ability at short ranges, it guarantees victory against almost all bad guys.
<b>Clip Capacity</b>	12 rounds	
<b>Price</b>	39000 rubles	
<b>Available</b>	Chapter 5	

VX Carbine		
<b>Ammo Type</b>	magnum	The VX Carbine is a sniper rifle. (Press the Aim Button to zoom in with the scope.) Aside from its zoom capability, it's comparable to the Hammer 1895, which is about as accurate for some reason.
<b>Clip Capacity</b>	6 rounds	
<b>Price</b>	30000 rubles	
<b>Available</b>	Chapter 5	

Korbov TK6		
<b>Ammo Type</b>	machinegun	The Korbov TK6 is the best assault rifle. Given its exorbitant price, though, a weapon like the Vekesk Micro is definitely more cost-effective.
<b>Clip Capacity</b>	30 rounds	
<b>Price</b>	40000 rubles	
<b>Available</b>	Chapter 7	

<<	Single-Handed Weapons	Two-Handed Weapons	Upgrades	Other Items & Weapons	>>
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## Upgrades

Upgrades can be installed in Hayden's permanent firearms for free, but they can't be removed afterward. Unwanted upgrades can be sold for spare cash, at 2500 rubles each.

<b>Accuracy</b>	Increases the speed at which the weapon's reticle narrows, concentrating the spread of fire when shooting rapidly.
<b>Clip Extender</b>	Increases the clip capacity, by an average of 25 percent of the weapon's initial capacity. For the Spectre, this upgrade will increase the capacity by one round.
<b>Double Shot</b>	Fires an additional round with every shot. Such additional shots still cost ammo and aren't guaranteed to be accurate.
<b>Enferon Shells</b>	Makes the shot poison mutants and zombies, causing them to suddenly die after a period of time. This upgrade is a great way to save ammo, if Hayden can afford to wait out his enemies.
<b>Fire Power</b>	Increases the shot damage, by an amount that depends on the weapon's current power.
<b>Fire Rate</b>	Increases the shot rate.
<b>Puncture</b>	Makes the shot go through multiple enemies in a row. This upgrade is not meant for the magnum weapons (Hammer 1895 and VX Carbine), which already have penetration power.
<b>Reload Speed</b>	Increases the reloading speed.
<b>Stopping Power</b>	Increases the shot's knockdown power (but not the actual shot damage, despite the poor choice of name for this upgrade).
<b>Upgrade Slots</b>	Increases the amount of upgrade slots by one. This type of upgrade can be used only once per weapon.

<<	Single-Handed Weapons	Two-Handed Weapons	Upgrades	Other Items & Weapons	>>
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#### Other Items and Weapons

<b>Ammo Case</b>	Restores various types of ammo, including grenades. Reserve pistol ammo has a capacity of 350 rounds, machinegun ammo 800 rounds, shotgun ammo 200 rounds, and magnum ammo 25 rounds. Ammo cases are usually found inside destructible crates and inside containers with reinforced locks.
<b>Rubles (Loose)</b>	Worth 1000 rubles. Money can be used to buy permanent weapons from the black market guy.
<b>Rubles Case (Briefcase)</b>	Worth 3000 rubles.
<b>Upgrade (Aluminum Case)</b>	A weapon upgrade. Upgrades are usually found in the open, but sometimes they're hidden at odd corners. Unwanted upgrades can be sold for spare cash, at 2500 rubles each.
<b>Frag Grenade (Total Capacity: 4 grenades)</b>	Frag grenades cause a lot of damage over a wide area. Unwanted grenades can be sold for spare cash, at 450 rubles each.
<b>Rocket Launcher (Reserve Capacity: 4 rockets)</b>	The rocket launcher can lock on to enemy helicopters and Jackals (by aiming at the target until the reticle narrows completely and a beeping noise can be heard). Unfortunately, any spare rockets are left with the launcher and cannot be kept in Hayden's inventory.
<b>Glaive</b>	The glaive is a Krull-style bladed throwing disc that automatically returns to Hayden. It normally does moderate amounts of damage, but Hayden will gradually acquire more abilities with it. Steal (Chapter 2) lets it obtain items from a distance. Power Throw (Chapter 3) lets it break reinforced locks and kill most enemies with a single hit. After Touch (Chapter 3) allows it to be manually guided.
<b>Evolution Powers</b>	The evolution powers refer to the miscellaneous abilities that cost bio-energy to use. This energy is indicated by the large lights on Hayden's creepy right arm, and it regenerates over time. Shield (Chapter 4) creates an energy barrier in front of Hayden that can block almost all enemy attacks and can also deflect projectiles back at where he's aiming. (Hayden can fire through his own shield.) Energy Pulse (Chapter 5) disperses any elemental energy (fire, ice, or electricity) carried on the glaive in a grenade-like blast. Shift (Chapter 7) renders Hayden invisible temporarily, allowing him to sneak past or use finishers against enemies with ease.

# Dark Sector Walkthrough

<<	Chapter 1	Chapter 2	Chapter 3	Chapter 4	>>
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## Chapter 1: Prologue

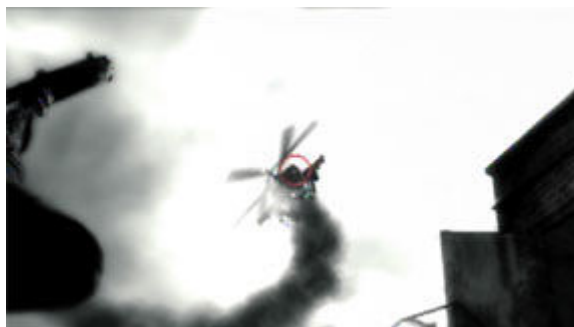
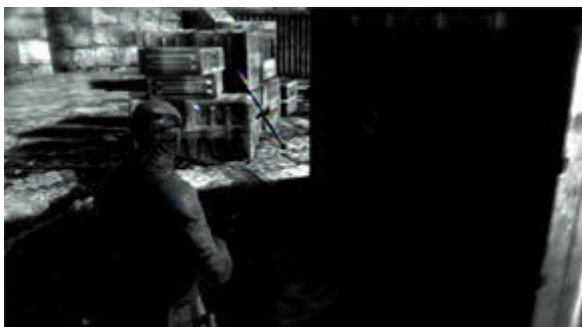
The first chapter serves as a tutorial of sorts, although it isn't a total stroll in the park.

Follow the on-screen instructions, climbing over any ledges and shooting off any locks on the doors, and work through the facility. In the large room with a slideshow (about the effects of Enferon against mutants), set a C4 charge at the indicated point along the columns, and open the doors to the next hallway.

At the shower room, find the corridor leading out at the back, toward an enemy soldier who will execute some guy. Kill this soldier, and pick up his assault rifle. In the next large room and the following corridor, kill more soldiers. Use the walls for cover, and grab the weapon ammo the bad guys drop.

After the meeting with the prisoner, fight through a room and the adjoining warehouse. Sprint across the upper walkway of the warehouse to avoid the helicopter's shots. In the office, set a C4 charge at the indicated point along the walls, and go down the stairs outside.

In the exterior yard, don't worry about the helicopter yet. For now, stay behind some cover, and kill the soldiers who will emerge near the truck.



After all the soldiers on the ground die, the helicopter will resume its assault. Pick up a rocket launcher, preferably the one behind the large cargo container not far from the stairs that have led into this yard. Also important is the rocket case lying nearby, because it provides an infinite supply of rockets.

