RED FLAGS

OPEN THE LINE

FIELD GUIDE

Complete walkthrough · 5 episodes · 21 maps · every secret

FOR VERSION 1.2.1 · A POMEGRANATE INTERACTIVE GAME

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CONTROLS

KEYBOARD AND MOUSE

Move forward	W
Move backward	S
Strafe left	A
Strafe right	D
Look / aim	Mouse
Fire	Left mouse button
Secondary action (404)	Right mouse button
Use / interact	E
Jump	Space
Crouch	Ctrl (hold)
Crouch (toggle)	X
Run	Shift (hold)
Always run on/off	Caps Lock

Select a weapon	2 to 9
Next weapon	Mouse wheel down
Previous weapon	Mouse wheel up
Map	Tab
Menu / back	Esc
Quick save	F6
Quick load	F9
Save menu	F2
Load menu	F3
Pause	Pause
Screenshot	Print Screen
Skip a video or the testimony card	Any key

GAMEPAD

Move	Left stick
Look / aim	Right stick
Fire	Right trigger
Secondary action (404)	Left trigger
Use / interact	A
Jump	Y
Crouch (toggle)	B
Next weapon	Right bumper
Previous weapon	Left bumper
Map	Back / View (or touchpad)
Menu	Start / Menu
Pause	Guide button
Weapon slots 2 to 5 (404, Compliance, Proxy, Rust Eater)	Back paddles 1 to 4
No effect in this game	X (reload), right stick click (zoom), D-pad (slot 1 and inventory)

HOSTILITY LEVEL

ASSISTED

The fewest enemies: 178 hostile actors are placed across the 21 maps. Ammunition pickups give 25% more and you take 20% less damage.

STANDARD

The default level, highlighted when the menu opens: 250 hostile actors. Pickup amounts and damage are the base values quoted in this guide.

HOSTILE

318 hostile actors. Ammunition pickups give 20% less (rounded down, so a single Null Stamp charge gives nothing) and you take 25% more damage.

SIGNAL RED

387 hostile actors in fast mode with maximum aggressiveness: ranged enemies fire whenever they have a shot instead of pausing between attacks. Ammunition pickups give 35% less, you take 25% more damage, four field dressings and five ammunition pickups disappear from Episode I, and the game asks you to confirm with Y before starting.

New game: OPEN THE LINE > SELECT OPERATION (episode) > HOSTILITY LEVEL (difficulty). The difficulty cannot be changed during an episode.

Enemy health and enemy damage values are identical on every level; only their number, your damage multiplier, the ammunition multiplier and (on Signal Red) their attack rhythm change. The 24 starting rounds of the 404 are never scaled.

THE HUD

VITAL module (bottom left)	Your health as a large number with a gauge out of 100. At 25 or less the number and gauge turn red, the side bar pulses and the edge of the screen keeps breathing red.
Weapon module (bottom right)	The name of the weapon in hand in capitals (404, SEED DRIVER…) and the ammunition left for it, with a gauge measured against the carry limit. The number turns red at zero; the gauge turns red at one fifth of the limit or less.
Access lamps (bottom centre)	OPS, PWR and SIG are always drawn and light up red while you hold the operational clearance, the maintenance authorization and the Signal Red directive — three credentials that exist only in MAP01. MYT (Mythogenics credential, MAP03) and STP (Reverse Operational Stamp, MAP04) appear only while you carry them.
Objective banner (top centre)	Every objective, refusal and state change of the game is printed here in a dark box. A red rule above and below the box marks a major state change.
Notice log (above the VITAL module)	Pickup messages and other notices: four lines at most, each fading after about four seconds.
Level card (left, at the start of a map)	The map code in red (MAP01…) and the level name, shown for about four seconds. It can be switched off in SYSTEMS > Interface > Level name on arrival.
Crosshair	A small cross drawn by the game. It turns red and opens briefly when your shot hits an enemy, and opens wider when the shot kills. This confirmation can be switched off in SYSTEMS > Interface > Hit confirmation.
Damage vignette and bearing arc	When you are hurt the edges of the screen flash red, stronger for bigger hits, and a red arc around the centre points towards the attacker for about a second. Scripted hazards (the purged canal of MAP17, the air calls of MAP14) flash without an arc.
Automap overlay (Tab)	The level name at the top centre, counters for monsters, secrets and items at the top left, and the time spent in the level at the top right.
Closeout screen (after each map)	RED FLAGS / INCIDENT CLOSEOUT: HOSTILES CLOSED (enemies killed), EVIDENCE RECOVERED (field dressings picked up), FLAGS DISCLOSED (secrets found) and TIME ON FILE; press Space or Enter to continue. After The Proxy's Laugh the evidence line is replaced by PROXY COPIES SPARED.

SAVING

Save at any time from the menu (Esc, then SAVE; F2 opens it directly) and reload with LOAD (F3). F6 quick-saves and F9 quick-loads. The game also autosaves into four rotating slots: when you arrive in a new map, and once more when you cross one fixed line inside each map from MAP04 to MAP20 — MAP01, MAP02, MAP03 and the secret MAP21 have no autosave of their own. Saved games live in the saves folder next to the game and settings in redflags.ini; copy the folder to move your progress. Saves from 1.2.0 load in 1.2.1; saves from 1.0.0 and 1.1.0 are not supported (start a new game).

WITNESS NOTEBOOK

Main menu or pause menu (Esc) > SYSTEMS > Witness notebook, then choose one of the five episodes. All five pages can be read from the very start: they give context about objects and voices, unlock nothing and are never required.

READING THE PLANS

- Walkthrough step, in order
- Where you arrive, and the way you face
- Door, switch or trigger line
- Secret area
- Secret room
- Solid wall
- Exit line
- Floor that hurts

North is up on every plan. The scale bar is 512 map units: about sixteen strides of the Operator.

ARSENAL

404 SLOT 2

AMMUNITION 404 property rounds

DAMAGE 22 per round, fixed (hitscan). Secondary kick: 15, fixed, 56 units of reach, no ammunition.

FIRST FOUND MAP01

The pistol you hold at the start of every episode: accurate at any distance, 22 damage per round. Its free kick is the direct way to break the Groupe 3 link.

▸ It fires once per click, so tap rather than hold. Two rounds drop a Resident; against linked Groupe 3 bodies, kick first, then shoot during the five-second desync.

COMPLIANCE SLOT 3

AMMUNITION Compliance forms (shells)

DAMAGE 9 x 8 pellets = 72 max per shell, fixed; each pellet deviates up to ±4.5° horizontally and vertically.

FIRST FOUND MAP01

Close-range burst: all eight pellets on target deliver 72 damage, enough to kill a NovaVita Employee outright. Beyond a few metres the ±4.5° pattern scatters and most pellets miss.

▸ Fire at arm's length, then back away during the 0.75-second recovery. Only 54 shells can be carried: keep it for tough targets, not for Residents the 404 handles.

PROXY SLOT 4

AMMUNITION Proxy 9mm rounds

DAMAGE 7 per round, fixed; spread ±2°.

FIRST FOUND MAP02

The only automatic hitscan weapon: constant small hits that keep flinch-prone enemies stuck in their pain animation. It drinks ammunition — a full 250-round reserve is under 29 seconds of fire.

▸ Fire short bursts at medium range. It is ideal the instant an Utilisateur ∅ reappears beside you, or to pin a pack of Residents in a doorway.

RUST EATER SLOT 5

AMMUNITION Rust Eater rivets

DAMAGE 24 x random 1-8 = 24-192 per rivet (average 108). Against a Mangeur de Rouille: x1.5, and its metal reinforcement is stripped for 105 tics (3 s).

FIRST FOUND MAP03

Single heavy rivets with the highest damage per shot in the game. It is the designed answer to the Mangeurs de Rouille: each rivet does 150% damage to them and strips their metal reinforcement for three seconds.

▸ Lead moving targets: the rivet takes time to arrive. On a Mangeur near foundry metal, land one rivet, then keep hitting within three seconds while it is stripped.

ARSENAL

BED BUGGER SLOT 6

AMMUNITION Bed Bugger fuel

DAMAGE 14 x random 1-8 = 14-112 per swarm bolt (average 63).

FIRST FOUND MAP18

Automatic sprayer with the best sustained damage of the arsenal, about 275 points per second on average. It arrives in Episode V, just in time for the Infestés and their nests.

▸ Hold fire and sweep across a group; one or two hits usually burst a nest (40 HP) before it hatches. The weapon itself only brings 40 fuel: pick up every canister.

SEED DRIVER SLOT 7

AMMUNITION seed clusters

DAMAGE 18 x random 1-8 = 18-144 per seed cluster (average 81).

FIRST FOUND MAP05

Mid-weight launcher and the workhorse of Episode II, where it is your only weapon besides the 404 until DeepCicada. Strong burst damage, but the reserve is capped at 36 seeds.

▸ Spend seeds on bosses, anchors and tough enemies; use the 404 on Residents. A second Seed Driver pickup refills up to the 36-seed cap, so take spares when nearly empty.

RED BEACON SLOT 8

AMMUNITION Red Beacon flares

DAMAGE 8 x random 1-8 = 8-64 per flare (average 36). A flare within 160 units of a hidden Signal anchor (tested every 4 tics), or hitting it, reveals it (MAP20), unless a Méduse has you in sight.

FIRST FOUND MAP20

A tool of revelation more than a weapon: in Red Flags (MAP20) only its flares expose the four hidden Signal anchors. With 12 flares at most and a slow cycle, it is the weakest gun in a firefight.

▸ Send the flare past a hidden anchor: passing within about 150 units is enough. Never fire while a Méduse can see you — the reveal is refused and the flare is lost.

NULL STAMP SLOT 9

AMMUNITION Null Stamp charges

DAMAGE 30 per stamp, fixed; reach 72 units; hits only a living hostile monster.

FIRST FOUND MAP20

A contact weapon found only at the very end (MAP20 armoury, or the secret MAP21): 30 guaranteed damage per charge. Its 1.4-second recovery makes it the slowest weapon of all.

▸ Use it to finish a wounded enemy, never to start a fight. When another gun runs dry the game auto-selects the Null Stamp first if it holds a charge: switch back by hand.

THREAT INDEX

RETAIL MANNEQUIN

Health 85 · First found MAP01

Seizing strike — 10, fixed (reach 56 units, 5-tic wind-up)

▸ Back-pedal while firing: it cannot hurt you from a distance. Four 404 rounds or two close Compliance blasts bring it down.

GROUPE 3 / G3-1, G3-2, G3-3, G3-4

Health 110 · First found MAP01

Administrative strike — 5 per body, fixed (reach 56 units); linked bodies in reach strike together, up to 20 with four bodies

▸ Kick one body (right mouse button) or land a 404 round, then pour damage in while they flicker. When they turn solid again, break the link once more before spending ammunition.

RESIDENT

Health 30 · First found MAP05

Off-rhythm swing — 7, fixed (reach 52 units); 37.5% of swings are delayed by 8 tics

▸ Shoot as soon as you see it: two 404 rounds or half a Compliance pattern kill it. Do not wait to dodge its swing — the timing is deliberately irregular.

ZIZIAN AUDITOR

Health 80 · First found MAP07

Audit pulse — 8 x random 1-8 = 8-64 direct + up to 10 splash (radius 48); projectile speed 22, 8-tic wind-up

▸ The glow before each shot is your cue to sidestep. Close in and keep hitting: every hit has a 50% chance to interrupt it.

NOVAVITA EMPLOYEE

Health 70 · First found MAP01

Tag projectile — 2 x random 1-8 = 2-16 (projectile speed 24, 6-tic wind-up)

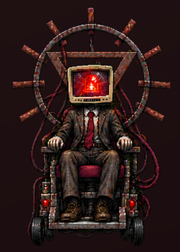
▸ Strafe as it raises its arm: the tag flies to where you stood. Close in — it has nothing but the throw, and one full Compliance blast kills it.

PEDRO — OPERATIONAL BOSS

Health 600 · First found MAP04

Firework — 6 x random 1-8 = 6-48 direct + up to 20 splash (radius 96); one per volley above 400 HP, three (0, ±12°) at 400 HP or less; projectile speed 18; Critical sweep — 28, fixed, within 112 units; only at 200 HP or less

▸ Stay beyond 112 units and keep strafing: each firework splashes 96 units wide. When he stands ritual-ready press Use on him; without the stamp, the first Use issues a copy and the second ends him.



STEFANO INSTALLED BOSS

Health 480 · First found MAP06

Installation pulse — 10 x random 1-8 = 10-80 direct + up to 14 splash (radius 72); one every 65 tics, three (0, ±9°) every 42 tics at 160 HP or less; projectile speed 16

▸ The pulses are slow: circle at range and sidestep each one, away from walls where they splash. At 1 HP walk up and press Use — the sticker from Elise's console finishes him.

LINKED AUDITEUR

Health 80 · First found MAP12

Audit pulse — 8 x random 1-8 = 8-64 direct + up to 10 splash (radius 48); projectile speed 22, 8-tic wind-up

▸ Each link has two solutions: kill its Auditeur or destroy its console — take whichever you reach first. Breaking link B also opens the room that holds link C.

THREAT INDEX

ROCHEFORT — THE PORTFOLIO BOSS

Health 680 · First found MAP07

Portfolio shards — 24, fixed, + up to 16 splash (radius 72) per shard; two shards every 58 tics (one aimed, one 14° to alternating sides); projectile speed 18

▸ Shoot the four anchors first; the banner tells you when Rochefort is exposed. Keep moving one way so the aimed shard trails you, then press Use on the staggered boss.

FILS DE BELIAL / SYNCHRONIZED RITUAL

Health 110 · First found MAP15

Beat-locked seal — 12, fixed; delivered only while the 66 BPM clock is on the beat

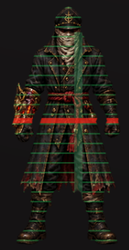
▸ Watch the red 66 BPM beacons: step out of reach as they light and shoot between beats. Several Fils strike on the same beat, so never let a group surround you.

PROXY IMPOSTOR / RESIDENT PROFILE

Health 80 · First found MAP10

Proxy packet — 4 x random 1-8 = 4-32 (projectile speed 22, 3-tic wind-up)

▸ A 'Resident' that survives two 404 rounds is a copy: expect return fire at once. Killing copies is optional; MAP10 only records how many you left alive.



PROXY IMPOSTOR / BELIAL PROFILE

Health 105 · First found MAP10

Proxy packet — 4 x random 1-8 = 4-32 (projectile speed 22, 3-tic wind-up)

▸ Do not wait for a melee swing as with a real Son of Belial: this one fires from range. Five 404 rounds kill it.

SON OF BELIAL — PIER SENTINEL

Health 110 · First found MAP08

Belial's seal — 12, fixed (default melee reach, 8-tic wind-up)

▸ Keep it at range: five 404 rounds or two close Compliance blasts kill it. If it reaches you, step back during the eight-tic wind-up.

UTILISATEUR Ø

Health 75 · First found MAP08

Dereferencing packet — 8 x random 1-8 = 8-64 direct + up to 10 splash (radius 48); projectile speed 24, 8-tic wind-up

▸ Do not chase it. Wait for the warp sound, turn, and shoot during its eight-tic wind-up beside you; two Compliance blasts at that range kill it.

PROXY IMPOSTOR / NOVAVITA PROFILE

Health 90 · First found MAP10

Proxy packet — 4 x random 1-8 = 4-32 (projectile speed 22, 3-tic wind-up)

▸ It moves faster (speed 10) and hits harder than the real employee: treat every NovaVita uniform from MAP10 to MAP12 as a copy until it falls.

COMPLIANCE OFFICER BOSS

Health 620 · First found MAP11

Compliance packets — 18 each, fixed (projectile speed 17); a full volley is 4 packets: one aimed, two at ±10°, one fired lower; every 48 tics

▸ Destroy the Resources system first to slow the volleys, then Access and Clinical. With all three down only one 18-point packet comes every two seconds.

THREAT INDEX

AUTOMATIC CORRECTION SUBJECT

Health 30 · First found MAP12

Swing — 7, fixed (reach 52 units, 4-tic wind-up)

▸ Break the matching audit link before killing it, or keep your aim on the corpse: it stands up once, three seconds later, with full health.

RESIDENT / BELIALGRAD REPLAY

Health 30 · First found MAP14

Off-rhythm swing — 7, fixed (reach 52 units); 37.5% of swings are delayed by 8 tics

▸ Back into a doorway so they reach you one at a time, and give each two 404 rounds or a short Proxy burst before its swing.

SAINT FERRIQUE / ARMOR-FED MASS BOSS

Health 760 · First found MAP16

Scrap bolts — 24 each, fixed (projectile speed 17); two per volley, one aimed and one 16° to alternating sides; every 168 tics while armoured, every 112 tics once stripped

▸ The choir only opens after the third plate, so he is already stripped when you meet him. Fight from the side: one bolt is aimed, the other lands 16° to alternating sides.

NEST

Health 40 · First found MAP18

▸ Two 404 rounds or one Compliance blast destroy it. The nests placed by the map hatch five seconds after the level loads: expect those Infestés to be walking already.

MANGEUR DE ROUILLE

Health 240 · First found MAP13

Scrap throw — 18, fixed (projectile speed 22, 10-tic wind-up); Rust blow — 18, fixed (reach 60 units, 8-tic wind-up)

▸ Open with the Rust Eater, then unload anything during the three-second strip. Or lure it more than 320 units from the pulsing metal nodes, where it takes full damage.

BELIAL HORIZONTAL / THE GRAND BOSS

Health 660 · First found MAP15

Debt waves — 24 each, fixed (projectile speed 18); two per volley, one aimed and one 14° to alternating sides; fired only on the 66 BPM beat, at least 96 tics apart

▸ His volleys leave on the beat, at least 2.7 seconds apart: move as the red beacons light. Never stand still — the second wave alternates sides.

INFESTÉ

Health 70 · First found MAP18

Swarm spit — 12, fixed (projectile speed 16, 8-tic wind-up); Laceration — 14, fixed (default melee reach, 6-tic wind-up)

▸ Kill it, then shoot the nest it leaves (40 HP) at once — you have five seconds. Hatched Infestés leave only an inert husk, so the chain stops there.

PAPILLON DE MINUIT

Health 90 · First found MAP19

Moth dust — 4 x random 1-8 = 4-32 (projectile speed 13, 6-tic wind-up); Wing brush — 5, fixed

▸ Shoot it while it is still folded against the wall. If darkness or a veil blocks your way in the club, look up for the moth keeping it and kill that one.

THREAT INDEX

MÉDUSE

Health 320 · First found MAP20

Gaze orb — 7, fixed (projectile speed 10, 8-tic wind-up)

▸ Kill her or put a wall between you before using the Red Beacon. Her orb barely hurts; the frozen network is the danger, so make her your first target near an anchor.

SIGNAL REGULATOR BOSS

Health 2400 · First found MAP20

Signal beam — 18, fixed, + up to 12 splash (radius 64); projectile speed 24; one beam at 1600 HP or more, three (0, ±6°) below 800 HP; Swarm missile (below 1600 HP) — 12, fixed; fired together with one beam between 800 and 1599 HP

▸ Ignore him until the four anchors are revealed with the Red Beacon and destroyed (140 HP each). In the duel, circle wide — the three-beam fan is only ±6° — and Use him the moment he stops.

DR. KURT ZEYNEB / RESIDUAL COPY BOSS

Health 2400 · First found MAP15

Report pulse — 4 x random 1-8 = 4-32 (projectile speed 16, 10-tic telegraph); Delayed echo — 4 x random 1-8 = 4-32; every 70 tics, aimed at the position you occupied 2 seconds earlier

▸ Never retrace your steps: the echo targets where you stood two seconds ago. Circle one way, and skip the fight entirely if ammunition is short.

RACHEL / INCORPORATED COPY BOSS

Health 2800 · First found MAP18

Debt shards — 3 x random 1-8 = 3-24 each (projectile speed 13); two per volley (±6°), five per volley below 1400 HP

▸ Destroy the three debt anchors before or as soon as she fades and the message appears. Below half health she throws five shards per volley: fight from range.