Moving around the cargo container for cover as necessary, fire rockets at the helicopter after locking on to it (by aiming at the target until the reticle narrows completely and a beeping noise can be heard). Hit the helicopter with three or so rockets to destroy it.

<<	Chapter 1	Chapter 2	Chapter 3	Chapter 4	>>
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## Chapter 2: Exposure

The second chapter lets Hayden get used to being a half-mutant dude. Because of his new status, he won't be able to keep the weapons dropped by enemies (although he can still use them for a short period of time before they burn out). He is also too stupid to take the ammo inside those weapons, so he must rely on ammo cases to avoid running dry.

Upon waking up, Hayden doesn't feel too hot, but there are no bad guys for the moment. Stagger through the open doorway into the shack. After using the radio, Hayden will acquire the glaive and somehow regain his Tekna 9mm.

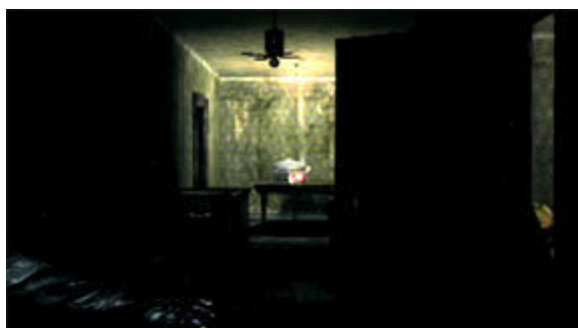
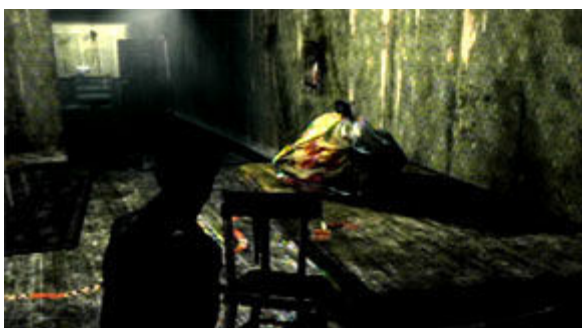
Go out through the other doorway in the shack, toward a restaurant. Kill the soldiers there with the glaive, using the drums and the building walls for cover.





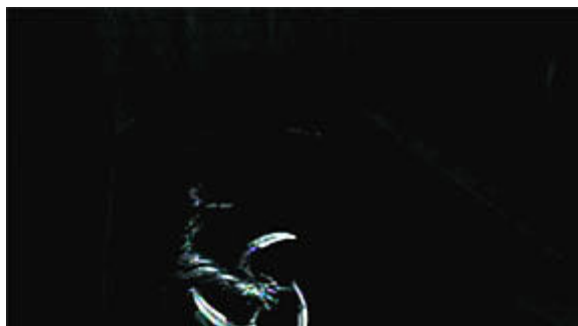
Take the rubles on one of the tables inside the restaurant. Explore the rear storage room for ammo before proceeding up to the second floor. Take the rubles on a container on the second floor, beside the railing. Open the door that leads out to some upper streets, and kill the soldiers there.

After all the soldiers on the upper streets die, Hayden will acquire the steal ability, which allows him to use the glaive to obtain items (including enemy weapons) from a distance. With this ability, take the C4 charge on the scaffolding, and then set it on the indicated point on the next door to blow it open.



Take the rubles on the table past the door that is blown open with the C4 charge. Take the Fire Rate upgrade on the table at the other end of the hallway, on the other side of the pit. Use the glaive to grab it.

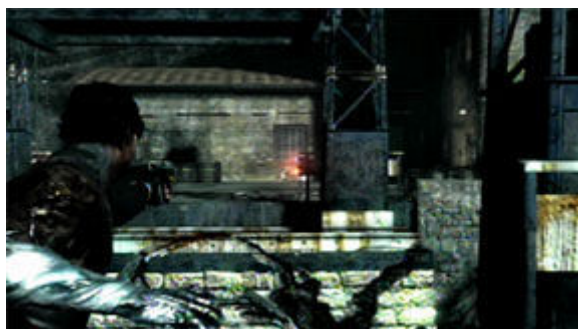
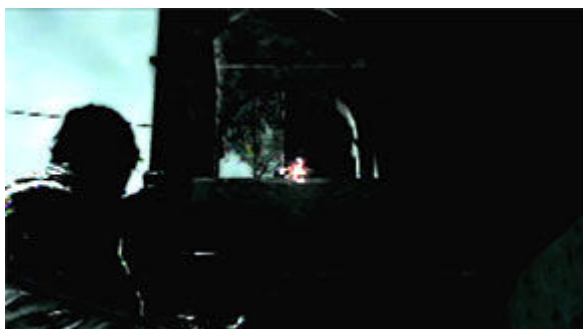
After falling down to the lower floor of the house, kill the soldier who comes to investigate the noise, and do the same to the other soldier waiting down the hallway outside.



Take the rubles on the table inside one of the side rooms, shortly after falling down to the lower floor of the house. Take the rubles on the table at the end of the hallway, before crossing a bridge over into the office of a warehouse.

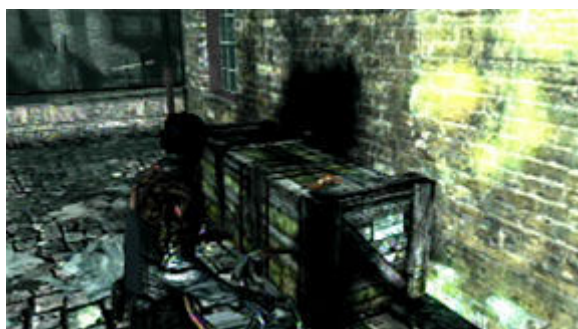
At the warehouse, move down to the ground floor, and stay behind some cover. Eventually, a giant boogiemonster, the Colossus, will appear to fight the soldiers outside. It will also smash open the walls of the warehouse. Once that happens, sprint outside.

At this point, the enemy soldiers will focus on attacking the Colossus, so Hayden should have little trouble running behind them and using finishers against them. The Colossus can't be defeated yet, so Hayden should just stay out of its way, rolling to the side to dodge its charging attacks. After a while, the Colossus will run away.



Take the Fire Power upgrade on the high ledge beside the outer walls of the warehouse. (Upon exiting the warehouse, turn right to find it.) After the Colossus leaves, the bridge can be used. Throw the glaive at the switch on the other side to lower the bridge.

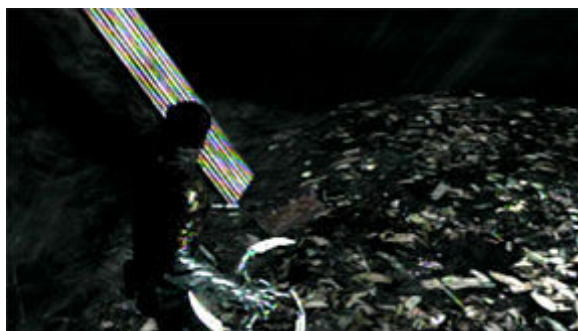
Take the rubles on the crates beside the building walls, after crossing the bridge. Open the doors into a maintenance room. Break the lock on the trapdoor, open it, and drop down.



<<	Chapter 1	Chapter 2	Chapter 3	Chapter 4	>>
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### Chapter 3: Baggage Claim

The third chapter is mostly a continuation of the second one, introducing more special abilities with the glaive. In any case, keep looking for money and other items.



Take the rubles on the shelves shortly after the starting point. The interior corridor will open up to the shore. Take the rubles case on the rocky path, near some sheet metal. Climb up to an area with several tents, and kill the soldiers there.

After all the soldiers at the area with the tents die, Hayden will acquire the Power Throw ability, which lets his glaive kill most enemies with a single hit (along with creating hilarious mutilation effects). To perform it, Hayden must "charge" his glaive for a very specific amount of time before throwing it. When aiming, the reticle will turn yellow to indicate the proper moment when the glaive should be thrown. The Power Throw can also be done without aiming. The period of charge is roughly one full second, as Hayden's arm pulls back the farthest, just before snapping back to a default stance.

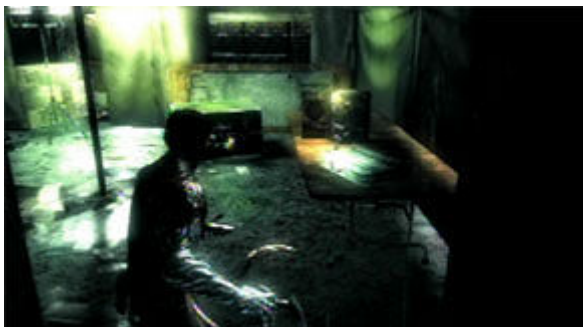
Use a Power Throw to break the reinforced lock on the next gate.

Take the Accuracy upgrade on the table inside the tent past the gate with the reinforced lock. Proceed down the path,



and use a Power Throw to break the reinforced lock on another gate.

At the waterfront area and the front of the public building, kill lots of soldiers. There is a gun emplacement to the left of the public building's main doors. Move from cover to cover to get closer to it.



A trapdoor is on the ground level below the gun emplacement. Break the lock on it, open it, and drop down into some sewers.



Take the rubles near one of the bodies across from the turbine, after dropping into the sewers. Take the Fire Power upgrade behind the turbine. Use the glaive to grab it.

The glaive can be used to carry elemental energy (fire, ice, or electricity) for a brief period of time, after being thrown into a source of such energy. Use the electricity from the panel in the nearby corridor to open the spark-lock door (by throwing an electrified glaive at it).

In the large maintenance room, kill lots of zombies. All zombies carry some sort of club weapon, and they have only melee attacks. If Hayden wants to save ammo, he can let them approach, quickly run behind them while they start their clubbing attack or their lame moaning cries, and then perform a finisher against them as soon as they finish their motions.



Take the rubles on the desk in the large maintenance room, where the first zombies appear. Use the electricity from the panel in the alcove to open the spark-lock door at the end of the rear corridors.

Climb down the ladder to a partially flooded room, and kill another wave of zombies. The light on the middle columns can be broken to provide electricity, which can be transferred into the water (via the glaive). This works only one time, but doing so can kill several zombies at once. (Hayden can also stay in the water while it's electrified, because he's partially insulated against his own elemental energy.) After all the zombies in the pool die, three or so zombies will bust through the doors.

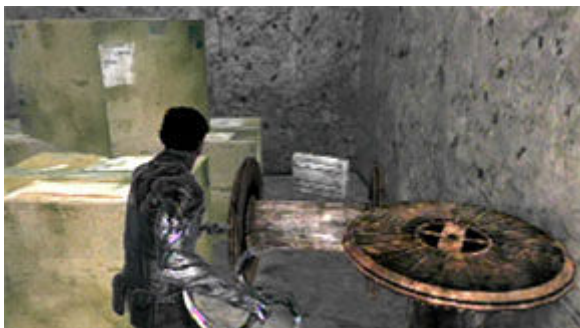


Take the Double Shot upgrade in the office after the flooded room. Use a Power Throw to break the reinforced lock on the elevator door.

After riding the elevator up to a large exterior port area, Hayden will acquire the After Touch ability, which allows him to manually guide the glaive (by holding the Glaive Button and pressing the right stick after the glaive is thrown). Use it to kill the several soldiers here more easily.

Two or so shield soldiers will appear in the middle of this firefight. Shield soldiers try to run up to Hayden and beat him in the face. One way to kill them is to throw the glaive at their shields, very briefly stunning them, and then quickly shooting them before they regain control of their shields. Another method is to let them approach, run behind them while they make their clubbing attacks, and then shoot or perform finishers against them. The shield soldiers always try to approach Hayden, so if he needs more room, he can simply back up into the earlier part of this area, staying out of the shots from the other soldiers.

Once things are more or less clear, go down the stairs to the two storage rooms. The leftside one is on the lower level, while the rightside one is on the higher level, closer toward the gate leading onward.



Take the rubles on the shelves inside the leftside storage room. Take the Clip Extender upgrade in the corner of the same leftside storage room, behind some boxes and spools. Use the glaive to grab it. Take the rubles case inside the rightside storage room.

The gate in the fence that leads onward is locked. Throw the glaive over the fence, and then use After Touch to guide it into the switch on the other side to open the gate.

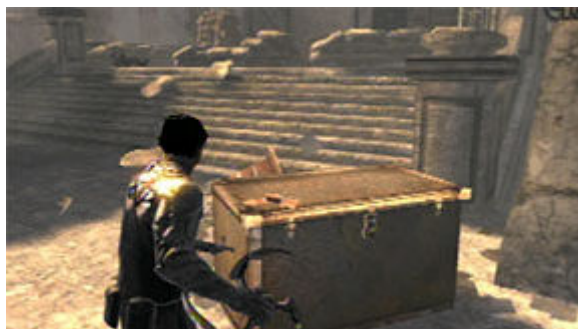
After the meeting with Yargo, break the lock on the trapdoor, open it, and drop down.



## Chapter 4: Moths to the Flame

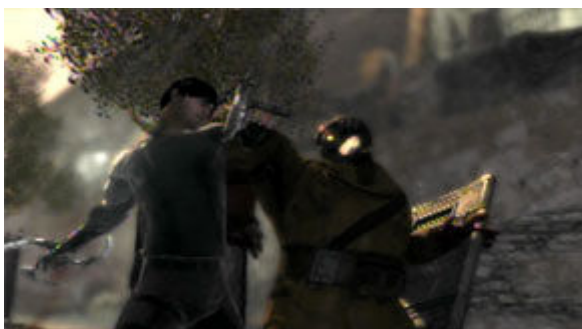
The fourth chapter is the longest, but it's also where the black market guy first appears. Besides buying permanent weapons from him, don't forget to sell unwanted items (mostly crappy upgrades and grenades) to him for spare cash.

An explosion will rock the courtyard just after the starting point, but it's nothing to worry about. Use a Power Throw to break the reinforced lock on the gate, and enter the courtyard.



Take the rubles on a table right after the gate with the reinforced lock. Take the rubles on a large container at the bottom of the stairs, on one side. Take the rubles case on the floor at the bottom of the stairs, on the other side. Take the rubles case at the back corner of the courtyard, near a blue vehicle.

There is a manhole in the path leading out of the courtyard. Use it to reach the black market guy. The current weapons available for sale include the Tekna Burst, the Vekesk Micro, the AKS-74, and the Striker. The Vekesk Micro is a recommended weapon, because it's fairly powerful, it has a large clip capacity, and it can be equipped in conjunction with the glaive. The Striker isn't a totally bad choice, either, but there will be a much better shotgun later.