THE WOMAN FROM THE CLUB / RESIDUAL COPY BOSS

Health 2000 · First found MAP21

Spray — 3 x random 1-8 = 3-24 each (projectile speed 14); three per volley (0, ±8°); Pressure cloud — 3 every 8 tics while you stand inside the cloud left by a volley

▸ Leave her asleep if ammunition is short: 2000 HP and nothing in the kill count. If you fight, keep backing away from the pale clouds her sprays leave.

SUPPLIES AND CREDENTIALS

Field dressing	Restores 25 health, up to 100. It stays on the ground if you are already at 100. It is the only item counted on the closeout screen (EVIDENCE RECOVERED).
404 property rounds	+20 for the 404 (carry limit 140); 25 on Assisted, 16 on Hostile, 13 on Signal Red.
Compliance forms (shells)	+8 for the Compliance (carry limit 54); 10 on Assisted, 6 on Hostile, 5 on Signal Red.
Proxy 9mm rounds	+20 for the Proxy (carry limit 250); 25 on Assisted, 16 on Hostile, 13 on Signal Red.
Rust Eater rivets	+8 for the Rust Eater (carry limit 90); 10 on Assisted, 6 on Hostile, 5 on Signal Red.
Bed Bugger fuel	+40 for the Bed Bugger (carry limit 800); 50 on Assisted, 32 on Hostile, 26 on Signal Red.
Seed clusters	+6 for the Seed Driver (carry limit 36); 7 on Assisted, 4 on Hostile, 3 on Signal Red.
Red Beacon flares	+4 for the Red Beacon (carry limit 12); 5 on Assisted, 3 on Hostile, 2 on Signal Red.
Null Stamp charge	+1 charge for the Null Stamp (carry limit 9) on Assisted and Standard. On Hostile and Signal Red the amount rounds down to 0: the pickup disappears and adds nothing.
Operational clearance	HUD lamp OPS. Together with the maintenance authorization it opens the two NovaVita access doors of MAP01. Lost when you leave the map.
Maintenance circuit authorization	HUD lamp PWR. The second half of lock 201: both OPS and PWR are required for the NovaVita access doors of MAP01. Lost when you leave the map.
Signal Red route directive	HUD lamp SIG. Opens the two Signal gallery doors of MAP01. Lost when you leave the map.
Mythogenics audit credential	HUD lamp MYT, shown only while carried. Opens the Myth Tracking core door of MAP03.
Reverse Operational Stamp	HUD lamp STP, shown only while carried. Opens the plaza door of MAP04 and performs Pedro's shutdown ritual; if you reach the staggered Pedro without it, the first Use issues a recovery copy.
Reversed Signal Red Sticker	Issued by Elise's console in Stefano Loop (it also opens the depot gate). Required, and consumed, by the final Use on the staggered Stefano.
Compliance Form	Picked up at admission in Compliance Hospital. Needed for the three service validations and for the final Use on the staggered Compliance Officer.
Mara's red USB key	Handed over by Mara at the start of DeepCicada; the cube that asks WHO ARE YOU? refuses to answer without it.
ARRIÉRÉS ritual stamp	Issued automatically after the third offbeat stamp in The Sons of Belial. Required for the final Use on the staggered Grand.
AK Mismatch Signal	Optional keepsake of Seed Room, behind the AK archive (press Use three times on the archive console, each within two seconds of the last). Nothing in the game checks for it.
Uncloneable Yellow Walkman	Given by Elise once the three network anchors of Stefano Loop are sabotaged; receiving it opens the exit towards PolyChains. A trace of progress: no lock asks for it.
Seed Driver counter-frequency	Token received at the MiniDisc console of PolyChains, which lets you read the five cards. A trace of progress with no effect on the Seed Driver.
Material Chain GPU	Token received when the GPU is installed in PolyChains (after the five cards). A trace of progress.
ØUR172 translucent key	Issued in DeepCicada after standing still, without firing, for five seconds at the ZeroIndex checkpoint. A trace of progress.
Metallic key 404	Optional pickup in Room 404 of the last motel in Bed Bugs. A trace of the journey: it opens nothing.
Proxy impostors spared	Not an object you find: one is added at the exit of The Proxy's Laugh for each Proxy impostor left alive, and the closeout screen shows the total as PROXY COPIES SPARED.

EPISODE I

RED FLAGS

An ordinary traveller walks into NovaVita's white showcases, where an experience is sold, beliefs are measured and Signal Red follows its own images. The circuit runs through the customer cycle and Mythogenics to Pedro, who smiles at the end of it.

> An ordinary traveler. A white showcase.
> NovaVita sells an experience.
> Mythogenics measures belief.
> Signal Red follows its own images.
> Pedro smiles at the end of the circuit.
> Watch the glass, the stamp and the noise.

MAP01 LES VITRINES BLANCHES
MAP02 CUSTOMER CYCLE
MAP03 MYTHOGENICS DIVISION
MAP04 PEDRO SAYS STAY

MAP01

LES VITRINES BLANCHES

A dead mall of white showcases, where the mannequins wake once you stop looking.

BRIEFING

You arrive through the service parking of a NovaVita shopping gallery. Two authorisations open the NovaVita showroom; the Signal Red directive kept there opens the Signal gallery to the east, and the exit shutter only lifts once the four Groupe 3 bodies in the rotunda are down.

OBJECTIVES

1. Recover the Operational clearance in the pharmacy (north-west).
2. Get the Power authorization in maintenance (south).
3. Open the red NovaVita door and take the Signal Red route directive.
4. Cross the Signal gallery and eliminate the four Groupe 3 bodies in the rotunda.
5. Leave through the logistics docks.

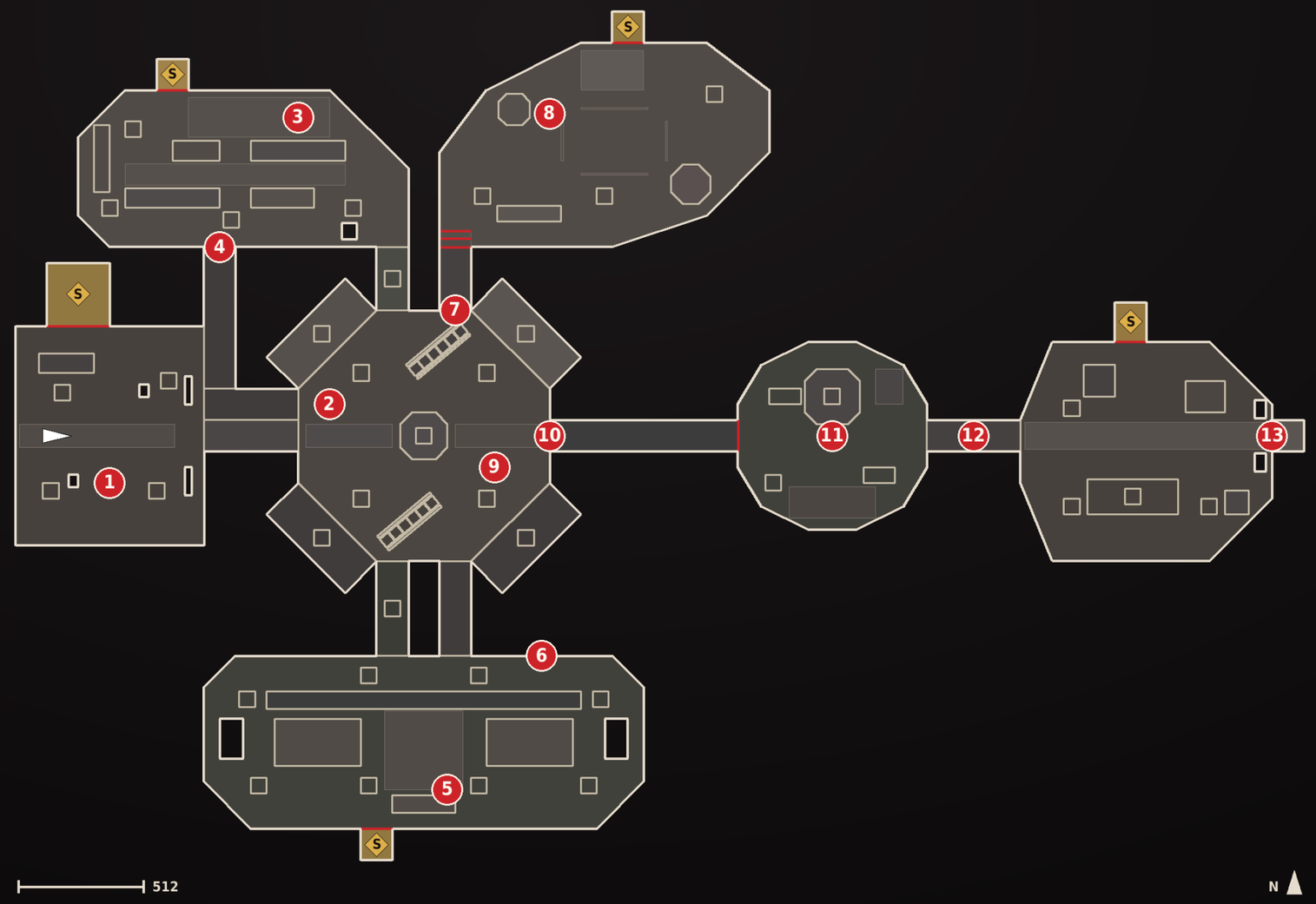
INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Retail Mannequin	5	9	9	10
NovaVita Employee	1	1	1	2
Groupe 3 Body (G3-1 to G3-4)	4	4	4	4

WEAPONS TO PICK UP 404, Compliance

KEY ITEMS Operational clearance, Power authorization (maintenance circuit), Signal Red route directive

Exit: MAP02



THE ROUTE

1 SERVICE PARKING

You start facing east with the 404 and 24 rounds. Pick up the 404 lying to the south-east (+40 rounds) and the rounds beside it. A first Retail Mannequin waits in the north-east of the parking: shoot it, or kick it with secondary fire.

2 CENTRAL GALLERY

Go east up the loading ramp into the octagonal central gallery. Take the 404 rounds on its west side (absent on Signal Red). The mannequins displayed here are inert for now. Note the ways out: pharmacy north-west, maintenance south-west, red NovaVita door north-east, Signal gallery shutter due east.

3 PHARMACY: OPERATIONAL CLEARANCE

Take the north-west doorway and the short corridor north into the pharmacy. Clear the mannequins among the shelves (one on Assisted, two on Standard and Hostile, three on Signal Red). The Operational clearance floats in the lit north aisle, with 404 rounds just west of it.

4 PHARMACY SHORTCUT (OPTIONAL)

Optional: in the south wall of the pharmacy, well west of the entrance, press Use on the shutter. It opens for good and gives a second way down to the parking and to the west side of the gallery.

5 MAINTENANCE: COMPLIANCE AND POWER

Back in the gallery, take the south-west doorway south into maintenance. A mannequin holds the west loop (and another the east loop from Standard up). The Compliance lies in the central lit lane; the Power authorization floats further south, in front of the power console.

THE ROUTE — CONTINUED

6 EAST RETURN SHUTTER (OPTIONAL)

Optional: press Use on the north wall of maintenance, east of the corridor you came by. The east shutter opens: a second corridor climbs back to the gallery and comes out south-east, straight across from the red door. Compliance forms (its shells) lie on this east loop, except on Signal Red.

7 RED NOVAVITA DOOR

In the gallery, go to the north-east doorway and press Use on the red door. It needs both the Operational clearance and the Power authorization; otherwise: NOVAVITA ACCESS REQUIRES OPERATIONAL CLEARANCE AND POWER. It shuts again after about four seconds, so walk straight through.

8 NOVAVITA SHOWROOM: SIGNAL RED DIRECTIVE

You enter the NovaVita showroom by its south-west corner. A mannequin stands by the reception desk and a NovaVita Employee fires tags from the north; a second mannequin joins from Standard, a second Employee on Signal Red. Take the Signal Red route directive in the west half of the room.

9 THE CONTAMINATED GALLERY

Entering the showroom dimmed the central gallery and armed it. Reopen the red door with Use from inside and expect an ambush: two Signal Red containment screens now stand as cover and the display mannequins are awake (one on Assisted, two from Standard up).

10 SIGNAL GALLERY

On the east side of the gallery, press Use on the Signal gallery shutter. Without the directive: THE SIGNAL GALLERY HAS NOT BEEN AUTHORIZED. The whole 768-unit passage rises, then closes after a few seconds: run east through it. Use reopens it from either end.

11 INFORMATION ROTUNDA: GROUPE 3

Four Groupe 3 bodies hold the rotunda, one in each quarter of the room. While linked they take only 30% damage and strike together. A solid hit (a 404 round, a Compliance blast or the free kick) breaks the link for five seconds: they flicker, so pour fire then. Compliance forms lie in the north-east.

12 LOGISTICS LINK

When the fourth body falls, the exit shutter at the far east end opens (no message announces it). Leave the rotunda by its east doorway; a field dressing waits in the link corridor (not on Signal Red). The logistics docks beyond hold no enemy.

13 EXIT

Follow the lit lane east across the docks to the raised shutter in the east wall and walk through: crossing the threshold ends the level and leads to CUSTOMER CYCLE. If the shutter is still down, a Groupe 3 body is still alive in the rotunda.

BOSS FIGHT — GROUPE 3 (FOUR LINKED BODIES, FINAL ENCOUNTER)

Four bodies of 110 health each, melee only. While at least two are alive and linked, each takes only 30% of incoming damage and one strike triggers all of them. Any hit of 18 damage or more within a moment, or the 404's kick, desynchronises all of them for five seconds (they turn translucent): damage is then full. Kill all four to open the exit shutter.

SECRETS

- In the service parking, press Use on the north wall behind the security desk (west half of that wall): the service office opens.
  Field dressing (+25 health)
- In the pharmacy, press Use on the north wall in its western part: a medicine cabinet opens.
  Field dressing (+25 health)
- In maintenance, press Use on the south wall immediately west of the power console: a ventilation drop opens.
  Compliance forms, the Compliance's shells (8 on Standard)
- In the NovaVita showroom, press Use on the north wall behind the bright clinical light cove: the mannequin storage opens.
  Compliance forms, the Compliance's shells (8 on Standard)
- In the logistics docks, press Use on the north wall just east of the northern cargo stack: the manifest cage opens.
  Compliance forms, the Compliance's shells (8 on Standard)

HAZARDS

- The central gallery turns into an ambush as soon as you step into the NovaVita showroom: lights drop and the display mannequins wake.
- Linked Groupe 3 bodies shrug off 70% of every hit and strike in unison; never fight them without breaking the link first.
- NovaVita Employees shoot tracking tags from a distance; sidestep them.
- The NovaVita door and the Signal gallery close again by themselves a few seconds after opening.

FIELD NOTES

- The 404's secondary fire is a kick: 15 damage, no ammunition, and it breaks the Groupe 3 link at once.
- Pharmacy and maintenance can be done in either order; both items are needed before the red door.
- Three lamps at the bottom of the HUD, OPS, PWR and SIG, light up as you collect the Operational clearance, the Power authorization and the Signal Red directive.
- On Signal Red three pickups are missing: the gallery's 404 rounds, the maintenance east-loop forms and the field dressing before the docks.
- The end-of-level card counts secrets as FLAGS DISCLOSED: there are five here, all behind walls that open with Use.

EXIT

Kill the four Groupe 3 bodies in the rotunda, then cross the open shutter at the east end of the logistics docks.

MAP02

CUSTOMER CYCLE

A ring of advertising panels that walks you back to intake until you break the cycle.

BRIEFING

From Receiving you cross the Cycle Theatre into the Advertising Ring, a one-way loop that silently resets you to its entry. Find the Cycle Control console behind the north segment, open the maintenance bypass on the east side and leave through Long-Term Holding, where the Proxy is waiting.

OBJECTIVES

1. Reach the Advertising Ring through the Cycle Theatre.
2. Activate Cycle Control, segment 12 — north: press Use on the red control panel.
3. Go through the maintenance bypass on the east side of the ring.
4. Take the Proxy in Long-Term Holding.
5. Follow the Dispatch signs east to the exit.

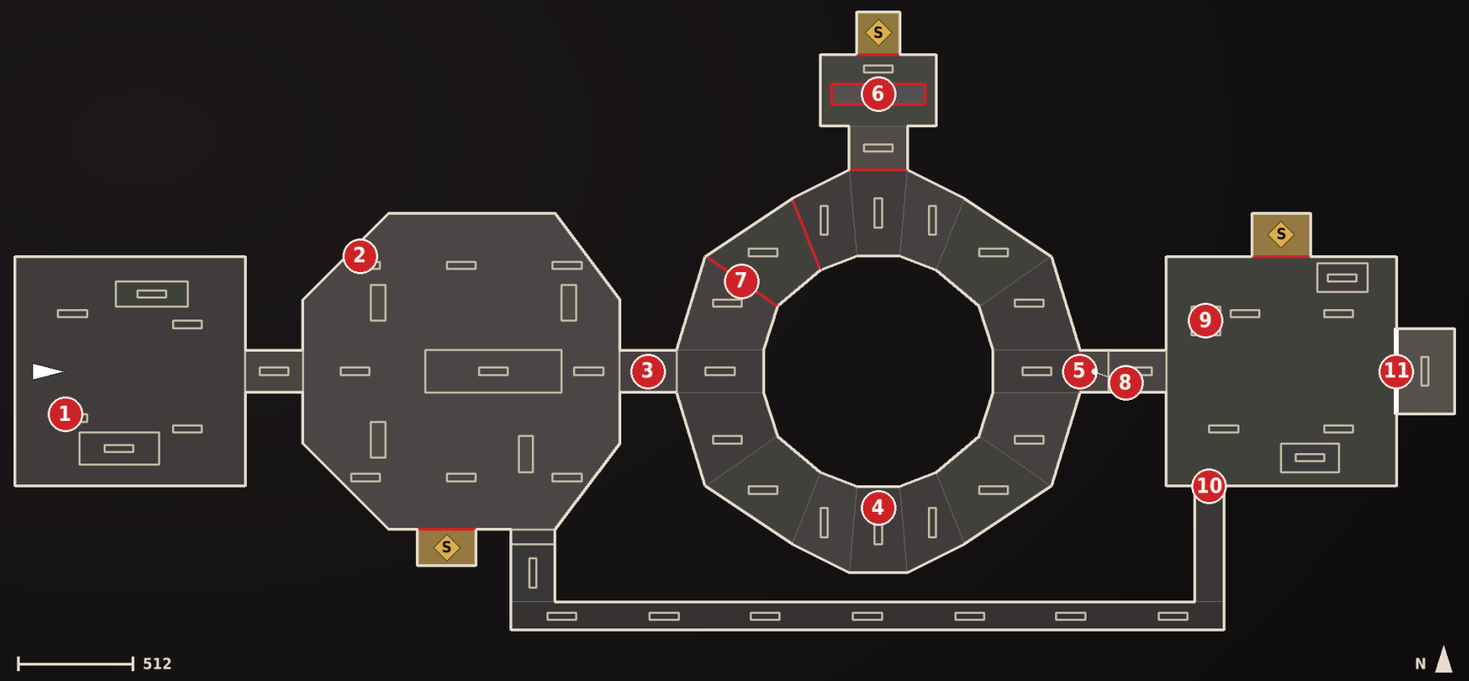
INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Retail Mannequin	4	5	6	7
NovaVita Employee	1	2	2	4

WEAPONS TO PICK UP Compliance, Proxy

KEY ITEMS —

Exit: MAP03



THE ROUTE

1 RECEIVING

You start in Receiving, facing east. Take the Compliance lying to the south-east if you do not carry one, and the 404 rounds to the north-east. A Retail Mannequin stands near the check-in desk on the north side.

2 CYCLE THEATRE

Go east through the transit corridor into the Cycle Theatre, a large hall with a long customer bench in the middle. Two mannequins attack, from the west and the north; on Signal Red a NovaVita Employee also fires from the south-east. 404 rounds lie in the north-west.

3 RING ENTRY

Leave the theatre by the east doorway. At the ring entry a closed shutter blocks the left (north) side, so the Advertising Ring can only be walked anticlockwise: turn right, to the south. This spot is also where every cycle reset puts you back.

4 SOUTH ARC OF THE RING

Follow the ring south-west, south, then south-east. The display mannequin of the south segment is frozen and stays so unless you wake the ring (step 7). Compliance forms lie in the south-east segment, except on Signal Red.

5 THE LOCKED BYPASS

On the east side of the ring a yellow maintenance door leads east. It has no switch of its own: Use on it only prints BYPASS LOCKED / ACTIVATE CYCLE CONTROL: SEGMENT 12 — NORTH. Keep going round, north-east then north. From Standard up a second frozen display mannequin stands here.

THE ROUTE — CONTINUED

6 CYCLE CONTROL CONSOLE

In the north segment, turn north into the short link corridor; the game announces CYCLE CONTROL CONSOLE AHEAD. In the console room, press Use on the red control panel, the raised console bank in the middle: MAINTENANCE BYPASS OPEN / FOLLOW DISPATCH SIGNS — EAST.

7 WHAT A CYCLE RESET IS

If you walk on past the north segment, the north-west arc wakes the ring's display mannequins, then silently teleports you to the ring entry: CUSTOMER CYCLE RESET 1 / RETURNED TO INTAKE. The third reset adds a hint pointing to the console. Nothing is lost; simply walk round again.

8 MAINTENANCE BYPASS

From the console, go back the way you came: south into the north segment, then clockwise through the north-east arc to the east side. The yellow door is now open; go east through it into the entry corridor of Long-Term Holding.

9 LONG-TERM HOLDING: THE PROXY

The Proxy rests on a lit plinth just north-east of the entrance; take it. NovaVita Employees fire across the hall: one from the south-west on every difficulty, a second in the north-east from Standard, a third to the north on Signal Red. Proxy rounds lie south-east of the centre.

10 THEATRE RETURN SHORTCUT (OPTIONAL)

Optional: step into the doorway in the south wall of the hall, near its west end. Crossing it opens a shutter in the south wall of the Cycle Theatre; the long service corridor then links both rooms, handy for going back to the theatre's secret.

11 EXIT: DISPATCH

Pick up the field dressing in the south-east corner (not on Signal Red), then walk through the wide opening in the middle of the east wall. Entering the dispatch bay ends the level and leads to MYTHOGENICS DIVISION.

SECRETS

- In the Cycle Theatre, press Use on the south wall about halfway along the hall, a little west of the closed service shutter: the sensor cabinet opens.
  Field dressing (+25 health)
- In the Cycle Control console room, press Use on the middle of the north wall, behind the console bank: the observer booth opens.
  Compliance forms, the Compliance's shells (8 on Standard)
- In Long-Term Holding, press Use on the middle of the north wall: the dispatch cage opens.
  Proxy 9mm rounds (20 on Standard)

HAZARDS

- The Advertising Ring is one-way: its north-west arc teleports you back to the entry every time you cross it.
- Crossing into the north-west arc also wakes the ring's display mannequins (one on Assisted, two on Standard, three on Hostile and Signal Red).
- On Signal Red an extra, already active mannequin waits in the north-east arc, right on the way to the console.
- NovaVita Employees in Long-Term Holding fire from several sides at once.

FIELD NOTES

- Go straight to the console on your first lap: the link corridor opens off the north segment, before the north-west arc, so you never trigger a reset nor wake the ring.
- The console can be used from any side of the console bank and works at any time; the hint after three resets is only a reminder.
- Pressing Use on the bypass door always tells you its real state.
- The ring can be walked clockwise without any reset, so the way back from Holding to the theatre is free even without the shortcut.

EXIT

Open the maintenance bypass from the Cycle Control console, cross Long-Term Holding and walk through the east opening into the dispatch bay.

MAP03

MYTHOGENICS DIVISION

A laboratory that measures belief, sealed behind an audit credential.

BRIEFING

You enter Mythogenics through its decontamination intake. The tracking hub branches north to the long-term archive, where the Rust Eater is kept, and south to the conservation lab, which holds the audit credential. That credential opens the Myth Tracking core; the freight gate beyond it leads out.

OBJECTIVES

1. Take the Rust Eater in the long-term archive (north).
2. Recover the Mythogenics audit credential in the conservation lab (south).
3. Open the Myth Tracking core and cross it eastwards.
4. Open the freight gate and leave through the southbound freight bay.

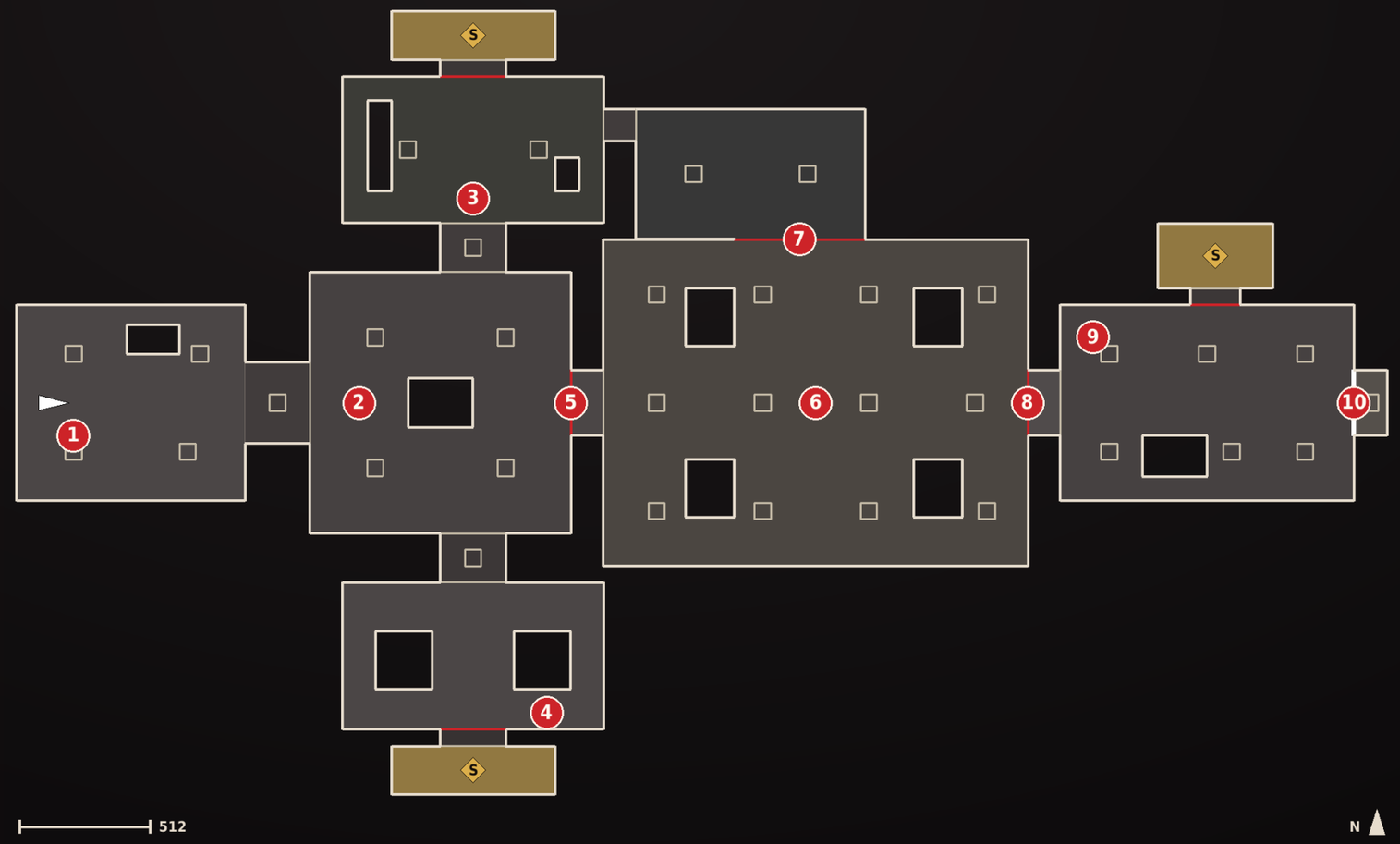
INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Retail Mannequin	3	4	6	8
NovaVita Employee	2	4	5	8

WEAPONS TO PICK UP 404, Compliance, Rust Eater

KEY ITEMS Mythogenics audit credential

Exit: MAP04



THE ROUTE

1 DECONTAMINATION INTAKE

You start in the decontamination intake, facing east. A 404 and a Compliance lie along the south side for anyone starting here, with Proxy rounds to the north. A Retail Mannequin stands just east of them: deal with it, then leave by the east doorway.

2 TRACKING HUB

The admin link opens onto the tracking hub, built around a solid tracking console block. A NovaVita Employee fires from the north-west (a second waits in the east on Signal Red). Three ways lead on: north to the archive, south to the conservation lab, and the sealed core door in the middle of the east wall.

3 LONG-TERM ARCHIVE: RUST EATER

Take the north doorway and the short link into the long-term archive. The Rust Eater lies straight ahead, just inside. Guards: one mannequin on Assisted, plus a NovaVita Employee from Standard, another mannequin on Hostile and one more beside the weapon on Signal Red.

4 CONSERVATION LAB: AUDIT CREDENTIAL

Return to the hub and take the south doorway into the conservation lab. The Mythogenics audit credential floats in the south-east, behind the east vat. Expect a NovaVita Employee near the entrance, a mannequin to the east from Standard, and further Employees on Hostile and Signal Red.

5 CORE SECURITY DOOR

Back in the hub, press Use on the security door in the middle of the east wall. Without the credential: MYTH TRACKING CORE REQUIRES AUDIT CREDENTIAL. It rises, then closes after about three seconds, so go through at once. Use reopens it from the core side.

THE ROUTE — CONTINUED

6 MYTH TRACKING CORE

The core is the largest hall of the level; four solid server blocks near its corners give cover. A mannequin waits in the middle; from Standard a NovaVita Employee covers the east end, with another mannequin to the north on Hostile and an Employee in the north-east on Signal Red.

7 RETURN GALLERY (OPTIONAL)

Optional: walk through the wide opening in the north wall of the core. Crossing it opens a shutter at the west end of the dark return gallery, which leads straight back into the archive: useful if you skipped the Rust Eater or the archive's secret.

8 FREIGHT GATE

At the east end of the core, press Use on the freight gate in the middle of the east wall. It needs no key and stays open. Beyond it lies the southbound freight bay.

9 SOUTHBOUND FREIGHT

Collect the rivets in the north-west of the freight bay and the field dressing in the south-east. Neither is present on Signal Red, where a mannequin rushes you instead. Rivets are the Rust Eater's ammunition.

10 EXIT

Walk east to the opening in the middle of the east wall. Crossing the threshold ends the level and leads to PEDRO SAYS STAY.

SECRETS

- In the long-term archive, press Use on the middle of the north wall, straight across from the entrance: a door opens onto the records cache.
  Rust Eater rivets (8 on Standard)
- In the conservation lab, press Use on the middle of the south wall, straight across from the entrance: a door opens onto the coolant trench, one step down.
  Field dressing (+25 health)
- In the southbound freight bay, press Use on the middle of the north wall: a door opens onto the server observer room.
  Rust Eater rivets (8 on Standard)

HAZARDS

- The number of guards more than triples between Assisted (5) and Signal Red (16).
- The core security door closes about three seconds after opening.
- NovaVita Employees fire across the large halls; the wide core gives them long sight lines.

FIELD NOTES

- No lock asks for the Rust Eater, but fetch it first: it is the level's new weapon and its rivets hit hard (24 damage each).
- The freight gate opens with Use and no key; nothing announces it on screen.
- A fourth lamp, MYT, appears on the HUD once you hold the audit credential.
- All three secrets are doors in the middle of a wall facing a room's entrance.

EXIT

Open the core with the audit credential, open the freight gate with Use, then cross the east opening of the southbound freight bay.

MAP04

PEDRO SAYS STAY

A fake border, a roadside mascot, and a stamp that must be applied backwards.

BRIEFING

You come in through a fake border post onto a visitor strip lined by a gift arcade and a fireworks yard. Find the Reverse Operational Stamp, pass the stamp gate into the plaza, bring Pedro to critical and stamp him shut. His closing opens the east gate and ends Episode I.

OBJECTIVES

1. Find the Reverse Operational Stamp in the gift arcade.
2. Open the stamp gate and enter the plaza.
3. Bring Pedro to critical.
4. Apply the reverse stamp: press Use on Pedro or on the stamp socket.
5. Leave through the east gate of the plaza.

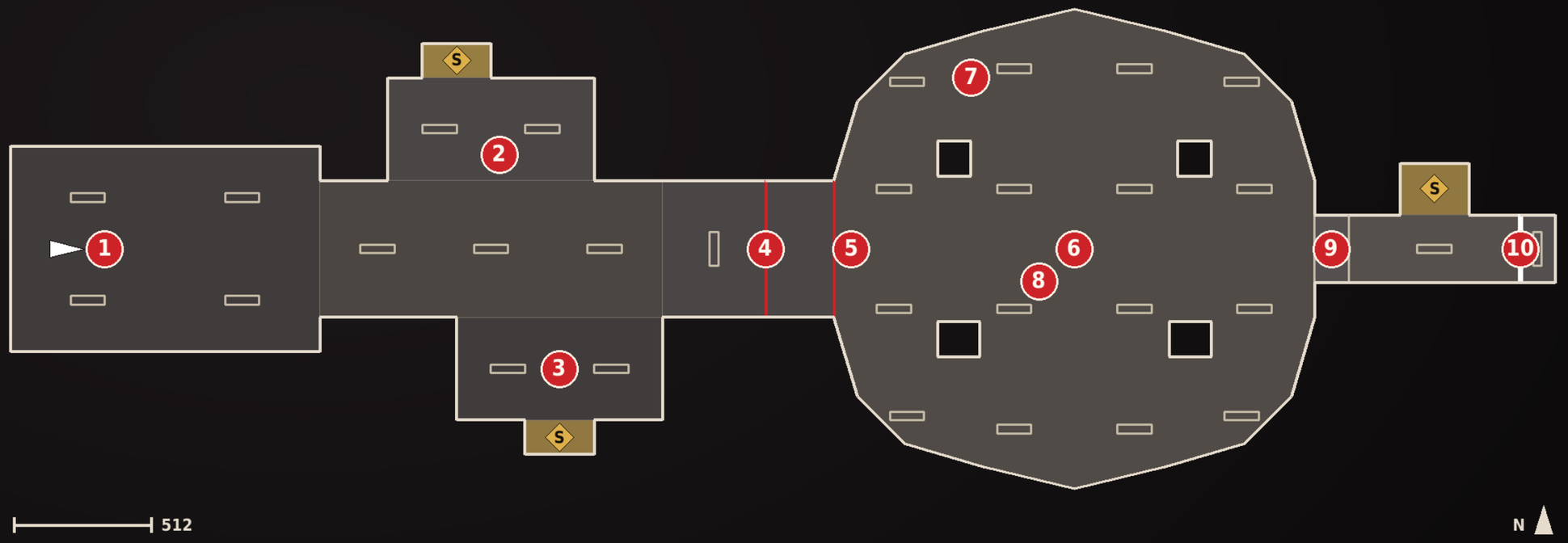
INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Retail Mannequin	2	2	3	4
NovaVita Employee	1	2	2	3
Pedro — Operational	1	1	1	1

WEAPONS TO PICK UP 404, Compliance

KEY ITEMS Reverse Operational Stamp

Exit: END



THE ROUTE

1 FAKE BORDER POST

You start at the fake border post, facing east. A 404 lies straight ahead, 404 rounds and Compliance forms along the south side, and a Compliance slightly north. A Retail Mannequin stands in the north-east of the room, before the doorway to the visitor strip.

2 GIFT ARCADE: THE REVERSE STAMP

Walk east along the visitor strip and turn into the gift arcade on its north side. The Reverse Operational Stamp floats just inside, visible from the strip. NovaVita sellers guard it: one on Assisted, two on Standard and Hostile, three on Signal Red.

3 FIREWORKS YARD (OPTIONAL)

Optional: the fireworks yard opens off the south side of the strip, a little further east. Mannequins wait there (one on Assisted and Standard, two on Hostile, three on Signal Red). The alcove in its south wall holds Compliance forms and counts as a secret.

4 STAMP GATE

At the east end of the strip, cross the stamp approach and press Use on the wide gate. Without the stamp: THE PLAZA REQUIRES A REVERSE OPERATIONAL STAMP. It closes about three seconds after opening, so go straight in; Use reopens it from the plaza side.

5 PLAZA THRESHOLD

Stepping out of the gate into the plaza triggers a one-time autosave. Pedro stands motionless in the centre of the square, about 900 units to the east, and starts firing roughly a second after he sees you.

THE ROUTE — CONTINUED

6 PEDRO — OPERATIONAL

Pedro never moves and has 600 health. Above 400 he launches single fireworks; below 400, fans of three; below 200 he adds a heavy sweep if you stand within about 110 units. Every firework explodes on impact: keep moving sideways, stay at range and shoot between volleys.

7 PLAZA COVER AND SUPPLIES

Four solid blocks give cover from his fireworks: the postcard kiosk (north-west), the fuel pump (north-east), the concrete planter (south-west) and the fireworks booth (south-east). Supplies: 404 rounds in the far north-west, Compliance forms in the far south-east, a field dressing in the north-east (the last two missing on Signal Red).

8 THE REVERSE STAMP RITUAL

When his health would reach zero, Pedro freezes instead, invulnerable: PEDRO STANDS RITUAL-READY. Walk up and press Use on Pedro himself or on the stamp socket beside him, just to his south-west. The stamp is accepted and Pedro closes.

9 EAST GATE OF THE PLAZA

Pedro's closing opens the gate in the middle of the plaza's east wall: PEDRO CLOSES — THE EAST GATE OF THE PLAZA IS OPEN. Go through into the quiet epilogue corridor.

10 EXIT: END OF EPISODE I

Walk east to the end of the corridor (the dark silent room on its north side is a secret). Crossing the last threshold ends Episode I on its end picture; Episode II is then started from the New Game menu.

BOSS FIGHT — PEDRO — OPERATIONAL

Stationary, 600 health, three phases (single firework above 400, fan of three below 400, fan plus a melee sweep below 200). He cannot be killed by damage: the hit that would finish him freezes him at 1 health, invulnerable. Then press Use on him or on the stamp socket at while carrying the Reverse Operational Stamp; his death opens the east gate. Shooting him while frozen does nothing.

SECRETS

- In the gift arcade, walk into the open alcove in the north wall, towards its west end (no door, no switch): the postcard overlook.
  Field dressing (+25 health)
- In the fireworks yard, walk into the dark open alcove in the middle of the south wall (no door, no switch): the fireworks service room.
  Compliance forms, the Compliance's shells (8 on Standard)
- After Pedro, in the epilogue corridor, walk into the dark open room on the north side, halfway along: the silent room.
  Field dressing (+25 health)

HAZARDS

- Pedro's fireworks burst on impact with a splash radius of about 96 units: a near miss still hurts.
- Below 200 health Pedro adds a sweep worth 28 damage to anyone within about 110 units.
- The stamp gate closes behind you after about three seconds.

FIELD NOTES

- Pedro is fixed in the centre: circle him at long range, break his line of fire behind one of the four cover blocks and use the three supply pockets between phases.
- If you somehow reach the ritual without the stamp, the first Use hands you a recovery stamp (RECOVERY STAMP ISSUED — APPLY IT AGAIN); press Use a second time.
- A lamp marked STP appears on the HUD once you hold the stamp.
- Pressing Use on Pedro too early answers PEDRO STILL FIGHTS — BRING HIM TO CRITICAL BEFORE THE STAMP.
- The three secrets here have no door: they are open alcoves, two before the gate and one after Pedro.