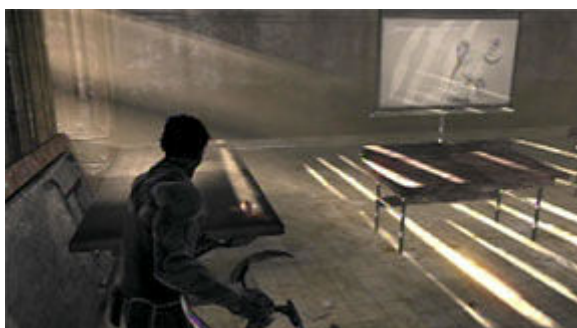
Drop down to the next courtyard, and kill a lot of soldiers. Use the stone benches and walls for cover, because the wooden boards around the trees can be broken. The utility canister on a pole nearby can also provide electricity for the glaive. Past the fountain, there is a gun emplacement down the street. Use the columns along the side of the street for cover.

Take the Puncture upgrade near a sealed door, past the school entrance. When ready, open the main doors to the school building.



Take the rubles case on the table in the lobby of the school building. Use a Power Throw to break the reinforced lock on the doors to the courtyard, and kill the zombies there.

Take the Reload Speed upgrade at one of the sides of the courtyard area. Turn the valve on the central statue to release the flammable gas from its top. Use the electricity from the panel in a side room to ignite the gas from the statue. Use the fire from the statue to burn the black barrier blocking the doors at the other end of the courtyard. Climb the stairs up to the second floor.



Take the rubles on the desk in the second floor classroom, after climbing the stairs. Take the rubles on a table in the adjacent room that has a slideshow. Use a Power Throw to break the reinforced lock on the doors ahead, and use the fire from the statue to burn the black barrier blocking the way to the elevator. Ride the elevator up to the third floor, and go through more rooms and another black barrier.

Take the rubles on a table in the storage room, past the last of the black barriers here.



After exiting behind the school building, drop back down to the streets. On the uphill street ahead, there will be an infinite flow of soldiers until the Colossus shows up. Charge up this street to the point behind the blue vehicle, or behind the road barriers past it, and the Colossus will eventually arrive, kill the soldiers, and flee once again.





Take the rubles on a crate inside one of the tents on the uphill street, after the Colossus comes and goes. Take the rubles on a crate inside the other of the tents. Take the Fire Rate upgrade between the walls and the tents.

There is a manhole in the next alleyway. After that, enter a house, go down the stairs to the first floor.

From the house, exit to another part of the streets, emerging behind a soldier at a gun emplacement. Using the emplacement or not, kill the several soldiers down in the streets below.



Take the Stopping Power upgrade at the end of the upper level where the gun emplacement is, behind some crates. Take the rubles on a crate inside the tent, at the other side of the street. Continue into the alleyways.

Take the rubles near a pair of dumpsters in the alleyways. Kill a group of soldiers at the road blocks ahead.

There is a manhole near the closed gate. The narrow alleyway leads onward.





Take the rubles case inside the narrow alleyway, near a pile of biohazard bags. Drop down into another street. Kill the few enemies here.

Go up the stairs to a plaza to face a Jackal, which is a four-legged mech that fires a lot of bullets and makes a lot of scary noises. Pick up the rocket launcher lying beside some crates, near the stairs that have led into this plaza. Hayden can also use the glaive to grab spare rockets lying on the other crates and benches in the distance, so he won't have to leave the cover of the nearby crates.



Unlike the helicopter, the Jackal doesn't require a lock on with the rockets. Just get a clear line of fire and launch like crazy. Hit it with five or so rockets to destroy it. If Hayden runs out of rockets, he can also use the explosive canisters and barrels lying around the place to damage it.

Use the fire from the Jackal's remains to burn the black barrier blocking the doors of the mansion, at the end of the plaza.

Take the rubles near a sealed door in the lobby of the mansion. Go up the stairs to the second floor, and open the door to a small utility room. Use the electricity from the panel to ignite the flammable gas leaking from the first floor kitchen.



Take the rubles on the second floor room above the kitchen. The gap in the floor here opens up to the kitchen below. Use the fire from the kitchen to burn the black barrier blocking the corridor ahead. Use the fire from the same source to burn a second black barrier.

Take the Accuracy upgrade at the corner of the attic, to the left of the stairs. Use the glaive to grab it. When ready, move deeper into the attic.

After Hayden wakes up at nighttime, he will find himself on a street at the other side of the mansion.



Take the Fire Rate upgrade at the corner of the street near the dead end with a large tree.

There is a manhole near the crushed vehicle.

Proceed down the street to the canal area, which consists of a long narrow path that eventually turns toward a wide bridge. Some soldiers and zombies are already fighting each other here. Charge up to the soldiers' blockade first to shut off the infinite flow of zombies emerging from the gratings near the earlier end of this canal area, and then kill the remaining enemies.

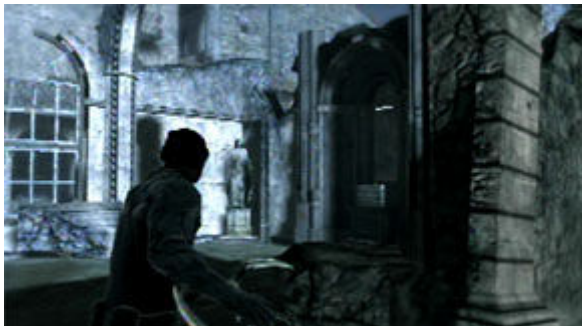
Take the rubles behind the row of columns after the blockade, before going to the bridge.

While crossing the bridge, prepare for another infinite flow of zombies, this time coming from the tunnel at the other end of the bridge. Use the rocket launcher found at the middle of the bridge or shoot the explosive barrels inside the tunnel to ignite the flammable gas leaking from a pipe there. The resulting flames will stop the flow of zombies. Go through the open doorway near these newly created flames.



Take the rubles on the overturned dumpster after the tunnel with the flames. Proceed to the streets in front of the cemetery.

Take the Enferon Shells upgrade in the ruined building before the cemetery gates.

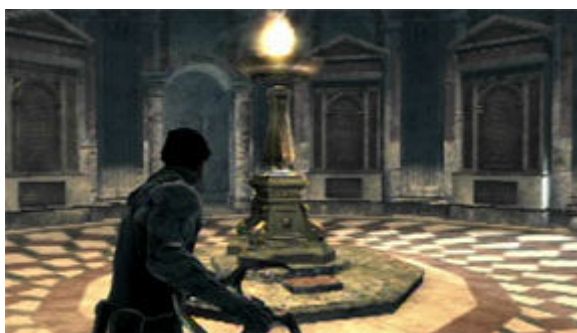
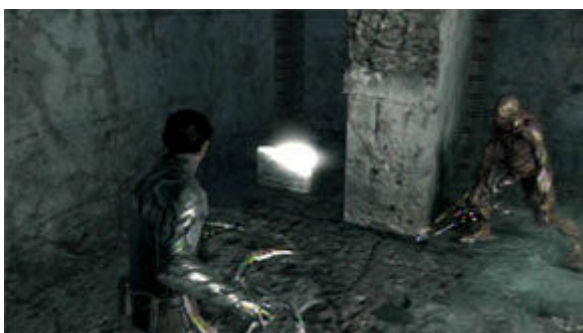


At the first yard of the cemetery, turn the valve at the back corner to activate the torches nearby. Use the fire from the torches to burn the black barrier blocking the entrance corridor to the cemetery proper.