EXIT

Stamp Pedro shut, go through the east gate of the plaza and walk to the end of the epilogue corridor; Episode I ends there (MAPINFO: next = EndPic "ENDPIC").

EPISODE II

OPEN THE LINE

London, Stefano B.'s room: Elise traces the dead routes and a yellow Walkman resists copying. PolyChains turns desire into an index and DeepCicada makes speech a debt — keep what the line cannot absorb.

> London. Stefano B.'s room.
> Elise traces the dead routes.
> A yellow Walkman resists copying.
> PolyChains turns desire into an index.
> DeepCicada makes speech a debt.
> Keep what the line cannot absorb.

MAP05	SEED ROOM
MAP06	STEFANO LOOP
MAP07	POLYCHAINS
MAP08	DEEPCICADA

MAP05

SEED ROOM

A London flat that works like a modem; the way out opens at the far end.

BRIEFING

You start in the stairwell of Stefano's flat, next to a sealed exit. Cross the salon, the Seed bedroom and the black topology corridor to the reset console at its far end; using it unseals the exit back in the stairwell. The Seed Driver is waiting in the salon.

OBJECTIVES

1. Take the Seed Driver in the salon.
2. Follow the red RESET markers to the end of the black corridor.
3. Press Use on the Seed Room reset console.
4. Turn around and return to the stairwell exit.
5. Optional: open the AK archive with three pulses and keep the mismatch signal.

INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Resident	3	4	5	6

WEAPONS TO PICK UP 404, Seed Driver
KEY ITEMS AK Mismatch Signal
Exit: MAP06

THE ROUTE

1 STAIRWELL AND SEALED EXIT

You start in the stairwell facing east; a 404 and rounds lie just south-east. The exit is the gate in the north wall, sealed for now: Use on the notice standing before it reads EXIT SEALED — FOLLOW THE RED RESET MARKERS TO THE END OF THE BLACK CORRIDOR.

2 SALON: THE SEED DRIVER

Go east into the salon; a red RESET marker stands at its entrance. The Seed Driver lies in the middle of the room, just north of the bathtub, with seed clusters further east, by the torn sofa. No enemy is in the salon itself.

3 BATHROOM AND KITCHEN (OPTIONAL)

Optional side rooms of the salon: the bathroom to the south hides a Resident (fast, fragile, melee only) and a secret alcove with seed clusters; the kitchen lab to the north has a secret alcove with a field dressing. A Resident falls to two 404 rounds.

4 THINKPAD OFFICE: AK ARCHIVE (OPTIONAL)

Optional: the office opens off the north-east of the salon. Press Use three times in a row on the AK console, less than two seconds apart: AK ARCHIVE OPEN. The gate just north of it opens; take the AK Mismatch Signal in the small archive behind.

5 SEED BEDROOM

East of the salon lies the Seed bedroom, marked by another RESET marker. A Resident waits in the middle, just north of the bagged mattress. Leave by the wide opening in the east wall; crossing it triggers a one-time autosave.

THE ROUTE — CONTINUED

6 THE BLACK CORRIDOR

The black corridor runs 1,800 units due east. A Resident comes at you about a third of the way along; just beyond, a solid pillar stands in the middle: pass on either side. A second Resident waits near the far end from Standard up. Two more RESET markers confirm the route.

7 RESET CONSOLE

In the reset chamber at the east end, press Use on the tall reset console: RESET ACCEPTED — TURN AROUND AND RETURN TO THE STAIRWELL EXIT. The exit gate opens; the RESET markers and the exit notice disappear.

8 WAY BACK: THE RETURN LOOP

Walk back along the corridor, or take the elbow in its north wall near the east end: it leads to a parallel return loop running west to the office. On Hostile and Signal Red, Residents wait there; a secret alcove on its north side holds a field dressing.

9 EXIT

Back in the stairwell, the gate in the north wall is now open. Walk north through it: crossing the threshold ends the level and leads to STEFANO LOOP.

SECRETS

- In the kitchen lab, north of the salon, walk into the open alcove in the north wall (no door, no switch).
  Field dressing (+25 health)
- In the bathroom, south of the salon, walk into the dark open alcove in the south wall (no door, no switch).
  Seed clusters for the Seed Driver (6 on Standard)
- In the return loop, the corridor running parallel to the black corridor on its north side, walk into the dark open alcove in the north wall, about halfway along.
  Field dressing (+25 health)

HAZARDS

- Residents are weak (30 health) but fast, and they feint: their attack rhythm is irregular.
- The exit stays sealed until the reset console at the far east end has been used.
- The black corridor is dark and 1,800 units long: a Resident reaches you quickly.

FIELD NOTES

- Episode II started from the menu gives you only the 404 and 24 rounds: take the 404 by the start and the Seed Driver in the salon before going further.
- AK console: the three presses must follow each other within two seconds, otherwise the count restarts at 1.
- The red RESET markers lead from the salon entrance to the last stretch of the black corridor; they vanish once the reset is accepted.
- The three secrets are open alcoves: kitchen (north), bathroom (south), return loop (north).

EXIT

Use the reset console at the east end of the black corridor, then go back to the stairwell and through the gate in its north wall.

MAP06

STEFANO LOOP

Rain-frozen London streets looping around a man who has become an installation.

BRIEFING

From a Shoreditch street you cross the Liverpool concourse to the server room, where Elise hands you a reversed Signal Red sticker. Bring Stefano down, apply the sticker on him, sabotage the three network anchors behind him, then follow the south return loop to the real Elise: her Walkman opens the exit.

OBJECTIVES

1. Get the reversed sticker from Elise in the server room.
2. Open Stefano, then press Use on him to apply the sticker.
3. Sabotage the three network anchors.
4. Follow the south return loop to the real Elise and take the Walkman.
5. Leave through the PolyChains exit.

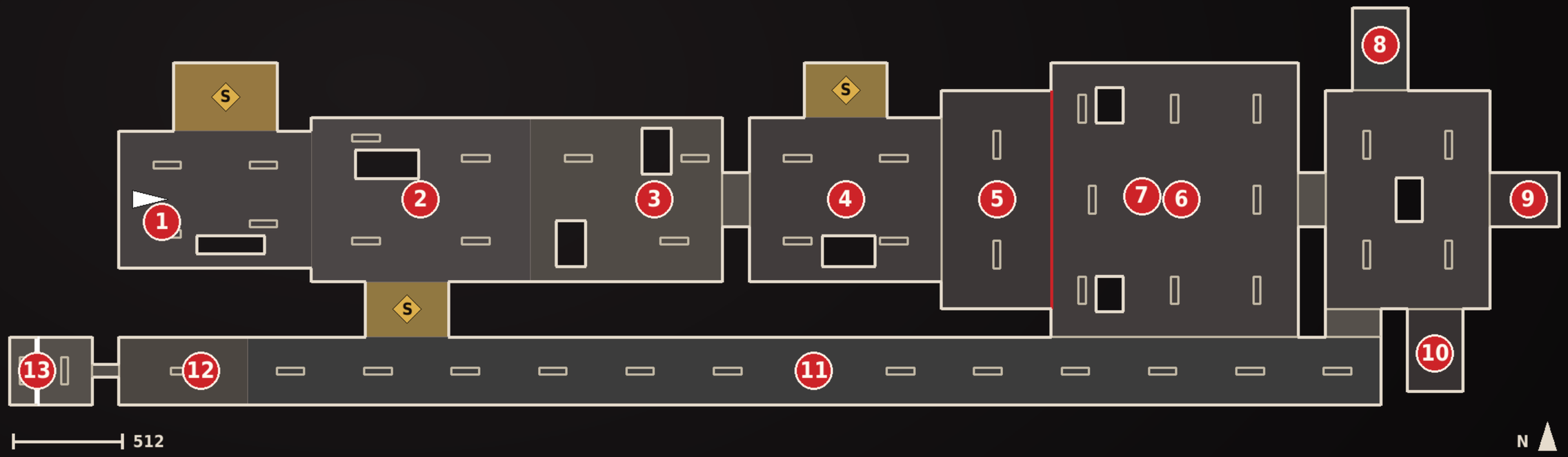
INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Resident	3	4	5	6
Stefano Installed	1	1	1	1

WEAPONS TO PICK UP 404

KEY ITEMS Reversed Signal Red Sticker, Uncloneable Yellow Walkman

Exit: MAP07



THE ROUTE

1 SHOREDITCH STREET

You start in a rainy street facing east, with a 404 and rounds just ahead on the south side. Use on the meter on the north side shows INSTALLATION: 17%. The wide opening in the north wall leads to a condemned pub that counts as a secret; a Resident waits inside.

2 LIVERPOOL CONCOURSE

Go east into the Liverpool concourse. Two Residents attack, one near the entrance and one in the north-east. The opening in the south wall is a secret service room with a field dressing; it also joins the south return loop you will use at the end.

3 ELISE: THE REVERSED STICKER

Continue east into the server room. Elise's station stands in its east half: press Use on it. You receive the reversed Signal Red sticker and the gate in the east wall opens: REVERSED STICKER READY — THE DEPOT GATE IS OPEN.

4 DEPOT 4

Beyond the gate is Depot 4. From Standard up a Resident waits in the middle. The open alcove in the north wall is a secret with a field dressing. Carry on east.

5 FROZEN RAIN

The next hall, under frozen rain, has seed clusters right in the middle. Residents flank them on Hostile (north) and Signal Red (north and south). Crossing the hall's east edge triggers a one-time autosave: Stefano's chamber is next.

THE ROUTE — CONTINUED

6 STEFANO INSTALLED

Stefano stands fixed in the middle of his chamber with 480 health. He fires an exploding pulse about every two seconds; below 160 health, fans of three, faster. Two solid pylons, north-west and south-west of him, give cover. At zero he does not die: he opens and becomes invulnerable.

7 APPLY THE STICKER

STEFANO IS OPEN — PRESS USE ON THE INNER BEACON: that beacon is Stefano himself. Walk up to him and press Use. The sticker is consumed, Stefano falls and the gate in the east wall opens: MISMATCH ACCEPTED — ENTER THE THREE-ANCHOR NETWORK.

8 NETWORK HUB: METRO ANCHOR

The network hub, built around a solid central block, has an alcove on three sides, each with an anchor; the order is free and no enemy guards the hub. Start with the north alcove: press Use on the metro anchor. NETWORK ANCHOR SABOTAGED: 1/3.

9 PIER ANCHOR

Cross the hub to the alcove in the middle of the east wall and press Use on the pier anchor: 2/3.

10 SOUTH OF THE BORDER ANCHOR

Finish with the alcove in the south wall and press Use on the South of the Border anchor: THREE ANCHORS SABOTAGED — FOLLOW THE SOUTH RETURN LOOP. A gate opens in the south-west corner of the hub.

11 SOUTH RETURN LOOP

Go through that gate and follow the long corridor west for more than 5,000 units, under the whole level. It is empty. Near its west end, an opening in the north wall is the back of the concourse's secret room.

12 THE REAL ELISE: THE WALKMAN

At the west end, press Use on the real Elise. You receive the uncloneable yellow Walkman and the gate in the west wall opens: THE WALKMAN CANNOT BE CLONED — POLYCHAINS EXIT OPEN. The monitor in the north-west corner only relays an echo from South of the Border.

13 EXIT

Walk west through the open gate and across the last room. Crossing its west threshold ends the level and leads to POLYCHAINS.

BOSS FIGHT — STEFANO INSTALLED

Stationary, 480 health. One exploding pulse about every two seconds; below 160 health, three pulses in a fan at a faster rate. Damage cannot kill him: the finishing hit leaves him open at 1 health, invulnerable. Press Use on Stefano himself with the reversed sticker (the 'inner beacon' of the message is not a separate object). The sticker is consumed and the gate to the network hub opens.

SECRETS

- From the starting street, walk through the wide opening in the north wall into the condemned pub (no door). A Resident is inside on every difficulty.
  Seed clusters for the Seed Driver (6 on Standard)
- In the Liverpool concourse, walk through the opening in the south wall into the dark service room (no door). Its far side opens onto the south return loop.
  Field dressing (+25 health)
- In Depot 4, walk into the dark open alcove in the middle of the north wall (no door).
  Field dressing (+25 health)

HAZARDS

- Stefano's pulses explode on impact (splash radius about 72 units); below 160 health he fires three at a time.
- A Resident hides in the secret pub right beside the start, on every difficulty.
- Residents rush in from the sides of the frozen-rain hall on Hostile and Signal Red, just before the boss.

FIELD NOTES

- The map itself only hands out a 404; the Seed Driver you carry from Seed Room is refilled by two packs of seed clusters (secret pub, frozen-rain hall).
- Anchors refuse before Stefano is finished (THE ANCHORS ARE HIDDEN UNTIL STEFANO IS MISMATCHED) and Elise refuses before the third anchor (ELISE IS STILL WAITING FOR ALL THREE ANCHORS).
- The three meters (start, server room, network hub) show the installation rate with Use: 17% at the start, 56% with the sticker, 89% when Stefano opens, then 74% and 15 points less per anchor.
- Stop shooting once Stefano is open: he ignores all damage until you press Use on him.

EXIT

Finish Stefano with the sticker, sabotage the three anchors, follow the south return loop west to the real Elise, take the Walkman and cross the west threshold.

MAP07

POLYCHAINS

A club run by ribbons, where desire is indexed and one command drops the table.

BRIEFING

PolyChains is a straight run of rooms heading east: lobby, club, Backroom 17, the ribbon hall, then four gated stages. Switch on the MiniDisc counter-frequency, read five cards in order, install the GPU, destroy the four anchors shielding Rochefort — The Portfolio, open him and run the flush. The exit lies back west, at the end of the flush return.

OBJECTIVES

1. Go forward and find the MiniDisc console.
2. Read the five cards in order.
3. Install the GPU in the material chain room.
4. Destroy the four anchors of the living firewall.
5. Open the index, then press Use on Rochefort to run CHAIN_MASTER / FLUSH_ALL_CHAINS.
6. Follow the flush return to the exit.

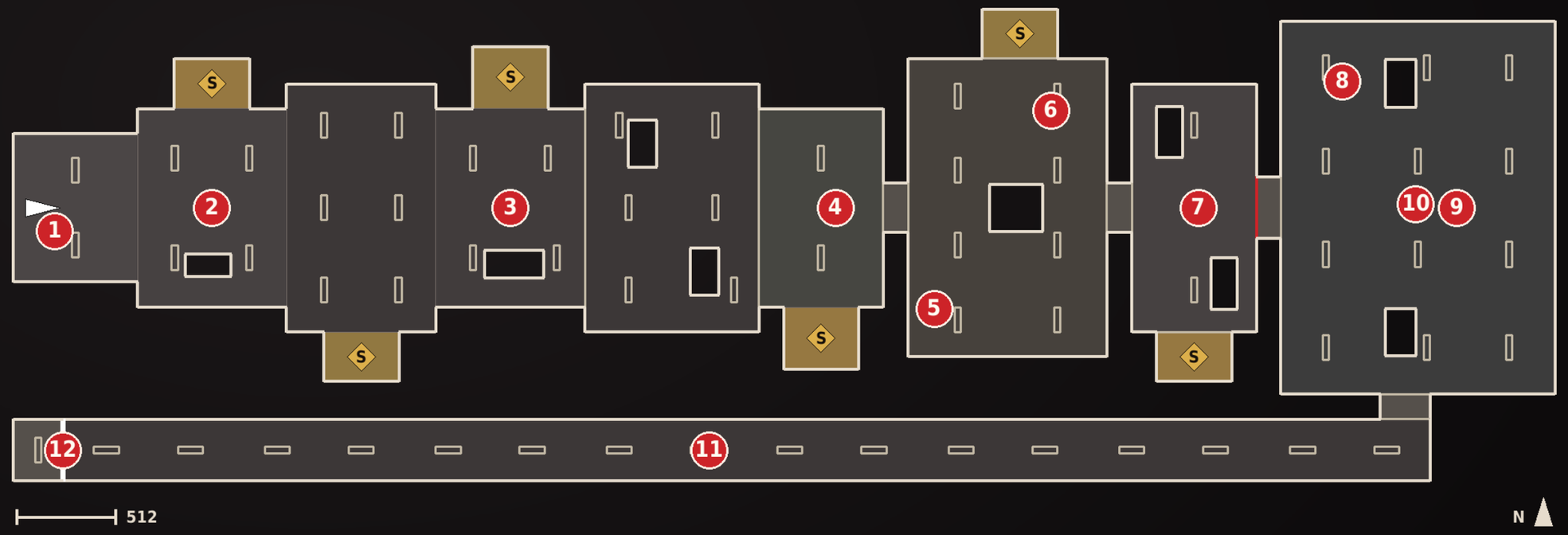
INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Zizian Auditor	4	6	8	10
Rochefort — The Portfolio	1	1	1	1

WEAPONS TO PICK UP 404

KEY ITEMS Material Chain GPU, Seed Driver counter-frequency

Exit: MAP08



THE ROUTE

1 PUSH INVITE

You start facing east; the game says POLYCHAINS — THE RIBBONS RUN THIS PLACE. GO FORWARD AND FIND THE MINIDISC CONSOLE. A 404 and rounds lie just south-east. Use on the meter on the north side shows the OBJECTIVE DESIRE INDEX, 100% at the start.

2 LOBBY AND EBM CLUB

Head east through the lobby, held by one Zizian Auditor who fires pulses, into the dark EBM club, empty except on Signal Red. Each has a secret alcove: north wall of the lobby (seed clusters), south wall of the club (field dressing).

3 BACKROOM 17 AND THE RIBBON HALL

Next comes Backroom 17 with another Auditor and a secret alcove in its north wall (seed clusters), then the tall ribbon hall, where a third Auditor waits on Hostile and above. A second desire meter stands on the hall's north side.

4 MINIDISC CONSOLE

In the following room, press Use on the MiniDisc console in its east half. COUNTER-FREQUENCY ACTIVE — THE MINIDISC DISRUPTS THE RIBBONS. READ THE FIVE CARDS IN ORDER: the gate in the east wall opens. The alcove in the south wall is a secret (field dressing).

5 CARDS 1 AND 2

The card corridor, built around a central card table, holds five card vignettes; press Use on each in numerical order. Card 1 is in the south-west; card 2 just north-east of it. A wrong card answers THE TABLE EXPECTS CHAIN followed by the number due. On Hostile and above an Auditor guards the south-east.

THE ROUTE — CONTINUED

6 CARDS 3, 4 AND 5

Cross to the north half: card 3 stands just north of the table, card 4 further north-east, card 5 by the east wall. After the fifth: LOT 172 COMPLETE — INSTALL THE GPU IN THE MATERIAL CHAIN ROOM, and the east gate opens. A secret alcove in the north wall holds seed clusters.

7 MATERIAL CHAIN ROOM: THE GPU

The material chain room is guarded by two Auditors (three from Standard up). Clear them, then press Use on the GPU console in the middle: MATERIAL CHAIN ESTABLISHED — FIND THE ZIZIAN HUB. The gate in the east wall opens. The alcove in the south wall is a secret (field dressing).

8 ZIZIAN HUB: THE FOUR ANCHORS

Passing the gate autosaves once. Rochefort — The Portfolio stands east of the hub's centre and absorbs every shot while the four server anchors live. They sit near the corners: north-west, north-east, south-east, south-west. Shoot each down (90 health); two solid blocks, north and south, give cover from his shards.

9 ROCHEFORT — THE PORTFOLIO

FOUR ANCHORS DESTROYED — ROCHEFORT IS EXPOSED. He never moves, has 680 health and fires two exploding shards about every two seconds, one at you and one just beside you. Keep strafing and shooting until he freezes: THE INDEX IS OPEN.

10 DROP THE TABLE

Walk up to Rochefort and press Use on him to run CHAIN_MASTER / FLUSH_ALL_CHAINS. DROP TABLE POLYCHAINS; — FOLLOW THE FLUSH RETURN: he collapses and a gate opens in the south wall of the hub, a little west of its middle.

11 FLUSH RETURN

Go through that gate into the flush return, a corridor running west for 7,000 units beneath the whole level. It is empty, except on Signal Red where one Auditor waits about halfway.

12 EXIT

At the west end, cross the threshold into the last bright room: the level ends and leads to DEEPCICADA.

BOSS FIGHT — ROCHEFORT — THE PORTFOLIO

Stationary, 680 health, shielded (THE LIVING FIREWALL ABSORBS EVERYTHING) until the GPU is installed and the four server anchors (90 health each, at,,,) are destroyed. He fires two shards per volley, 24 damage each plus splash. The finishing hit leaves him open at 1 health, invulnerable: press Use on him to run the flush; that opens the gate to the flush return.

SECRETS

- In the lobby, walk into the dark open alcove in the middle of the north wall (no door).
  Seed clusters for the Seed Driver (6 on Standard)
- In the EBM club, walk into the dark open alcove in the middle of the south wall (no door).
  Field dressing (+25 health)
- In Backroom 17, walk into the dark open alcove in the middle of the north wall (no door).
  Seed clusters for the Seed Driver (6 on Standard)
- In the MiniDisc console room, walk into the dark open alcove in the middle of the south wall (no door).
  Field dressing (+25 health)
- In the card corridor, walk into the dark open alcove in the north wall, slightly east of its middle (no door).
  Seed clusters for the Seed Driver (6 on Standard)
- In the material chain room, walk into the dark open alcove in the middle of the south wall (no door).
  Field dressing (+25 health)

HAZARDS

- Zizian Auditors fire fast pulses that explode on impact; up to three guard the GPU.
- The Portfolio's shards deal 24 damage each plus splash; he keeps firing while you hunt the anchors.
- Shots at the shielded Portfolio are wasted: he takes nothing until all four anchors are down.

FIELD NOTES

- The only Seed Driver ammunition in this level is in three secret alcoves (lobby, Backroom 17, card corridor).
- The six secrets alternate along the route: north, south, north, south, north, south.
- Cards refuse before the MiniDisc (THE RIBBONS ARE STILL SYNCHRONIZED — FIND THE MINIDISC) and the GPU refuses an incomplete lot.
- The desire meters track your progress: 100% at the start, 85% after the MiniDisc, 55% after five cards, 47% with the GPU, 19% once the four anchors are gone, 0% after the flush.

EXIT

Run the flush on the opened Portfolio, take the gate in the south wall of the Zizian hub and follow the flush return west to its end.

MAP08

DEEPCICADA

Nine stations where speech becomes debt, and one word at the end remits it.

BRIEFING

DeepCicada is a chain of gated chambers running east from the Hotel Paradiso. Each gate opens when you press Use on the station standing before it, in order: Mara, the cube, the triptych, the blind marker, Form K, then the word ford. Clear the Utilisateur ∅ swarm and press Use on the RÉMISSION sphere to end Episode II.

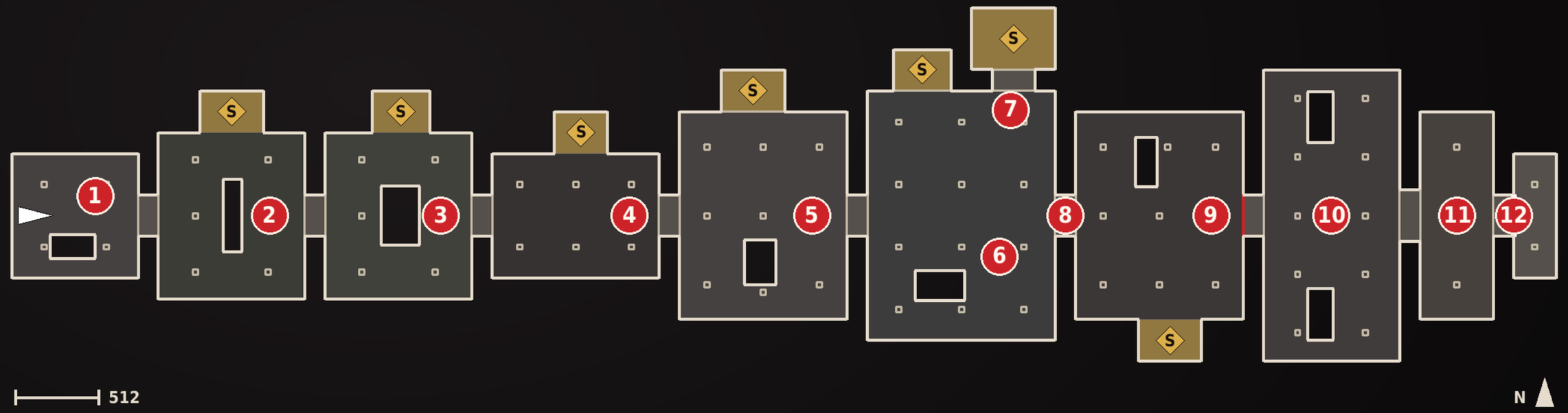
OBJECTIVES

1. Receive the red USB key from Mara and enter the echo chamber.
2. Answer the stations in order: cube, triptych, blind marker, Form K.
3. Pass the rotating gate and pay the promise toll at the word ford.
4. Clear the Utilisateur ∅ swarm.
5. Approach the central sphere and press Use: RÉMISSION.

INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Resident	1	1	2	2
Son of Belial — Pier Sentinel	1	1	1	2
Utilisateur ∅	1	2	3	4

WEAPONS TO PICK UP 404, Compliance, Proxy, Seed Driver
KEY ITEMS Mara's red USB key, ∅UR172 translucent key
Exit: END



THE ROUTE

1 HOTEL PARADISO: MARA

You start facing east. Four weapons lie around the hotel desk on the south side, for a fresh start: 404, Compliance, Proxy and Seed Driver. Then press Use on Mara, standing on the north side: MARA: RED USB ISSUED — ENTER THE ECHO CHAMBER. The gate in the east wall opens.

2 ECHO CHAMBER: THE CUBE

In the echo chamber, walk round the solid block in the middle and press Use on the glowing cube before the east gate. With the USB key it accepts NOBODY and the gate opens; without it: WHO ARE YOU? — THE RED USB SLOT IS EMPTY. The alcove in the north wall is a secret (field dressing).

3 THE TRIPTYCH

Next room: go round the solid block in the middle and press Use on the CORPS / NOM / DETTE triptych before the east gate. There is no real choice to make: YOU CHOSE BODY — COUNT 3301 STEPS, and the gate opens. A secret alcove in the north wall holds seed clusters.

4 THE BLIND MARCH

The blind march is a very dark hall with no enemy. Walk east to the marker before the gate and press Use: REMOVE THE BAG — WELCOME TO NEO RHODESIA. The gate opens. Follow the north wall to find a secret alcove (field dressing).

5 POSTE CENTRALE: FORM K

The Poste centrale holds the first enemies: a Resident north-east of the centre, and another in the south-west on Hostile and above. Press Use on the Form K console in the east half: FORM K ACCEPTED — INTERZONE ROUTE RELEASED. Secret alcove in the north wall (404 rounds).

THE ROUTE — CONTINUED

6 INTERZONE PIER

On the Interzone pier a Son of Belial, a tough melee sentinel with 110 health, guards the south-east; a second one joins on Signal Red. Keep them at range. A secret alcove in the north wall, towards the west, holds a field dressing.

7 CHAMBRE MUETTE (OPTIONAL)

Optional: in the north-east of the pier, press Use on the ZeroIndex checkpoint, then stand still without firing for five seconds; moving or shooting restarts the count. CHAMBRE MUETTE — IDENTIFIER ∅UR172 ISSUED: the gate to the north opens onto a secret chamber with seed clusters.

8 THE ROTATING GATE

The gate in the middle of the pier's east wall runs on a clock: every five seconds it rises for about two, then drops again. The indicator standing just before it lights up while it opens. Wait beside it and walk through as soon as it lifts.

9 CHAMPS MUETS: THE WORD FORD

In the Champs muets, empty of enemies, take the seed clusters in the secret alcove of the south wall, then press Use on the promise scale before the east gate: PROMISE TOLL PAID — THE SEED ROOM IS OPEN. Ready your best weapon: the gate leads to the swarm.

10 THE UTILISATEUR ∅ SWARM

Crossing the gate autosaves once. The hall holds the Utilisateur ∅ swarm: one on Assisted, two on Standard, three on Hostile, four on Signal Red. Each teleports next to you every two to four seconds and fires packets. Kill them all: UTILISATEUR ∅ SWARM CLEARED opens the east gate.

11 THE RÉMISSION SPHERE

On the dais beyond, press Use on the large pulsing sphere: RÉMISSION — THE DEBT LOGIC BREAKS IN CASCADE. The last gate, in the east wall, opens. If a Utilisateur ∅ survives, the sphere answers DEBT 1 — CLEAR THE ∅ USER SWARM FIRST.

12 EXIT: END OF EPISODE II

Walk east through the open gate. Crossing the threshold ends Episode II on its end picture; Episode III is then started from the New Game menu.

SECRETS

- In the echo chamber, walk into the dark open alcove in the middle of the north wall (no door).
  Field dressing (+25 health)
- In the triptych room, walk into the dark open alcove in the middle of the north wall (no door).
  Seed clusters for the Seed Driver (6 on Standard)
- In the blind march, walk into the open alcove in the middle of the north wall (no door); it is as dark as the hall.
  Field dressing (+25 health)
- In the Poste centrale, walk into the dark open alcove in the middle of the north wall (no door).
  404 property rounds (20 on Standard)
- On the Interzone pier, walk into the dark open alcove in the north wall, in its western part (no door).
  Field dressing (+25 health)
- On the Interzone pier, press Use on the ZeroIndex checkpoint in the north-east, then stay still without firing for five seconds: the gate just north of it opens onto the mute chamber.
  Seed clusters for the Seed Driver (6 on Standard)
- In the Champs muets, walk into the dark open alcove in the south wall, slightly east of its middle (no door).
  Seed clusters for the Seed Driver (6 on Standard)

HAZARDS

- Each Utilisateur ∅ teleports to within about 100 units of you every two to four seconds, then fires an exploding packet; all of them must die to open the sphere gate.
- The rotating gate drops again two seconds after opening; do not linger under it.
- Sons of Belial hit for 12 damage in melee and take 110 damage to kill.
- The blind march is almost unlit.

FIELD NOTES

- Stations answer only in order; out of order they print THE ECHO REFUSES — THE PREVIOUS STATION HAS NOT ANSWERED.
- Pick up all four weapons at the start even if you already carry them: each also gives ammunition.
- Silence trial: after pressing Use, take your hands off the movement and fire keys for five full seconds.
- Seven secrets: five open alcoves on the north side of the rooms, one on the south side of the Champs muets, and the mute chamber behind the silence trial.

EXIT

Clear the Utilisateur ∅ swarm, press Use on the RÉMISSION sphere and cross the last gate to the east; Episode II ends there (MAPINFO: next = EndPic "E2END").

EPISODE III

404 SOCIETY

Al Gharib preserves discarded hardware in a house that opens where the image fails, while Viktor Ardent hears laughter in the logs. A hospital and an audit then try to fit a person into a form, among copies that borrow the faces of the absent.

> Al Gharib preserves discarded hardware.
> His house opens where the image fails.
> Viktor Ardent hears laughter in the logs.
> A name can survive inside a silence.
> A form cannot contain a person.
> Copies borrow the faces of the absent.

MAP09	THE HOUSE OF 404 DOORS
MAP10	THE PROXY'S LAUGH
MAP11	COMPLIANCE HOSPITAL
MAP12	AUDIT TRAIL

MAP09

THE HOUSE OF 404 DOORS

A house hoarding dead hardware, where the floor leaves before you do.

BRIEFING

You enter the house through its west pavilion: a central hall, a domestic wing to the north, a basement to the south and an upper floor to the east. Stabilize the three topology anchors, accept FORMAT /Q: upstairs, then confirm the red 404 route and outrun the receding floor to the exit.

OBJECTIVES

1. Stabilize the three topology anchors.
2. Accept FORMAT /Q: on the upper floor.
3. Confirm the red 404 route and run east before the floor recedes.
4. Cross the last door.

INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Resident	5	7	9	11
Retail Mannequin	1	2	3	4
NovaVita Employee	1	2	3	4

WEAPONS TO PICK UP 404, Compliance, Proxy, Seed Driver

KEY ITEMS FORMAT /Q: console, House 404 route confirmation, Topology anchor A, Topology anchor B, Topology anchor C

Exit: MAP10

THE ROUTE

1 ARM YOURSELF IN THE PAVILION

You start facing east, holding the 404. Along the south side of the entry room lie the 404, the Compliance, the Proxy and the Seed Driver: take all four, then walk east through the vestibule into the central hall.

2 ANCHOR A, IN THE KITCHEN

Take the opening in the hall's north wall, then turn right (east) into the tiled kitchen. Residents charge you in melee. The anchor stands just north of the kitchen island: press Use on it. A gate opens in the kitchen's south-east corner, a shortcut back down to the hall.

3 SEARCH THE DOMESTIC WING

Two open recesses count as secrets here: one in the kitchen's north wall holds a field dressing, the other at the west end of the salon, the carpeted room west of the kitchen, holds 404 rounds. Then return to the hall by the opened gate.

4 ANCHOR B, IN THE FURNACE BASEMENT

Go down the steps in the hall's south wall and turn right (west) into the furnace room. Anchor B stands on its west side, beyond the furnace pit: press Use. A gate opens at the north-east corner of the web archive, the basement room to the east, leading back up to the hall.

5 ANCHOR C, IN THE HUB GALLERY

Cross the web archive eastwards (a recess in its south wall hides a field dressing) and step up into the large hub gallery. Anchor C stands on the east side, past the central column: press Use. THREE ANCHORS STABLE — FORMAT /Q: IS ACCESSIBLE UPSTAIRS.

THE ROUTE — CONTINUED

6 CLIMB TO THE UPPER FLOOR

Anchor C also opened the gate at the top of the short steps in the gallery's north wall. Climb them: you reach the upper floor, held by Retail Mannequins and NovaVita Employees. The sanctuary, the room to the north, has a recess in its north wall with Seed clusters.

7 FORMAT /Q:

With three anchors stable, the gate in the east wall of the upper room, facing the stairs that come up from the hall, is open. Go through and press Use on the FORMAT /Q: console: FORMAT /Q: ACCEPTED — FOLLOW THE RED 404 ROUTE. The next gate east opens.

8 CONFIRM THE ROUTE

In the last room, press Use on the route confirmation: 404 HOUSE ACTIVE — FOLLOW THE RED BEACONS. The collapse starts: the first floor section drops 3 seconds later, the next five every 2 seconds, from west to east. The game autosaves as you step onto the route.

9 RUN THE RED ROUTE

Sprint east along the narrow corridor, past the red beacons, without stopping. If you fall, RECOVERY NET — THE 404 ROUTE IS REBUILDING puts you back beside the confirmation unharmed: wait for THE 404 ROUTE IS RESTORED — TRY AGAIN and press Use on it again.

10 THE LAST DOOR

Past the sixth section the floor is solid again. Walk by the last beacon and cross the threshold of the brightly lit room to the east: the level ends.

SECRETS

- No switch and no door: it is an open recess in the north wall of the kitchen (domestic wing). Walk in to register the secret.
  Field dressing (+25 health)
- No switch and no door: it is an open recess at the west end of the salon (domestic wing). Walk in to register the secret.
  404 property rounds (20 rounds on Standard)
- No switch and no door: it is an open recess in the south wall of the web archive (basement, east room). Walk in to register the secret.
  Field dressing (+25 health)
- No switch and no door: it is an open recess in the north wall of the sanctuary (upper floor). Walk in to register the secret.
  Seed clusters (6 clusters on Standard)
- No switch and no door: it is an open recess in the south wall of the hub gallery. Walk in to register the secret.
  Null Stamp charge (1 charge on Standard, for a weapon found later in the campaign)

HAZARDS

- The red route: six floor sections drop 96 units one after another. A fall does no damage but sends you back to the confirmation and the route takes about 2 seconds to rebuild.
- Residents (30 health) strike for 7 in melee and feint; Retail Mannequins (85 health) strike for 10.
- NovaVita Employees (70 health) fire an aimed tag projectile, 2 to 16 damage.

FIELD NOTES

- The anchors can be stabilized in any order. Each one opens its own return gate; the third also opens the gate to FORMAT /Q:.
- The hub gallery (anchor C) can only be reached from the basement until its own gate opens: go through the web archive.
- The floor only starts receding when you press Use on the route confirmation, and the route itself holds no enemy: do not stop to fight anything that follows you.
- What your four weapons do per hit: 404, a flat 22; Compliance, 8 pellets of 9; Proxy, 7 per round, very fast; Seed Driver, a slow projectile rolling 18 to 144, with only 36 clusters carried.

EXIT

Cross the line at the east end of the red route, behind the last beacon.

MAP10

THE PROXY'S LAUGH

Three service desks, five traces of laughter, and copies wearing borrowed faces.

BRIEFING

A service complex: a diner to the west, a ticket atrium with a public wing to the north and a server wing to the south, then an inner street, a glass compliance wing and a raised data hall to the east. Validate the three services in order (Public, Servers, Compliance), then follow the high route east to the exit. The five laughter traces are optional.

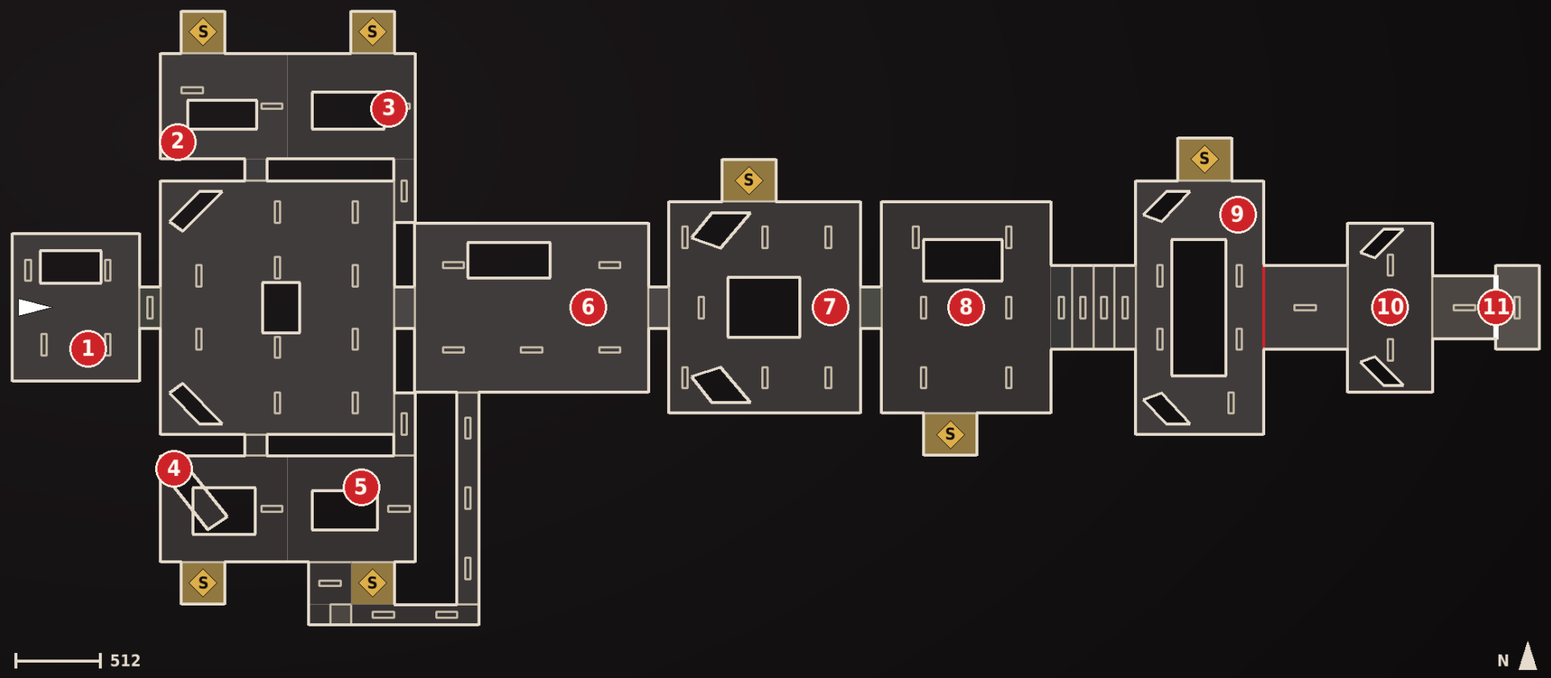
OBJECTIVES

1. Validate Service 01 / Public.
2. Validate Service 02 / Servers.
3. Validate Service 03 / Compliance.
4. Follow the high data route east to Silence.
5. Optional: record the five Proxy laughter traces.

INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Resident	5	7	9	11
NovaVita Employee	1	3	5	7
Proxy impostor / Resident profile	1	1	1	1
Proxy impostor / NovaVita profile	0	1	1	2
Zizian Auditor	0	1	1	1
Proxy impostor / Belial profile	0	0	1	1

WEAPONS TO PICK UP 404, Compliance, Proxy, Seed Driver
KEY ITEMS Proxy laughter trace 1, Proxy laughter trace 2, Proxy laughter trace 3, Proxy laughter trace 4, Proxy laughter trace 5, Service 01 / Public console, Service 02 / Servers console, Service 03 / Compliance console
Exit: MAP11



THE ROUTE

1 THE DINER

You start facing east. Along the south side of the diner lie the 404, the Compliance, the Proxy and the Seed Driver: take them, then go east through the service entry into the ticket atrium.

2 SERVICE 01 / PUBLIC

The first laughter trace stands in the atrium's north-west part (optional Use). Take the doorway in the north wall into the automated bank. The public console is in its south-west corner: press Use from the south. SERVICE 01 / PUBLIC VALIDATED — THE INNER STREET IS OPEN: the gate in the atrium's east wall opens.

3 THE CALL CENTER

East of the bank, the call center holds the second trace, east of its central island. Recesses in the north walls hide a field dressing (bank) and Proxy rounds (call center). The passage in the call center's south-east corner leads back to the atrium.

4 SERVICE 02 / SERVERS

Cross the atrium to the doorway in its south wall and step down into the server nave. The server console is in the north-west corner: press Use from the north. It refuses until Public is validated. SERVICE 02 / SERVERS VALIDATED — MAINTENANCE LIFT AND GLASS WING OPEN.

THE ROUTE — CONTINUED

5 FIELD HORIZON AND THE MAINTENANCE GATE

East of the nave, the third trace stands north of the equipment stack. South recesses hide Seed clusters (nave) and a Null Stamp charge (this room). From the annex in the south wall, the maintenance gate now leads by a tunnel east, then north, into the inner street.

6 THE INNER STREET

Enter the inner street by the atrium's east gate or by the maintenance tunnel. A lone Proxy impostor with a Resident's face waits toward its east end and fires aimed packets (4 to 32 damage). Kill it or leave it: impostors still alive when you exit are counted as spared.

7 SERVICE 03 / COMPLIANCE

The gate at the street's east end opens onto the glass wing. The fourth trace is by the north glass fin; a recess in the north wall holds a field dressing. The compliance console stands east of the central table: press Use from the west. SERVICE 03 / COMPLIANCE VALIDATED — FOLLOW THE HIGH DATA ROUTE TO SILENCE.

8 THE MARKET REPLAY HALL

Pass the east gate into the next hall. Residents rush you; from Standard up, a second impostor (NovaVita profile) stands near the trading desk. A recess in the south wall holds Rust Eater rivets. Climb the four broad steps at the east end.

9 THE SUSPENDED DATA HALL

The steps reach a high hall built around a central block. The fifth trace is in the north-east part; a recess in the north wall holds Red Beacon flares. From Standard up, a Zizian Auditor fires exploding pulses from the south side.

10 THE HIGH BRIDGE

Leave by the east opening: the game autosaves on the bridge. Step down into the room with two baffles. On Hostile and Signal Red an impostor with a Belial face waits in its south part; you can walk past it.

11 SILENCE

Go down to the silence beacon to the east and cross the line just behind it. The closeout screen then shows PROXY COPIES SPARED: N, N being the impostors left alive, in place of the usual items row.

SECRETS

- No switch and no door: it is an open recess in the north wall of the automated bank (public wing, west room). Walk in to register the secret.
  Field dressing (+25 health)
- No switch and no door: it is an open recess in the north wall of the call center (public wing, east room). Walk in to register the secret.
  Proxy 9mm rounds (20 rounds on Standard)
- No switch and no door: it is an open recess in the south wall of the server nave (server wing, west room). Walk in to register the secret.
  Seed clusters (6 clusters on Standard)
- No switch and no door: it is an open recess in the south wall of the Field Horizon room (server wing, east room); it is also open on its west side, toward the maintenance annex. Walk in to register the secret.
  Null Stamp charge (1 charge on Standard, for a weapon found later in the campaign)
- No switch and no door: it is an open recess in the north wall of the glass compliance wing. Walk in to register the secret.
  Field dressing (+25 health)
- No switch and no door: it is an open recess in the south wall of the market replay hall. Walk in to register the secret.
  Rust Eater rivets (8 rivets on Standard)
- No switch and no door: it is an open recess in the north wall of the suspended data hall. Walk in to register the secret.
  Red Beacon flares (4 flares on Standard, for a weapon found later in the campaign)

HAZARDS

- Proxy impostors (80 to 105 health) look like other enemies and fire aimed packets, 4 to 32 damage each.
- The Zizian Auditor's pulse rolls 8 to 64 on a direct hit, then explodes for up to 10 within 48 units.

FIELD NOTES

- The consoles enforce their order: Servers refuses without Public, Compliance refuses without Public and Servers.
- The five traces open nothing: each Use only raises the on-screen density counter, and using one twice just repeats the current value.
- Impostors on the map: 1 on Assisted, 2 on Standard, 3 on Hostile, 4 on Signal Red. The spared count is taken at the instant you cross the exit line.

EXIT

Cross the line east of the silence beacon, at the end of the high route.

MAP11

COMPLIANCE HOSPITAL

Take a form, collect three validations, then refuse the officer who issued it.

BRIEFING

A hospital run like an administration: admission to the west, a double hall with psychiatry to the north and archives to the south, an inner clinic, radiology and a basement pharmacy, then the Compliance Office to the east. Take the Compliance Form, get it validated by three services, destroy the Officer's three support systems and use the form on him to mark it REFUSED.

OBJECTIVES

1. Take the Compliance Form at admission.
2. Validate Psychiatry, Archives and Radiology.
3. In the Compliance Office, destroy the Access, Resources and Clinical systems.
4. Bring the Compliance Officer down, then press Use on him to mark the form REFUSED.
5. Follow the REFUSED beacon to the exit.

INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Compliance Officer	1	1	1	1
Resident	4	6	9	11
NovaVita Employee	2	5	7	10
Proxy impostor / Resident profile	1	1	2	2
Proxy impostor / NovaVita profile	0	1	1	2

WEAPONS TO PICK UP 404, Compliance, Proxy, Rust Eater

KEY ITEMS Access system, Archives validation station, Clinical system, Compliance Form, Psychiatry validation station, Radiology validation station, Resources system, Scanner diagnostic

Exit: MAP12

THE ROUTE

1 ADMISSION: THE FORM

The Compliance Form floats straight ahead of you, to the east: walk over it, every validation refuses without it. Along the south wall take the 404, the Compliance, the Proxy and the Rust Eater, then go east through the triage link into the double hall.

2 PSYCHIATRY

Take the doorway at the west end of the hall's north wall into the waiting room. The validation station is on its west side, south-west of the bench: press Use from the south. COMPLIANCE VALIDATIONS: 1/3. The gate in the hall's east wall opens. The north recess holds a field dressing.

3 ARCHIVES

Cross the hall to the matching doorway in the south wall. In the record room the station stands by the west wall, at the north end of the stacks: press Use from the north. COMPLIANCE VALIDATIONS: 2/3. The south recess holds rivets; 404 rounds lie in the office to the east.

4 THE INNER CLINIC

Go through the gate in the middle of the hall's east wall. Radiology is reached by the clinic's north-east side. The short passage in its south wall goes down, through the gate Archives opened, to the pharmacy and the sterilization room (field dressing); a long corridor brings you back north.

5 RADIOLOGY

In radiology a Proxy impostor (Resident profile) is posted, and Compliance forms lie near the entrance. Continue east into the scanner room: the station stands at its east end, against the south baffle. Press Use from the north. THREE VALIDATIONS — COMPLIANCE OFFICE OPEN.

THE ROUTE — CONTINUED

6 THE OFFICE GATE

The scanner room's north recess holds a Null Stamp charge. Go south into the administrative corridor and follow it east to the opened gate; the game autosaves as you pass. The antechamber beyond is empty on Assisted and guarded from Standard up.

7 THREE SUPPORT SYSTEMS

The Officer stands north of the central dais and ignores your shots. Destroy his three support systems, 90 health each: Access in the south-west, Clinical in the south-east, Resources in the north. Work from the south side: the dais blocks his line of fire. 404 rounds lie west of it.

8 MARK THE FORM REFUSED

With the three systems down he fires one packet at a time. Shoot him until FORM EXPOSED — USE THE COMPLIANCE OFFICER TO MARK REFUSED: he freezes, invulnerable. Walk up to him and press Use. FORM REFUSED — FOLLOW THE REFUSED BEACON TO THE MAP12 EXIT.

9 THE REFUSED BEACON

The gate in the middle of the office's east wall is now open. Go through, pass the REFUSED beacon in the short return room and cross the line in its east wall.

BOSS FIGHT — COMPLIANCE OFFICER

Immobile, 620 health, no melee. He takes no damage until the Access, Resources and Clinical systems are destroyed. Full volley: four aimed packets, 18 damage each on Standard. Losing Access removes the two side packets, Clinical removes the low one, Resources lengthens his reload from 48 to 70 tics. The central dais blocks his shots. At 1 health he freezes, invulnerable; press Use on him while carrying the Compliance Form. Best weapons: Seed Driver or Rust Eater, whose hits roll 18 to 144 and 24 to 192.

SECRETS

- No switch and no door: it is an open recess in the north wall of the psychiatry waiting room. Walk in to register the secret.
  Field dressing (+25 health)
- No switch and no door: it is an open recess in the south wall of the record room (archives, west room). Walk in to register the secret.
  Rust Eater rivets (8 rivets on Standard)
- No switch and no door: it is an open recess in the north wall of the scanner room (east of radiology). Walk in to register the secret.
  Null Stamp charge (1 charge on Standard, for a weapon found later in the campaign)

HAZARDS

- The Compliance Officer's volley: up to four packets of 18 damage at once while his systems stand.
- Proxy impostors hide among Residents and NovaVita Employees in radiology, the antechamber and the office.

FIELD NOTES

- Radiology refuses until Psychiatry is validated; Archives can be validated at any time.
- Destroy Access first: it is the system nearest the entrance and it halves his volley.
- The systems fall to five 404 rounds, two Compliance blasts at close range or, with luck, a single Rust Eater rivet (24 to 192).

EXIT

After the refusal, pass the gate in the office's east wall and cross the line behind the REFUSED beacon.

MAP12

AUDIT TRAIL

Three auditors, three consoles, three links to break before the cycle lets you out.

BRIEFING

An audit complex laid out from west to east: entry, telemetry hall, paper court, instances room, server registry, automatic correction room and the Groupe 3 cycle chamber. Break the three auditor / console links, each by destroying its console or killing its Linked Auditeur, then use the Cycle Audit terminal to open the east exit gate.

OBJECTIVES

1. Break audit link A in the telemetry hall.
2. Break audit link B in the instances room.
3. Break audit link C in the automatic correction room.
4. Use the Cycle Audit terminal.
5. Leave by the east exit gate.

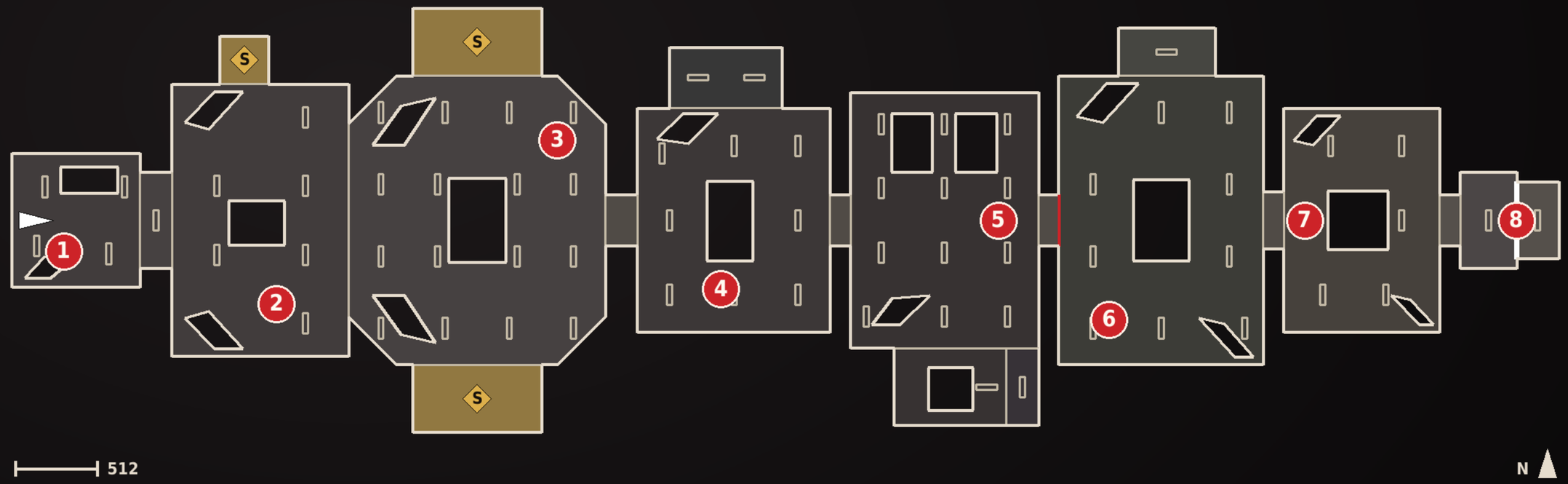
INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Linked Auditeur	3	3	3	3
Automatic correction subject	3	3	3	3
Resident	3	5	7	9
NovaVita Employee	2	5	7	9
Proxy impostor / Resident profile	1	1	1	2
Proxy impostor / NovaVita profile	0	0	1	1

WEAPONS TO PICK UP 404, Compliance, Proxy, Seed Driver

KEY ITEMS Audit link console A, Audit link console B, Audit link console C, Cycle Audit terminal

Exit: MAP13



THE ROUTE

1 THE AUDIT ENTRY

You start facing east. On the south side of the entry room lie the 404, the Compliance, the Proxy and the Seed Driver: take them, then go east through the glass threshold.

2 AUDIT LINK A

In the telemetry hall, console A glows in the south half and its Linked Auditeur holds the north half. Destroy the console (85 health) or kill the Auditeur (80 health): either gives AUDIT LINK 1 BROKEN — LINKS 1/3 and opens the gate at the east end of the paper court.

3 THE PAPER COURT

East of the hall, the paper court is one tall room around a paper well; a field dressing lies in its north-east part. Two wide recesses, north and south, hold rivets and Proxy rounds. A smaller recess in the telemetry hall's north wall holds a Null Stamp charge.

4 AUDIT LINK B

Pass gate A into the instances room. Console B is in the south part, Linked Auditeur B in the north-east. Breaking this link (AUDIT LINK 2 BROKEN — LINKS 2/3) opens two gates at once: the one to the server registry and, beyond it, the one to the automatic correction room.

5 THE SERVER REGISTRY

Cross the server registry eastwards. A Proxy impostor (Resident profile) stands in its south-east part; Compliance forms lie in front of the east gate. One step down in the south wall leads to the low archive and its 404 rounds. The game autosaves beyond the east gate.

THE ROUTE — CONTINUED

6 AUDIT LINK C

In the automatic correction room, console C stands in the south-west part and Linked Auditeur C in the north-east. Break the link: THREE LINKS BROKEN — CYCLE AUDIT FRAME OPEN. A field dressing lies just east of the console.

7 THE CYCLE AUDIT TERMINAL

Go through the gate in the east wall. The Cycle Audit terminal faces you, in front of the cycle frame: press Use from the west. The four Groupe 3 figures in the room are inert. The long message that follows ends by announcing the east exit gate.

8 THE EAST EXIT GATE

Walk round the frame to the opened gate in the middle of the east wall, cross the small record room and the line at its far side.

SECRETS

- No switch and no door: it is an open recess in the north wall of the telemetry hall. Walk in to register the secret.
  Null Stamp charge (1 charge on Standard, for a weapon found later in the campaign)
- No switch and no door: it is an open recess in the north wall of the paper court (800 units wide). Walk in to register the secret.
  Rust Eater rivets (8 rivets on Standard)
- No switch and no door: it is an open recess in the south wall of the paper court (800 units wide). Walk in to register the secret.
  Proxy 9mm rounds (20 rounds on Standard)

HAZARDS

- Linked Auditeurs fire a pulse that rolls 8 to 64 on a direct hit, then explodes for up to 10 within 48 units: a single pulse can cost up to 74 health on Standard.
- Each link has one 'automatic correction subject', a Resident that comes back once, 3 seconds after dying, as long as its link is intact.

FIELD NOTES

- Break the link before killing its correction subject: once the link is broken the subject stays dead.
- A Linked Auditeur breaks its link wherever it dies. Once a gate is open it may walk to you; killing it in the previous room counts.
- The consoles do not shoot back: with ammunition to spare, the console is the safer half of each link.

EXIT

After the Cycle Audit, pass the gate in the east wall of the cycle chamber and cross the line beyond.

EPISODE IV

RUST BELT OF GOD

Louve watches rust become spectacle in a foundry whose workshop outlives its slogans, and Belialgrad counts every breath. On the pier a coin stands on edge: sixty-six beats, one deliberate error, and an account left to limp.

> Louve watches rust become spectacle.
> A workshop outlives its slogans.
> Belialgrad counts every breath.
> On the pier, a coin stands on edge.
> Sixty-six beats. One deliberate error.
> Let the account limp.
> Zeyneb's trace survives in a borrowed face.

MAP13	RUST EATERS
MAP14	BELIALGRAD
MAP15	THE SONS OF BELIAL
MAP16	CATHEDRAL OF SCRAP

MAP13

RUST EATERS

Rust feeds the eaters; open the purge loops and let Al Gharib finish it.

BRIEFING

A foundry built around a central hub: a workshop to the north, a rail yard to the south, worker housing to the north-east and the magnesium arena to the east. Open the three purge valves, one in each wing, then reach Al Gharib's relay in the arena and use it: he ends the fight and the east gate opens.

OBJECTIVES

1. Open the three purge valves of the foundry.
2. Follow the magnesium line east.
3. Use Al Gharib's relay.
4. Leave by the east gate.