This is a tricky part, because a mostly infinite flow of zombies will keep coming, and Hayden must find more sources of fire in order to reach the church at the other side of the cemetery. First, go toward the mausoleum, which has a semi-circular barrier in front of it. The mausoleum's front gate is locked, but a circular chamber within the building can be seen past that gate.

Facing the locked gate, turn left, follow the curving low side path, and go up the stairs to the left side of the mausoleum. An open doorway here leads into the circular chamber seen earlier. Hurry through the circular chamber, and turn the valve in the deadend room to activate the torch in the circular chamber.





Take the Reload Speed upgrade in the deadend room with the valve. Take the rubles case near the torch in the circular chamber.

Use the fire from the torch in the circular chamber to ignite the other torch back outside, returning toward the curving side path. "Carrying" the fire in this manner, rush back to the semi-circular barrier in front of the mausoleum, and ignite the torch there as well. Use the fire to burn the black barrier blocking the other curving side path, the one to the right of the mausoleum.

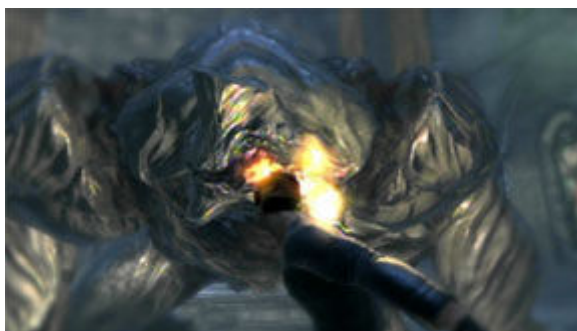
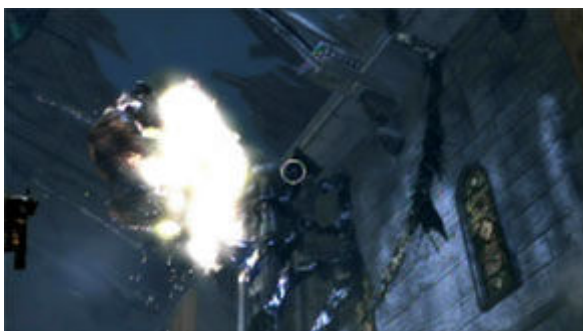
Carry the fire to the torch found high up halfway through this curving side path, and use the fire to burn the black barrier blocking the opposite end of this path. The doorway there leads to a courtyard connecting to the church.



Take the Puncture upgrade behind some plants near the blazing car, at the courtyard.

There is a manhole near the fallen tree.

Use the fire from the ruins in the courtyard to burn the black barrier blocking the church's main doors.



## Boss: Colossus

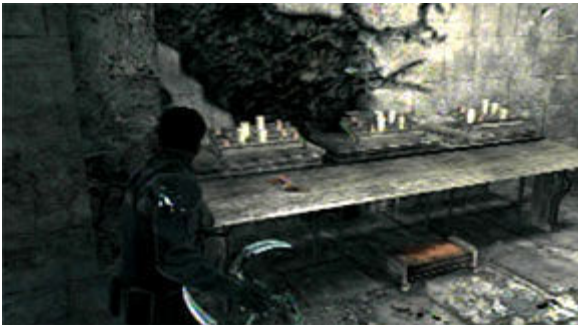
The Colossus attacks by hurling large pieces of stone at Hayden and by charging straight at him. There is a flame pit past the pews, and ammo cases can be found near the corners of the area.

During the first part, use the fire from the flame pit to burn the boss while it hangs high on the walls. When it drops back down to the floor, it will be stunned (glowing red). Sprint up to the boss, and perform a "finisher" against it, pressing the displayed button. Do this a few times, until the boss changes its tactics.

During the second part, when the boss stays on the floor, it will periodically emit fart-like greenish vapors. When it does so, use the fire from the flame pit to burn it again, and keep shooting it while it's ablaze. After sucking up enough pain, the boss will keel over and die with its butt sticking up.

After the Colossus dies, Hayden will acquire the shield ability, which creates an energy barrier in front of Hayden that can block almost all enemy attacks and can also deflect projectiles back at where he's aiming. (Hayden can fire through his own shield.) It costs bio-energy to use. This energy is indicated by the large lights on Hayden's creepy right arm, and it regenerates over time.

Take the two rubles cases on the crate near the trapdoor, in the chamber past the curtained doorway. When ready, open the trapdoor, and drop down.



Take the rubles on the table after dropping down into the bunker below the church. Take the rubles on a table at a corner of the room with the automated turret. This turret will shoot rockets at Hayden after lining up its laser sight with him. Use the shield ability to deflect its rockets back at the barrier blocking the doorway at the other end of the room.

Take the rubles on a table in the large storage room, before the open airlock doorway. Also note the sealed square panel at the end of this area, because it will serve as a path of escape very soon. When ready, go through the open airlock doorway.



After setting the C4 charge on the transmitter, Hayden has a short amount of time to escape.





Take the Upgrade Slots upgrade on a container in the deadend room connecting to the transmitter room. Now hurry back out to the large storage room, killing any zombies in the way.

The square panel at the end of the large storage room has been removed. Climb in there, and drop down at the other end to outrun the bomb blast.

<<	Chapter 5	Chapter 6	Chapter 7	Chapter 8	>>
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## Chapter 5: The Shipment

The fifth chapter is much shorter compared to the previous one, and it offers more interesting scenery, too.

There is a manhole after the starting point. The new weapons available for sale include the Protecta and the VX Carbine. The Protecta is a recommended weapon, because it's very powerful (especially when used with the shield ability), and it has a large magazine capacity.

Take the Clip Extender upgrade on the crate near the manhole and the generator. Use the electricity from the generator to open the spark-lock door.

A Jackal will blow open the walls, but this time instead of destroying it, Hayden can steal it. First, look for a truck with some explosive barrels, and ignite those barrels. Next, use the fire from the truck's remains to burn the black barrier blocking a fence and a panel. Throw the glaive over the fence, and use After Touch to guide it into the panel. Then, use the electricity from the panel to stun the Jackal and leave its cockpit (the butt part) exposed. Quickly sprint behind it, yank out the soldier piloting it, and take control of it.



The Jackal has infinite ammo, but it will blow up if it sucks up too much explosive damage, including any from its own fire. Keep using its countermeasures (the flares) while moving forward to throw off the enemy rockets (marked by white reticles). Its cannon is a great weapon, but it can't be fired simultaneously with the countermeasures. At the end of the aqueduct, continue on foot up the stairs to a warehouse.

Take the rubles case on the shelves inside the warehouse at the end of the aqueduct. Open the doors to another warehouse with some tracks running through it.



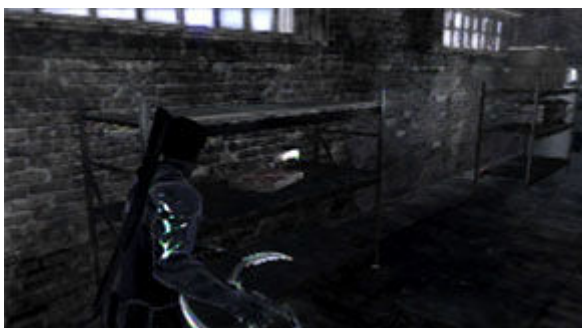


Take the rubles on some containers inside the warehouse with the tracks. Continue out onto the bridge.