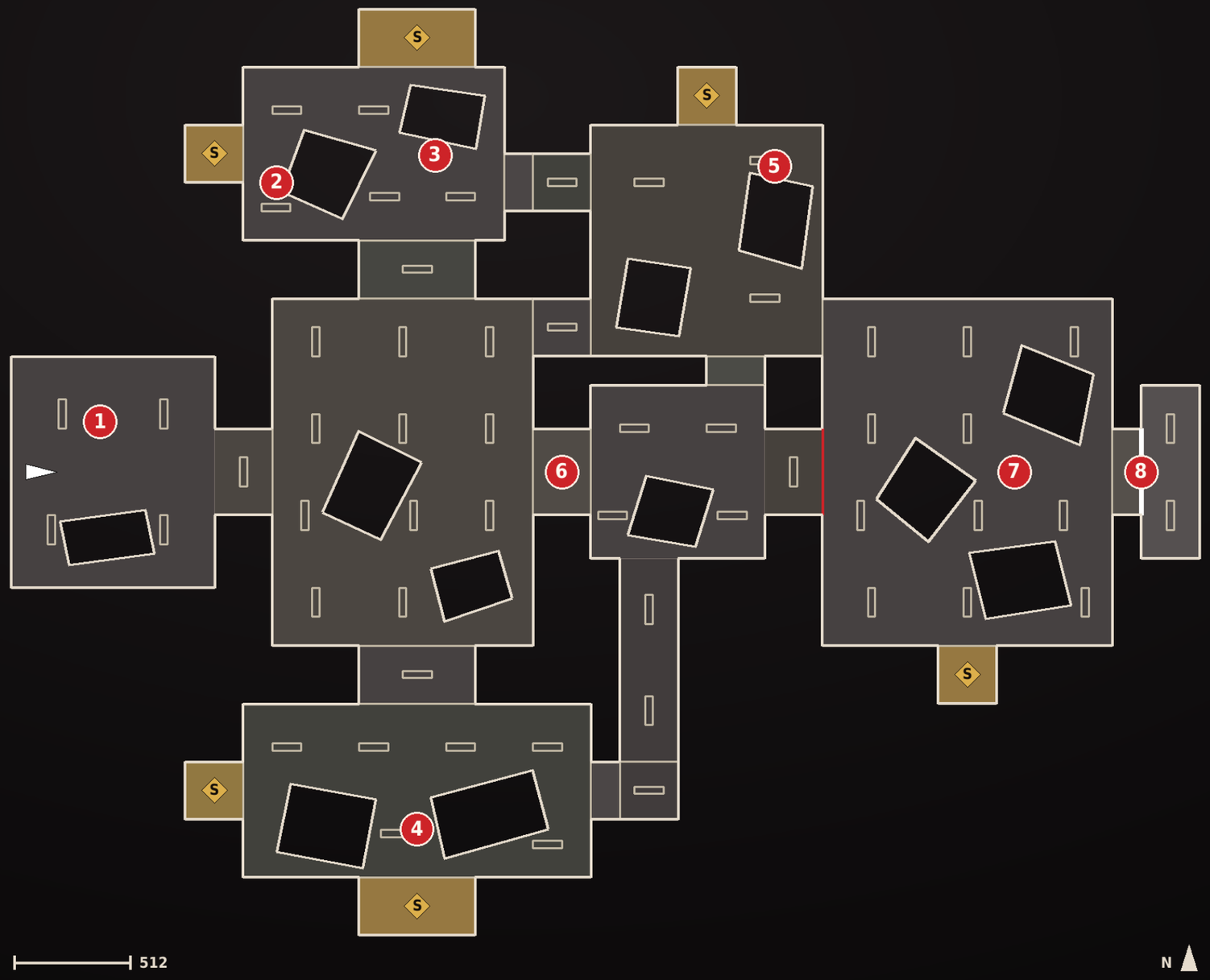
INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Mangeur de Rouille	8	12	17	22

WEAPONS TO PICK UP 404, Compliance, Proxy, Rust Eater, Seed Driver

KEY ITEMS Al Gharib's relay, Foundry purge valve A, Foundry purge valve B, Foundry purge valve C, Rust Eater

Exit: MAP14



THE ROUTE

1 THE CHEMICAL VALLEY

You start facing east. In the north half of the first room lie the 404, the Compliance, the Proxy and the Seed Driver, in a row: take them, then go east through the breach into the foundry hub.

2 THE RUST EATER

Take the hub's north opening into the workshop. The Rust Eater lies on the west side, just west of the big press: grab it first. Mangeurs de Rouille (240 health) hit for 18 in melee and throw scrap for 18. Near the reactive metal blocks they take half damage; a rivet strips that for 3 seconds.

3 VALVE A, IN THE WORKSHOP

Valve A stands just south of the altar, in the east half of the workshop: press Use. FOUNDRY PURGE VALVES: 1/3. A gate opens in the east wall, a shortcut to the worker housing. The west recess holds a field dressing, the north recess a Null Stamp charge.

4 VALVE B, IN THE RAIL YARD

Return to the hub and take its south opening down into the rail yard. Valve B is in the south part, between the tank and the crane: press Use from the north. FOUNDRY PURGE VALVES: 2/3. The gate in the east wall opens a conveyor that climbs north. West recess: Proxy rounds; south recess: Seed clusters.

5 VALVE C, IN THE WORKER HOUSING

Reach the worker housing by the passage in the hub's north-east corner, or by the workshop shortcut. Valve C stands in the north-east part, just north of the second housing block: press Use from the west. THREE PURGE LOOPS OPEN — FOLLOW THE MAGNESIUM LINE. The north recess holds 404 rounds.

THE ROUTE — CONTINUED

6 THE FINAL GATE

The third valve opened the final gate in the middle of the hub's east wall, marked by a route beacon: beacons lead east through the staging room and the pipe nave, with an autosave at the arena's door. Shorter: the south-east corner of the worker housing opens straight into the magnesium arena.

7 AL GHARIB'S RELAY

The relay stands in the arena's east part, between the crane and the furnace. No need to clear the room: run to it and press Use. AL GHARIB ENTERS THE FURNACE LINE — THE RELAY WILL OPEN THE EAST GATE. About 1.5 seconds later every living Mangeur on the map is destroyed; after 5 seconds the east gate opens.

8 THE EAST GATE

Rivets wait in the recess of the arena's south wall. Then pass the opened gate in the middle of the east wall, behind the last route beacon, and cross the line.

SECRETS

- No switch and no door: it is an open recess in the west wall of the workshop. Walk in to register the secret.
  Field dressing (+25 health)
- No switch and no door: it is an open recess in the north wall of the workshop, behind the altar. Walk in to register the secret.
  Null Stamp charge (1 charge on Standard, for a weapon found later in the campaign)
- No switch and no door: it is an open recess in the west wall of the rail yard. Walk in to register the secret.
  Proxy 9mm rounds (20 rounds on Standard)
- No switch and no door: it is an open recess in the south wall of the rail yard. Walk in to register the secret.
  Seed clusters (6 clusters on Standard)
- No switch and no door: it is an open recess in the north wall of the worker housing. Walk in to register the secret.
  404 property rounds (20 rounds on Standard)
- No switch and no door: it is an open recess in the south wall of the magnesium arena. Walk in to register the secret.
  Rust Eater rivets (8 rivets on Standard)

HAZARDS

- Mangeurs de Rouille: 240 health, 18 damage in melee, 18 per thrown scrap. Within 320 units of a reactive metal block they turn slightly translucent and take half damage.
- Mangeurs per room: each wing (workshop, rail yard, worker housing) holds 2 on Assisted, 3 on Standard, 4 on Hostile and 5 on Signal Red; the arena holds 2, 3, 5 and 7.

FIELD NOTES

- The valves can be opened in any order; each opens its own return gate and the third opens the final gate.
- The Rust Eater is the weapon of this level: a rivet rolls 24 to 192 damage, one and a half times that on a Mangeur (36 to 288), and cancels its metal protection for 3 seconds.
- The relay kills every Mangeur left anywhere on the map, so the arena fight can be skipped entirely.

EXIT

After the relay sequence, pass the east gate of the magnesium arena and cross the line.

MAP14

BELIALGRAD

A post office that counts every breath: three forms, one room not to linger in.

BRIEFING

Belialgrad's central post office: an arrival hall, the K-form hall with three wings (non-compliant objects to the north, dead mail to the south, echo chambers to the east), then the air-call room, a mobile corridor and the locker gallery. Validate the three K-form channels, run through the air-call room, catch the corridor gate while it is open and use locker A-419 to release the exit.

OBJECTIVES

1. Validate the three K-form channels.
2. Cross the air-call room without lingering.
3. Pass the mobile corridor gate during an open window.
4. Open locker A-419.
5. Take the pier route to the exit.

INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Resident / Belialgrad replay	10	15	21	27

WEAPONS TO PICK UP 404, Compliance, Proxy, Rust Eater, Seed Driver

KEY ITEMS K-form channel: human, K-form channel: mechanical, K-form channel: out of status, Locker A-419

Exit: MAP15

THE ROUTE

1 THE CIVIC ARRIVAL

You start facing east. Five weapons lie in a row in the north half of the hall: the 404, the Compliance, the Proxy, the Rust Eater and the Seed Driver. Take them and go east into the K-form hall; the recess at the north end of its west wall holds a field dressing.

2 THE HUMAN CHANNEL

The hall opens to the north onto the non-compliant objects room. The human channel stands in its north-west corner, beyond the first cage: press Use from the south. K-FORM CHANNELS VALIDATED: 1/3. A return gate opens at the room's south-east, back to the hall. The west recess holds Bed Bugger fuel.

3 THE MECHANICAL CHANNEL

The hall opens to the south onto the dead mail room. The mechanical channel stands at its far south end, east of the conveyor: press Use from the north. K-FORM CHANNELS VALIDATED: 2/3. Its return gate opens in the same way. The west recess holds Proxy rounds.

4 THE OUT-OF-STATUS CHANNEL

Take the passage in the middle of the hall's east wall to the echo chambers. The third channel stands in the east part, just north of the dictation desk: press Use from the west. THREE CHANNELS VALIDATED — AIR-CALL BASEMENT RELEASED. The gate in the east wall opens. The north recess holds Seed clusters.

5 THE AIR APPROACH

Go through the released gate; the game autosaves. Choose your line before going on: a switchboard block fills the middle of the next room, so you will have to pass it by the north or by the south, and the exit is the opening in the middle of the far east wall.

THE ROUTE — CONTINUED

6 THE AIR-CALL ROOM

AIR CALLS — DO NOT REMAIN HERE / DO NOT BREATHE. After 1.5 seconds inside you lose 6 health every second. Run round the switchboard and out by the east opening without fighting the Residents. The recess in the north wall (404 rounds) lies outside the zone: stepping into it resets the countdown.

7 THE MOBILE GATE

East of the room you are safe: AIR-CALL ROOM CROSSED — MOBILE CORRIDOR NOW ALIGNS IN SHORT WINDOWS. The gate ahead opens for 2.4 seconds, then stays shut for 3.6, in a loop that starts open as you cross. The beacon beside it lights while it is open. Wait in this passage and go through on a window.

8 THE MOBILE CORRIDOR

Cross the next room between its two frame blocks; it is empty on Assisted and holds Residents from Standard up. A recess in the north wall holds Rust Eater rivets. Continue east into the locker gallery.

9 LOCKER A-419

Locker A-419 stands in the east part of the gallery, just west of the mirror block: press Use from the west. A-419 OPEN — CORRIDOR STABILIZED / PIER ROUTE RELEASED. The corridor gate now stays open and the exit gate in the east wall opens. The north recess holds a Null Stamp charge.

10 THE PIER ROUTE

Walk round the mirror block to the gate in the middle of the east wall and cross the line behind it, out into the open air.

SECRETS

- No switch and no door: it is an open recess at the north end of the west wall of the K-form hall. Walk in to register the secret.
  Field dressing (+25 health)
- No switch and no door: it is an open recess in the west wall of the non-compliant objects room (north wing). Walk in to register the secret.
  Bed Bugger fuel (40 units on Standard, for a weapon found later in the campaign)
- No switch and no door: it is an open recess in the west wall of the dead mail room (south wing). Walk in to register the secret.
  Proxy 9mm rounds (20 rounds on Standard)
- No switch and no door: it is an open recess in the north wall of the echo chambers (east wing). Walk in to register the secret.
  Seed clusters (6 clusters on Standard)
- No switch and no door: it is an open recess in the north wall of the air-call room; standing in it you are outside the damage zone. Walk in to register the secret.
  404 property rounds (20 rounds on Standard)
- No switch and no door: it is an open recess in the north wall of the mobile corridor room. Walk in to register the secret.
  Rust Eater rivets (8 rivets on Standard)
- No switch and no door: it is an open recess in the north wall of the locker gallery. Walk in to register the secret.
  Null Stamp charge (1 charge on Standard, for a weapon found later in the campaign)

MAP15

THE SONS OF BELIAL

Sixty-six beats a minute: keep time to get in, break time to bring him down.

BRIEFING

The Sons of Belial hold a pier complex: an arrival hall, a casino forecourt, the debt lodge, the reception hangar, then the pier, the altar approach and the Grand's dais. Stand the coin on edge by pressing Use on the 66 BPM pulse three times, sign in at Reception, stamp three tables off the beat, then bring down Belial Horizontal and use the ARRIÉRÉS mark on him.

OBJECTIVES

1. Hold the coin to the 66 BPM pulse three times.
2. Enter Reception at the witness ledger.
3. Stamp the three tables offbeat.
4. Bring the Grand down and use the ARRIÉRÉS mark on him.
5. Follow the pier to the exit.

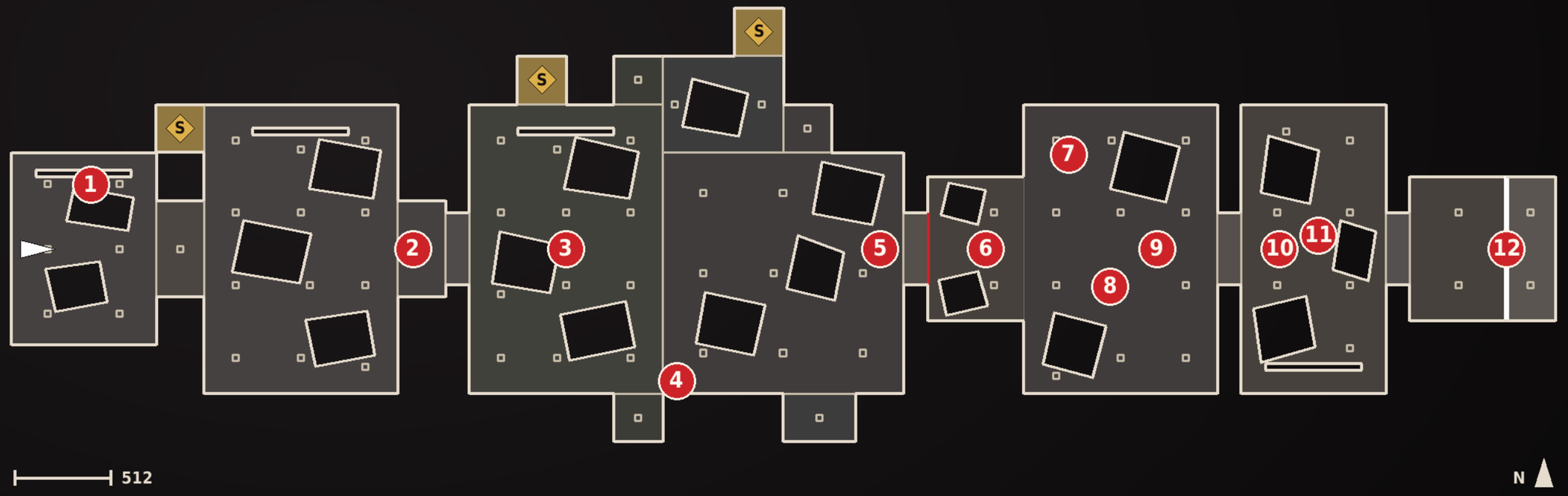
INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Belial Horizontal / the Grand	1	1	1	1
DR. KURT ZEYNEB / RESIDUAL COPY	1	1	1	1
Fils de Belial / synchronized ritual	8	14	19	24

WEAPONS TO PICK UP 404, Compliance, Proxy, Rust Eater, Seed Driver

KEY ITEMS ARRIÉRÉS mark, Coin-on-edge ritual, RECEPTION witness ledger, Stamp table A, Stamp table B, Stamp table C

Exit: MAP16



THE ROUTE

1 THE ARRIVAL

You start facing east. Five weapons lie in the north half of the hall: the 404, the Compliance, the Proxy, the Rust Eater and the Seed Driver. Take them and go east into the casino forecourt; the recess at the north end of its west wall holds a field dressing.

2 THE COIN ON EDGE

At the east end of the forecourt stands the coin ritual; the red beacon south-west of it lights on every pulse. Press Use on the coin three times while the beacon is lit: THREE PULSES HELD — THE PIER ACCOUNT OPENS. A miss does not erase your earlier hits. The gate behind the coin opens.

3 THE DEBT LODGE

The lodge beyond is held by Fils de Belial (110 health). They strike only on the pulse, for 12: back off when the beat sounds. The north recess holds Bed Bugger fuel. The lodge's whole east side opens onto the reception hangar; the prophet archive, to the north-east, has a recess with a Null Stamp charge.

4 OPTIONAL: THE RESIDUAL COPY

In the hangar's south-west corner waits DR. KURT ZEYNEB / RESIDUAL COPY: 2400 health, dormant until you come within 320 units in its sight or shoot it. It is optional and outside the kill count. To skip it, keep to the north half as you pass from the lodge into the hangar.

THE ROUTE — CONTINUED

6 THE PIER PROCESSION

The game autosaves as you step onto the pier. Clear the Fils between the two supports and go east into the wide altar approach. A second red beacon stands at its entrance: from here on you must act while it is dark.

7 STAMP TABLE A

Table A is in the north-west part of the altar approach. Press Use on it from the south while the beacon is NOT lit: OFFBEAT SABOTAGE: 1/3. On the pulse you get THE STAMP LANDED ON THE PULSE — SABOTAGE REJECTED: wait a moment and press again.

8 STAMP TABLE B

Table B is south of the centre line, north-east of the southern relic block: press Use from the north, again between two pulses. OFFBEAT SABOTAGE: 2/3.

9 STAMP TABLE C

Table C stands on the centre line, toward the east gate: press Use from the west, offbeat. THREE OFFBEAT STAMPS — ARRIÉRÉS MARK ISSUED / THE GRAND IS EXPOSED. You receive the ARRIÉRÉS mark and the gate to the dais opens. The three tables can be stamped in any order.

10 BELIAL HORIZONTAL

The Grand sits motionless in the middle of the dais and fires only on the pulse: two debt waves of 24 damage, one aimed at you, one 14 degrees to the side. Use the chain wings north and south of the entrance as cover and shoot between beats until he limps.

11 THE ARRIÉRÉS MARK

THE GRAND LIMPS — USE THE ARRIÉRÉS MARK ON HIM: he is now frozen and invulnerable. Walk up to him and press Use. THE ACCOUNT STANDS BECAUSE IT LIMPS — ROUTE TO MAP16 OPEN: the gate in the east wall opens.

12 THE EPILOGUE PIER

Go round the ledger block behind him, through the east gate, along the last stretch of pier, and cross the line at its end.

BOSS FIGHT — BELIAL HORIZONTAL / THE GRAND

Immobile, 660 health. Shots do nothing until the three stamp tables are sabotaged offbeat. He fires only on the 66 BPM pulse, about every 3 seconds: two debt waves, 24 damage each on Standard, one aimed, one 14 degrees aside. Sidestep each volley or shelter behind the two chain wings by the entrance. At 1 health he freezes, invulnerable: press Use on him with the ARRIÉRÉS mark. Best weapons: Seed Driver or Rust Eater (hits roll 18 to 144 and 24 to 192).