After crossing the middle of the bridge, Hayden will acquire the energy pulse ability, which disperses any elemental energy (fire, ice, or electricity) carried on the glaive in a grenade-like blast. Doing this costs bio-energy.

Hurry across the rest of the bridge, and get to the cover across from a blazing car. This is the exterior yard of the docks. Hayden can play around with the pulse ability by taking the fire from the blazing car, sending his glaive toward the soldiers, and then emitting the fire.

Take the rubles case on the shelves inside a side storage room, opposite the open doorway that leads into the yard-side warehouse. Fight through the warehouse, going up to the second floor, crossing into the adjoining large warehouse with an open gateway, and then going back down to the ground floor there.



Take the rubles on a container in the large warehouse, near one of the red cargo containers.

There is a manhole in the middle of this large warehouse. When ready, go through the open gateway.

Hayden will land at the bow of the ship. Go through the two open doorways leading to the high walkway overlooking the middle of the ship. Kill the soldier there carrying a carbine. This enemy weapon burns out after a relatively long period of time, so feel free to use it to snipe at the soldiers waiting below among the cargo containers. Then, drop down and kill the rest of the soldiers there.

After all the soldiers among the cargo containers die, a helicopter will come to attack. Pick up the rocket launcher found at the middle of the cargo containers, and use the rocket case there for spare rockets. There are another rocket launcher and rocket case toward the direction of the stern, between the two blocked-off stairs.

By now, Hayden can store up to three units of bio-energy. For an easier time, use the shield ability to deflect the helicopter's shots, and mow it down with rockets. (Hayden can fire through his own shield.)

Take the Double Shot upgrade on the port side of the area with the cargo containers, toward the direction of the bow. After the helicopter is destroyed, drop down through the hole it has made in the deck.

Inside the ship, proceed through the cargo holds.



Take the Fire Power upgrade on a container inside the second hold, near the cage with a dog monster inside it. When ready, enter the third hold.

After the meeting with the mysterious invisible monster, the Stalker, Hayden has ten minutes to escape the ship. The

way back to the earlier holds is sealed, so climb up the ladder on the walls not far from the container where the Stalker has emerged. It leads to the upper walkways of the holds.

In the second hold, an infinite flow of zombies will come. Find and ignite the explosive barrel on some floating crates. Doing so will cause those crates to form a bridge (somehow) across the middle of this hold. Look for the opening in the fences that lead to this newly created bridge. Next, use the electricity from the panel on the other side to open the spark-lock door.

In the next hold, cross the floating crates at a corner to reach the other side. Again, use the electricity from a panel to open the next spark-lock door. This time, the panel is mostly blocked by a fence, so use After Touch to guide the glaive through the gap in this fence and into the panel.

In the last hold before the end, do the same thing. The panel here is blocked by two fences instead of one, but the trick remains the same. Use After Touch to guide the glaive through the gaps toward the panel, and then sprint back to the door. After leaving the last hold, go all the way up the stairs.



Take the Upgrade Slots upgrade on the walkway at the very top of the stairs, before exiting through the open doorway to the exterior of the ship.

<<	Chapter 5	Chapter 6	Chapter 7	Chapter 8	>>
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## Chapter 6: The Bait

The sixth chapter is rather brief. However, it introduces some new types of enemies.

Take the rubles near a truck at the starting point.

There is a manhole just after the starting point. The new weapons available for sale are the Spectre and the Hammer 1895. The Hammer 1895 is a lot like the VX Carbine, but without a scope. With careful aiming, it can serve as an equally effective sniping weapon.



Hayden has climbed back up to the port area near the public building that he has passed way back in the third chapter. But the old path via the trapdoor is now blocked off, and mutants will show up to attack him. The mutants have shotgun-like blasts, and they can be poisoned to death by weapons that have the Enferon Shells upgrade, but they otherwise behave like the usual soldiers. Also kill the zombie who will bust through the main doors of the public building.

Take the Accuracy upgrade inside the tent in front of the building. Go through the now-open doorway where the zombie has emerged.





Take the Enferon Shells upgrade on the table near the black barrier, inside the lobby. Take the rubles on one of the benches in the waiting room.

At the lobby, there is a wide gap in the floor. Hit the water pipe inside there to break it, causing it to flood the pit with water and to short out a generator, causing it to burst into flames. Use the fire from the generator to burn the black barrier blocking the doorway.

Take the rubles at the kiosk, in the hallways leading through the building. Continue on through the corridor with many paintings.



Take the rubles on the blue bench near one of the windows at the side chamber, before climbing out through the windows to the courtyard. Kill the mutants, and then kill the zombies who will bust through the door at the other end of the courtyard.

At the large hall, a powersuit soldier will drop through the roof, and he will fight the mutants as well as Hayden. The powersuit soldier is slow-moving, but he wields a chaingun that can also fire explosive shells. To beat the powersuit soldier, first destroy the three large lights found on him. Two are on top of his shoulders (one on the left and one on the right), and the third is on his back. Afterward, perform a finisher against him while he staggers, or just mow him down with excessive firepower. Use the shield ability to charge up to him more easily.



Take the Stopping Power upgrade on one of the blue benches at the right side of the large hall. Take the rubles on the table at the landing between the stairs at the farther end.

A side corridor leads out of the large hall, with a sparking switch for an elevator. Use the electricity from the powersuit soldier's corpse to activate the switch, and enter the elevator.



<<	Chapter 5	Chapter 6	Chapter 7	Chapter 8	>>
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## Chapter 7: Industrial Evolution

The seventh chapter, like the fourth, is very lengthy and ends with another boss.

There is a manhole at the starting point. The new weapon available for sale is the Korbov TK6. It's the best assault rifle, with better firepower and accuracy than the AKS-74, but it's very expensive.

In the yard just after the manhole, kill some mutants. There are a few cold canisters here that can provide some ice. Continue into a train shed. Use the ice from the large cold canister on one of the trains to shatter the black barrier blocking the next doorway. Kill more mutants at a second yard.



Take the Fire Power upgrade on the train car at the tracks in the second yard. Eventually, Hayden will reach the other side of the train shed through which he has passed earlier. Take the Stopping Power upgrade beside the train signal platform in the train shed, between the tracks.

At the long corridor ahead, kill lots of zombies. Next, at an area that winds under some high elevated tracks, face another batch of mutants and zombies.

At a vaulted exterior area with some fiery debris, some soldiers and mutants are already fighting each other. Try to kill the remaining soldiers from a distance first, because a powersuit soldier will emerge from the first floor doorway ahead. Again, to kill a powersuit soldier, destroy the three lights (two on top of the shoulders and one on the back), and then perform a finisher against him or just mow him down with excessive firepower.

Use the electricity from the powersuit soldier's corpse to activate the sparking switch on the other side of the gate, in the corridor from where the powersuit soldier has appeared.

After crossing through a tunnel, fight some more mutants at an exterior area where the tracks curve. Use the ice from the cold canisters to extinguish the flame wall blocking the next tunnel.

Shortly after the entrance to the subway system, the Stalker will make a surprise grabbing attack from a large vent in the wall. Press the displayed button to avoid getting killed.

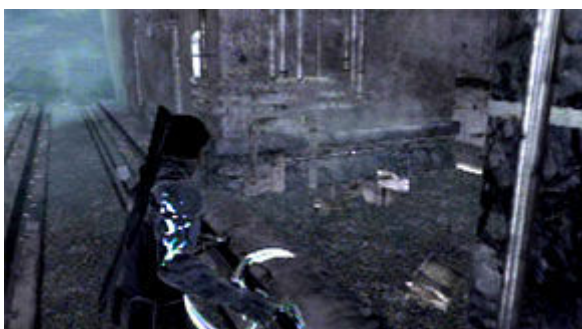
Past the location of the surprise grabbing attack, the path splits between a maintenance area and the tracks.

There is a manhole at the maintenance area, which is a dead end. To continue, follow the tracks. Fight on across the tracks and platforms.

At a large section of tracks, some soldiers and mutants are already fighting each other. Push the small carts forward for cover while moving closer to the gun emplacement.



Take the rubles case near the tracks, under the gun emplacement. This emplacement is on a flat car, which is stuck inside a tunnel. Climb onto the cars, and go to the other end, where there is a second gun emplacement. Using it or not, kill the mutants and zombies who appear.



Take the rubles case near the tracks after the second gun emplacement, beside a pillar toward the collapsed end of the tunnels. Take the Clip Extender upgrade within the collapsed end of the tunnels. Use the glaive to grab it.

In the next section, turn the valve near the stairs to release some falling columns of water. Use the ice from the large cold canister to freeze the columns of water, turning them into temporary cover. Watch out for a powersuit soldier who will emerge from behind a fiery broken pillar. Use the ice from the cold canister to extinguish the flame wall blocking the tracks at the end.



Take the rubles case on the upper walkway, after the flame wall. At the flooded area, use the ice from the cold canisters to freeze the water, so the flooded area can be crossed.

The following section has a fiery broken pillar near some stairs down to the tracks. Use the fire from the pillar to kill the zombies more easily. While moving forward along those tracks, prepare to step into the spaces on the left, between the pillars, to avoid the oncoming train. Fight more mutants while going across the next platform.

There is a manhole at the bottom of some stairs, after the platform with several mutants. To continue, follow the main stairs up to a courtyard with a large statue.

Take the Double Shot upgrade under the truck with some cold canisters, in the courtyard with the large statue. Use the glaive to grab it. When ready, open the door to the plant.



Inside the plant, kill some mutants, and also kill the zombies who will bust through a blocked doorway. Proceed to the large machinery room, and face more mutants.





Take the rubles case on the upper walkways at a corner of the large machinery room, before continuing through the open doorway that leads onward. Take the Stopping Power upgrade on the second floor walkway above this same open doorway. Use the glaive to grab it.

Further into the plant, in a wide large room, turn the valve to release some falling columns of water. Use the ice from the cold machinery along one of the walls to freeze these columns of water into temporary cover.

There is a manhole in the corridor with lots of the ugly black stuff. This is the last manhole until the ninth chapter, so take care in choosing weapons and applying any upgrades. When ready, open the door at the end.



#### Boss: Stalker

The Stalker attacks by backing away to one of the four corners of the partially flooded room, charging straight toward Hayden, and then clawing at him. Later, it will switch to a projectile weapon. The cold canisters that occasionally pass by on the conveyors along the sides of the room provide ice, which can be used to freeze patches of water, briefly trapping the boss, but doing so isn't necessary.

During the first part, stay in the middle of the room, and watch for ripples in the water to find the position of the boss. When it comes, roll to the side just before it makes its mighty clawing attack, and blast it as much as possible before it turns invisible and retreats to a corner again. When the boss sucks up enough pain, it will stay visible and scale up one of the two pillars in the middle of the room. Keep shooting it while it climbs.

During the second part, after the boss climbs into the ceiling, it will drop back down on one side of the room, turning visible this time, and it will try to shoot an explosive blast aimed at Hayden's face. Find the boss quickly, and use the shield ability to deflect its blast right back at itself, and it will be stunned (glowing red). Sprint up to the boss, and perform a finisher against it to kill it.

After the Stalker dies, Hayden will acquire the shift ability, which renders him invisible for a short period of time, or until he makes any attack. Like the shield ability and the energy pulse, it costs one unit of bio-energy to use.

Use the shift ability to sneak past the security camera overlooking the door at one of the corners of the flooded room.

<<	Chapter 5	Chapter 6	Chapter 7	Chapter 8	>>
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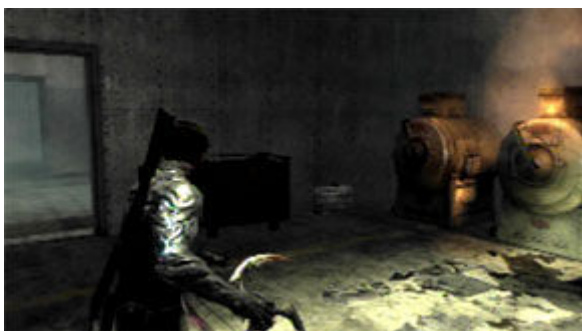
#### Chapter 8: Unnatural History

The eighth chapter is much shorter than the previous one. There are no manholes here, but upgrades can still be found.

From the starting point, begin fighting through the rooms and corridors filled with zombies.

Take the Accuracy upgrade in the laundry room, which connects to the long corridor with the second wave of zombies.

At the lobby area, kill the several mutants who show up. Work across the second floor, moving past the gun emplacement, and go down the stairs to the first floor.



Take the Clip Extender upgrade at the information desks, on the first floor of the lobby.

The door leading further into the first floor has a spark-lock, and a panel can be seen past it. Find the open doorway that is partially blocked by some rubble. Throw the glaive into the corridor past it, and use After Touch to guide it into the panel. Use the electricity from the panel to open the spark-lock door. Also use the electricity from the panel to destroy the automated turret past that door.

Ride the elevator down to the basement. Use the shift ability to sneak past the security camera overlooking the door, and then avoid touching the laser beams, because tripping them will trigger a security lock-down that takes a while to lift.

In the storage room with several shelves, use the shift ability to sneak past the two automated turrets, which will also shoot mutants. In the next room ahead, avoid more laser beams, and use the shift ability to sneak past the security camera overlooking the exit door.



Take the Fire Power upgrade on one of the surgical tables at the operating room, before the doorway leading down to the bottom level. Use the glaive to grab it.

After acquiring the super suit, fight through more rooms and corridors.

Take the Reload Speed upgrade on a cart inside the large square room with square pillars.

The final corridor is guarded by two automated turrets. Use the electricity from the panel to destroy the turrets, and kill the remaining soldiers.



Take the Enferon Shells upgrade on the cart inside the side room past the turrets, but before going into the elevator.



## Chapter 9: Threshold Guardian

The ninth chapter is another lengthy one, but it's also the last where the black market guy can be reached.

There is a manhole just after the starting point. There are no new weapons available for sale, but now is a very good time to apply upgrades. The VX Carbine might also help in the upcoming firefight, and Hayden can always run back here to switch weapons before continuing to the next areas.



Take the rubles case on the crate, the rubles on the ground near that crate, and the rubles near the corpse, just around the corner past the manhole.

Use a Power Throw to break the reinforced lock on the gate in the fence, and kill lots of soldiers at the street-like area. After the first waves of soldiers (including the ones on top of the vaulted wall) die, another soldier will bust through the barrier blocking the path within the vaulted wall.



In the second exterior area, on the other side of the vaulted wall, face even more soldiers. For the two or so shield soldiers, use the shift ability to sneak behind them more easily.



Take the Fire Rate upgrade at the leftside alleyway with a sealed door, before going through the open doorway into the building ahead. Take the rubles case and the rubles on the ground at the rightside alleyway with a closed door, also before going into that open doorway.

Inside the building, a powersuit soldier will appear in the room at the end of the entrance corridor. Kill him. Use the electricity from the powersuit soldier's corpse to activate the sparking switch that opens the shutter leading outside to a cliff area.

With his super suit, Hayden can now carry the chaingun used by the powersuit soldier. The chaingun reduces mobility, but it comes with infinite chaingun ammo and ten linear explosive shells (press the Reload Button to view the remaining number of shells).

Just past the shutter, there is another chaingun lying on a crate. Kill the several soldiers who appear at various spots in the distance. When enough bad guys are dead, some more soldiers will blow open a section of the fence along the side path. Follow this side path, which winds around the cliffs with the buildings.



The next section is a wide exterior area with opened containers and lots of zombies.



Take the Fire Power upgrade on the small wooden boat lying on some rocks, on the waters below the opened container that has a light and a dead soldier. Use the glaive to grab it. Take the rubles case and the rubles on the floor of the bridge, past the gun emplacement.

There is a manhole on the bridge, past the gun emplacement. This is the last manhole, so take care in choosing weapons and any upgrades. Use a Power Throw to break the reinforced lock on the gate that leads onward.

When Hayden tries to cross the next bridge, he will get blown down to the lower level and become caught in an enemy ambush. Stay behind the walls for cover, and watch out for the two powersuit soldiers. One way to kill them is to let them cross the bridge and approach. When they are close enough, use the shield ability, equip a shotgun (preferably an upgraded Protecta) or some other powerful weapon, and quickly mow them down. After the powersuit soldiers are dead, use their chainguns and explosive shells to fight off the other soldiers more easily.



When the first set of bad guys is gone, follow the walkways around to the other side of the entire area, and kill a second set of enemies. Use the fire from the blazing crates to burn the black barrier blocking a ladder on the walls. Climb up to the upper walkways, and fight a third set of soldiers. Use the shift ability to sneak behind the shield soldier and to move closer to the gun emplacement more easily.

Past the gun emplacement is the other side of the bridge where Hayden has tried to reach earlier. Continue through a courtyard where several Jackals are quietly parked, and go through the open doorways that lead into an industrial room.





### Boss: Nemesis

The Nemesis attacks by following and slashing at Hayden, and occasionally it will throw its own glaive at Hayden. This is a very puzzle-like battle compared to the encounters against the other bosses, and Hayden doesn't really need to waste any ammo against this boss.

For the first phase, roll to the side to avoid the boss and its nasty chopping attacks, but try to stay more or less around the middle of the room. Eventually, the boss will charge up its own glaive with electricity. Prepare to roll to the side as soon as it makes a spinning motion and throws its glaive. Then, use the electricity from its glaive to hit the boss, and it will be stunned (glowing red). The boss must be hit in this fashion, while its own glaive is still separated. Sprint up to the boss, and perform a "finisher" against it, pressing the displayed button.

For the second phase, the boss will leap up to a high ledge on one side of the room, and it'll charge up and throw its glaive again (this time without making a spinning motion). Again, roll out of the way, and use the electricity from its glaive to hit the boss, while it's still standing on the ledge.

The phases will now repeat, so use the same tactics again. Hit the boss with its own electricity and perform finishers against it about five or so times to kill it.

At the valley, take control of the Jackal. Like before, use its countermeasures to throw off enemy rockets. Fire the explosive shells to blow up the gates in the way, and watch out for soldiers on the watchtowers, the cliff ledges, and the bridges. At the end, drop down the ledge to the inner valley.

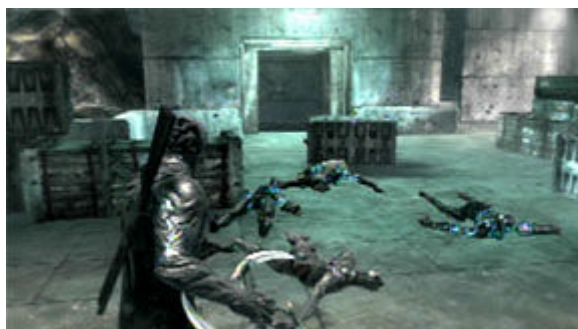
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### Chapter 10: The Dark Sector

The tenth chapter is very brief, consisting of just two fights against regular enemies and then the final battle against Mezner.

After the incident at the tracks leading into the Vault, kill the enemy soldiers. Use the shift ability to sneak behind them more easily.

In front of the Vault's main gate, climb the ladder up to the control booth. Press the switch in the booth to open the gate.





Follow the tracks to the staging area, and fight several mutants there. Press the switch to call the elevator, which will take some time to come. More mutants will also show up during this period, so keep fighting them off, using the crates for cover and using the shield and shift abilities for an additional edge. Once the elevator comes, ride it down to the lower level.

At the lower level, go through the open doorway to a large storage area. Press the switch in this storage area to open the locked door back near the elevator. Continue forward through the tunnels.



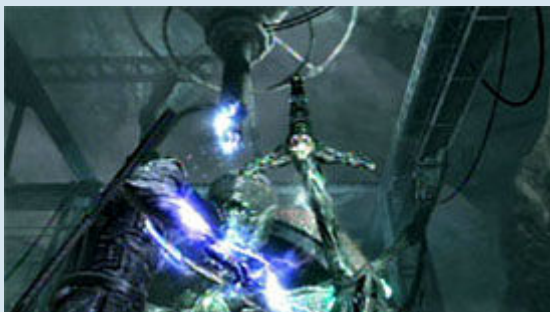
#### Boss: Mezner

Mezner attacks by having several giant tentacles trying to shoot or squish Hayden. However, surviving the tentacles' attacks is nowhere as tough as actually getting rid of them, which will finally render the boss vulnerable. Ammo cases can be found along the corners of the area. For an easier time, use the electricity from the pillar above the boss to charge the utility canister on the rightside pillar, so it serves as an additional source of electricity, one that also won't be blocked by the motions of the tentacles.

During the first part, Hayden must shoot the three tentacles until they open up (when they spread wide their claws), and then he must use the electricity from the pillar or the utility canister to hit the middle points of the tentacles, or the bright spots between the open claws. Use After Touch to guide the glaive into those weak points if necessary. Once all the tentacles are defeated, the canopy over the boss will open, so hit him with the glaive or any other weapon.

During the second part, Hayden has to do the same thing to two tentacles, but an infinite flow of zombies will also come, making this part very difficult. Quickly gun down any zombies in the way, and then focus on blasting open the tentacles and electrocuting their middle spots. Again, when all the tentacles are down and the canopy opens, hit the boss.

During the third part, the zombies will stop appearing, but there will be five tentacles, two of which are on either side of the area. For an easier time, get rid of these two side tentacles first, preventing them from attacking from multiple directions at once. When the canopy opens, hit the boss for the third and final time to kill him.



If Hayden defeats Mezner, congratulations on finishing the game, and enjoy the ending.