SECRETS

- No switch and no door: it is an open recess at the north end of the west wall of the casino forecourt. Walk in to register the secret.
  Field dressing (+25 health)
- No switch and no door: it is an open recess in the north wall of the debt lodge. Walk in to register the secret.
  Bed Bugger fuel (40 units on Standard, for a weapon found later in the campaign)
- No switch and no door: it is an open recess in the north wall of the prophet archive (north-east of the lodge). Walk in to register the secret.
  Null Stamp charge (1 charge on Standard, for a weapon found later in the campaign)

HAZARDS

- Everything here follows one 66 BPM clock: Fils de Belial strike in melee only on the pulse (12 damage) and the Grand fires only on the pulse.
- Debt waves: 24 damage each on Standard, two per volley.
- The residual copy in the hangar's south-west corner wakes within 320 units and has 2400 health.

FIELD NOTES

- The beacon is lit for about 0.3 seconds of every 0.9-second beat, and the pulse sound falls in the middle of that window: press on the sound for the coin, just after the light goes out for the tables.
- Each press locks the ritual for 10 tics (under a third of a second): do not hammer Use.
- Misses never cost progress, neither on the coin nor on the tables.

EXIT

After using the ARRIÉRÉS mark on the Grand, pass the east gate of the dais and cross the line at the end of the pier.

MAP16

CATHEDRAL OF SCRAP

A cathedral welded from scrap, feeding its saint through three plates of armor.

BRIEFING

A pilgrimage through a cathedral of scrap: the nave, two side chapels and a transept, then the offering forge, the mass crypt and the choir where Saint Ferrique waits behind a sealed gate. Tear the three armor plates from the north chapel, the south chapel and the transept; the choir opens. Wear the Saint down, then press Use on him to tear the last feed line.

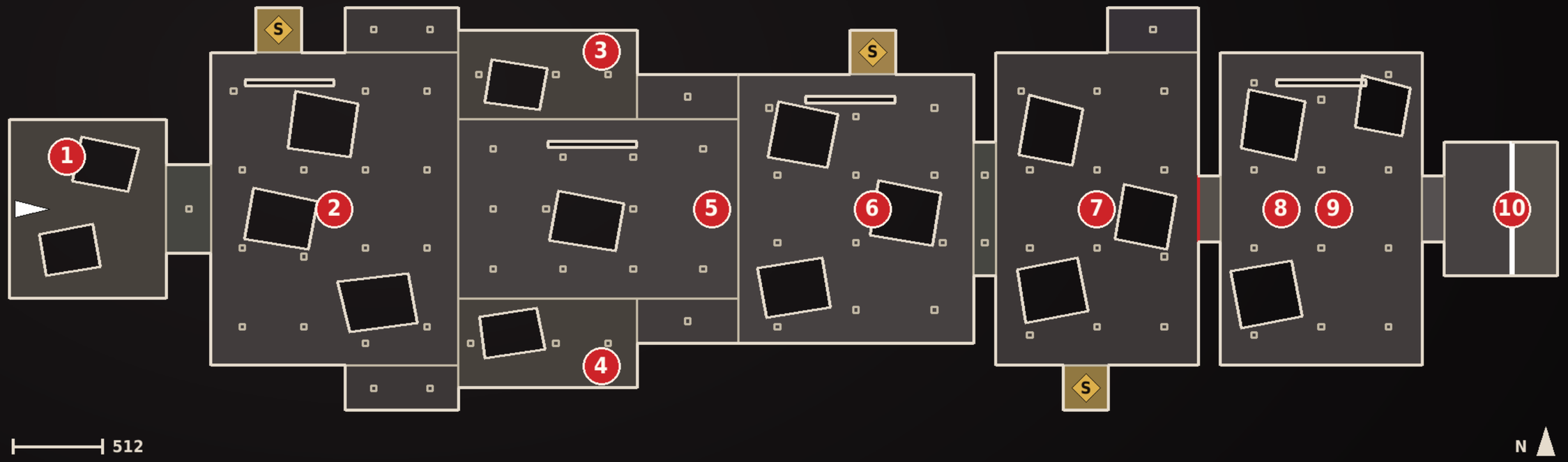
OBJECTIVES

1. Remove the three armor plates.
2. Go east, past the forge, to the choir.
3. Wear down Saint Ferrique, then use him to tear the final feed line.
4. Leave by the Red Country procession.

INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Saint Ferrique / armor-fed mass	1	1	1	1
Mangeur de Rouille	7	11	15	19

WEAPONS TO PICK UP 404, Compliance, Rust Eater, Seed Driver
KEY ITEMS Armor plate A, Armor plate B, Armor plate C
Exit: MAP17



THE ROUTE

1 THE PILGRIMAGE PATH
You start facing east, under open sky. In the north half lie the 404, the Compliance and the Rust Eater, with the Seed Driver a little further north-east. Take them and go east through the threshold into the scrap nave.

2 THE SCRAP NAVE
Mangeurs de Rouille hold the nave: three on Assisted and Standard, more above. This map has no reactive metal, so they never get their protection, and Rust Eater rivets still deal one and a half times their damage. The recess in the north wall holds a field dressing.

3 PLATE A, NORTH CHAPEL
East of the nave, the transept is flanked by two chapels open onto it. In the north chapel, plate A stands by the north wall, east of the rack: press Use from the south. ARMOR PLATES REMOVED: 1/3.

4 PLATE B, SOUTH CHAPEL
Cross the transept to the south chapel. Plate B stands by the south wall, east of the rack: press Use from the north. ARMOR PLATES REMOVED: 2/3. From Standard up a Mangeur guards this chapel.

5 PLATE C, TRANSEPT
Plate C stands on the centre line at the east end of the transept, past the armor mass: press Use from the west. THREE PLATES REMOVED — SAINT FERRIQUE IS STRIPPED / THE CHOIR OPENS — EAST, PAST THE FORGE. The plates can be removed in any order.

THE ROUTE — CONTINUED

6 THE OFFERING FORGE

Continue east into the forge, between two crucibles and a hammer block. Mangeurs wait at the threshold and in the north part. The recess in the north wall holds Bed Bugger fuel. Leave by the throat in the middle of the east wall.

7 THE MASS CRYPT

The crypt is the last room before the choir. Clear its Mangeurs, take the Null Stamp charge in the recess of the south wall, then go to the gate in the middle of the east wall, open since the third plate. The game autosaves as you reach it.

8 SAINT FERRIQUE

The Saint stands motionless in the middle of the choir and fires as soon as he sees you: two scrap bolts of 24 damage, one aimed, one 16 degrees aside. The armor wings north and south of the entrance give cover. Stripped of his plates he no longer regenerates: keep shooting.

9 THE FINAL FEED LINE

SAINT FERRIQUE IS BARE — USE HIM TO TEAR THE FINAL FEED LINE: he is frozen and invulnerable. Walk up to him and press Use. THE LAST FEED LINE IS TORN — THE RED COUNTRY PROCESSION OPENS: the gate in the east wall opens.

10 THE RED COUNTRY PROCESSION

Pass the gate in the middle of the east wall and walk out under the open sky; cross the line at the end of the procession.

BOSS FIGHT — SAINT FERRIQUE / ARMOR-FED MASS

Immobile, 760 health. While plates remain he regenerates 10 health a second and cannot drop below 240, but the choir gate only opens once all three are torn off, so you meet him stripped. He then fires two scrap bolts every 3.7 seconds, 24 damage each on Standard: one aimed, one 16 degrees aside. Shelter behind the two armor wings by the entrance. At 1 health he freezes, invulnerable: press Use on him. Best weapons: Seed Driver or Rust Eater (hits roll 18 to 144 and 24 to 192).

SECRETS

- No switch and no door: it is an open recess in the north wall of the scrap nave. Walk in to register the secret.
  Field dressing (+25 health)
- No switch and no door: it is an open recess in the north wall of the offering forge. Walk in to register the secret.
  Bed Bugger fuel (40 units on Standard, for a weapon found later in the campaign)
- No switch and no door: it is an open recess in the south wall of the mass crypt. Walk in to register the secret.
  Null Stamp charge (1 charge on Standard, for a weapon found later in the campaign)

HAZARDS

- Saint Ferrique's scrap bolts: 24 damage each on Standard, two per volley.
- Mangeurs de Rouille: 240 health, 18 damage in melee and 18 per thrown scrap; on every difficulty they hold the nave, the forge and the crypt.

FIELD NOTES

- No enemy has to die to progress: the three plates only need Use, and the choir gate depends on them alone.
- Rust Eater rivets roll 36 to 288 on a Mangeur. Against the Saint, Seed Driver clusters (18 to 144) and rivets (24 to 192) hit far harder than the 404's flat 22.
- Once stripped, the Saint's reload has already run down before you arrive: expect a volley the moment you step through the gate, and enter along a wing.

EXIT

After tearing the final feed line, pass the east gate of the choir and cross the line at the end of the procession.

EPISODE V

RED COUNTRY

A street holds for seventy-two hours, bites become an alphabet on the road south, and Papillons offers a perfect copy. The line ends at Red Flags, where the witness keeps a drive and a notebook and the recorder outlives the voice; a secret exit in Papillons de Minuit leads to the South of the Border interlude.

> Mara lines up the tattoo needles.
> A street holds for seventy-two hours.
> On the road, bites become an alphabet.
> Papillons offers a perfect copy.
> South of the Border repeats its routines.
> The witness keeps a drive and a notebook.
> The recorder outlives the voice.

MAP17	72 HOURS
MAP18	BED BUGS
MAP19	PAPILLONS DE MINUIT
MAP21	SOUTH OF THE BORDER
MAP20	RED FLAGS

MAP17

72 HOURS

A wet street counts down three days, and only your hands move the clock.

BRIEFING

You enter a rain-soaked avenue from its west end. Five thresholds, always in the same order, each open the next part of the street: a reflection in a puddle, the municipal CCTV feed, the PROPRE triage post, the storm-canal purge and the 05:17 departure clock. There is no real timer: waiting changes nothing.

OBJECTIVES

1. Read Signal Red in the crossroads puddle.
2. Cut the municipal CCTV feed.
3. Stamp PROPRE at the crisis-centre triage post.
4. Open the storm-canal purge valve.
5. Set the 05:17 departure clock.
6. Take the northbound platform.

INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Retail Mannequin	2	3	3	3
Resident	3	5	7	9
Proxy impostor / Resident profile	2	3	4	5
Utilisateur ∅	2	3	5	7

WEAPONS TO PICK UP 404, Compliance, Proxy, Rust Eater, Seed Driver
KEY ITEMS 05:17 departure clock, Crisis-centre triage post, Field dressing, Municipal CCTV console, Reflection in the crossroads puddle, Signal Red hardware sign, Storm-canal purge valve
Exit: MAP18

THE ROUTE

1. **COLLECT THE FIVE WEAPONS**
   You start at the west end of the avenue. Five weapons lie in a north-south row right beside you: 404, Compliance, Proxy, Rust Eater and Seed Driver. Take them all: a fresh Episode V start gives you only the 404 and 24 rounds.

2. **FOLLOW THE AVENUE EAST**
   Go east past the kiosk and the barricade. 404 property rounds lie by the north kerb, Proxy 9mm rounds further on. Retail Mannequins wait in the condemned shopfronts. The avenue narrows just before the crossroads.

3. **USE THE PUDDLE, NOT THE SIGN**
   At the crossroads, the Signal Red hardware sign on the north side reads backwards and opens nothing. Walk 240 units south of it and press Use on the puddle: H-48:00, and the shutter on the east side of the crossroads lifts.

4. **CUT THE CCTV FEED**
   Go through the shutter into the civic hub, then up the stairs on its north side to the CCTV cell. Proxy impostors hide between the racks. Press Use on the municipal CCTV console in the south-west part of the room: H-36:00, the service door in the west wall opens.

5. **STAMP PROPRE**
   Go back down to the hub and take the stairs on its south side to the crisis centre. Residents rush you between the triage desk and the gurneys. Press Use on the triage post south of the desk: H-24:00, the canal door opens in the south-east corner.

THE ROUTE — CONTINUED

6 DROP INTO THE STORM CANAL

Walk through the door at the south-east corner of the crisis centre. It is a 96-unit drop and you cannot climb back here. Before touching the valve, visit the alcove in the south-west corner of the canal (secret): the water is still harmless.

7 OPEN THE PURGE VALVE

The purge valve stands in the canal, just east of the grate stack. Kill the Residents, then press Use on it: H-12:00, the quay door and the return shortcut open. From now on the canal water deals 4 damage roughly every 0.7 seconds.

8 LEAVE BY THE TECHNICAL HALL

Run west out of the water into the technical hall, which is safe. Climb the eight steps on its north side and drop back into the crisis centre. Cross it northwards and take the stairs down to the hub.

9 ENTER THE COVERED QUAY

The door in the middle of the hub's east side is now open; the game autosaves as you cross it. Beyond lies the covered quay hall, where Utilisateur ∅ teleport around the benches. Compliance forms lie in its north part.

10 SET THE 05:17 CLOCK

The 05:17 departure clock stands near the east wall of the quay hall, just north of the closed exit gate and south of the departure board. Press Use on it: the platform gate opens and every countdown face in the street switches to the departure time.

11 TAKE THE NORTHBOUND PLATFORM

Go through the exit gate in the east wall, cross the platform past the shelter and keep walking east. Crossing the line at the far edge of the platform ends the level and leads to Bed Bugs.

SECRETS

- Condemned bus shelter: an open recess in the north wall at the north-west corner of the avenue, right beside the start. Walk north along the west wall and step in.
  Field dressing (+25 health).
- CCTV archive: an opening in the east wall of the CCTV cell, about halfway along it. Simply walk in.
  Proxy 9mm rounds.
- Ventilation room: an opening in the east wall of the crisis centre, north of the canal door.
  Field dressing (+25 health).
- FeOx delivery order: from the north-west corner of the crisis centre follow the delivery alley west, squeeze past the trolley and turn south into the recess at the far end. Come back the same way or drop north into the crossroads.
  Rust Eater rivets.
- Marking under the water: an alcove in the south wall at the south-west corner of the storm canal. Go there before opening the purge valve; the alcove itself never hurts.
  Compliance forms.

HAZARDS

- Once the purge valve is open, the main basin of the storm canal deals 4 damage every 24 tics (about 0.7 s) to anyone standing in the water, for the rest of the level. The ramp, the technical hall and the secret alcove are safe.
- One-way drops: the canal door (96 units), and the service walkway and delivery alley that overlook the crossroads.
- Utilisateur ∅ teleport next to you every two to four seconds and fire explosive packets.

FIELD NOTES

- The five thresholds come in a fixed order, mostly enforced by the doors themselves. Only the triage post can be reached early: it refuses until the CCTV feed is cut. Nothing is timed.
- The countdown posts in the avenue, the hub and the crisis centre show the hour you have reached.
- The only two field dressings of the level are in secrets: the bus shelter at the start and the ventilation room.
- After the purge, the door in the north wall of the quay hall leads up to a long corridor back to the service walkway and the CCTV cell: use it to fetch a secret you missed.

EXIT

Use the 05:17 departure clock in the quay hall, go through the exit gate and cross the east edge of the platform (x = 2432).

MAP18

BED BUGS

Motel after motel, the bites spell a road south that only the swarm can open.

BRIEFING

You wake in a motel room at the west end of a highway strip. Read LIBERTY in the bathroom mirror, then align three swarm spirals in order: at South of the Border, at the gas station and in the terminal motel courtyard. A spiral only answers the Use key, pressed while you stand within 64 units of its centre; the third one opens the way to the beach.

OBJECTIVES

1. Read LIBERTY in the bathroom mirror.
2. Align the spiral at South of the Border.
3. Align the gas station spiral.
4. Align the spiral in the terminal motel courtyard.
5. Reach the terminal beach.

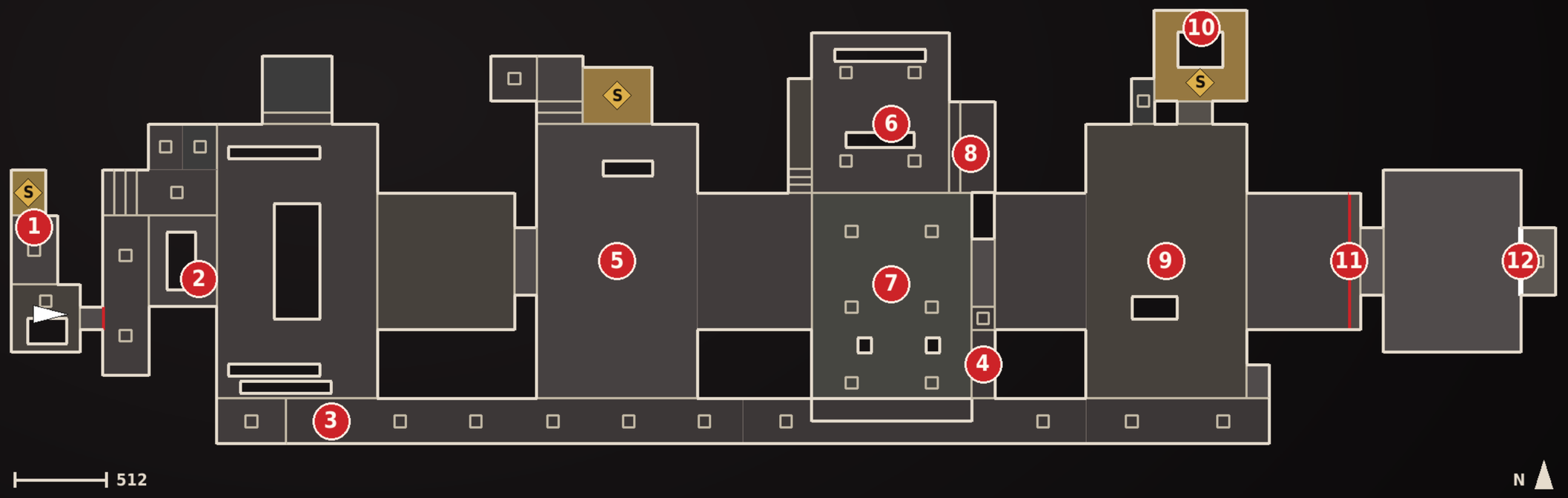
INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Infesté	5	8	10	13
Nest	3	4	6	8
Retail Mannequin	1	2	2	2
Resident	1	1	2	2
RACHEL / INCORPORATED COPY	1	1	1	1

WEAPONS TO PICK UP 404, Bed Bugger, Compliance, Proxy, Rust Eater, Seed Driver

KEY ITEMS Bathroom mirror, Field dressing, Metallic key 404, Swarm spiral 1 (South of the Border), Swarm spiral 2 (gas station), Swarm spiral 3 (terminal motel)

Exit: MAP19



THE ROUTE

1 READ THE MIRROR

The room door is sealed. Go north from the bed into the bathroom, take the field dressing and press Use on the mirror at the far end. LIBERTY reads in reverse, the lights dim and the room door opens in the east wall.

2 RECEPTION AND PARKING LOT

Leave by the room door (autosave) and cross the service corridor east, where an Infesté waits, into the motel reception: pick up the Compliance and its forms. Continue east into the parking lot; the Proxy lies in its south half.

3 TAKE THE SOUTH SERVICE LANE

The highway east of the parking lot ends at a shut gate that only opens from the far side. Go to the south edge of the parking lot instead and enter the covered lane that runs east behind the buildings. Follow it for about 3,600 units.

4 DROP INTO THE MAINTENANCE TRENCH

Where the lane's north wall opens, drop into the maintenance trench: its 48-unit wall is too high to walk back up. Go north along it, climb the step at its end and turn west onto the gas station forecourt. The spiral there refuses for now: South of the Border comes first.

5 ALIGN THE SOUTH OF THE BORDER SPIRAL

Follow the highway west to the South of the Border plaza. Step onto the glowing spiral in its centre, face it and press Use within 64 units: the first spiral is aligned and the highway gate back to the motel opens. Standing on it without pressing Use does nothing.

THE ROUTE — CONTINUED

6 PLAZA RECESS AND PALMETTO INN

The Rust Eater lies in the recess on the north side of the plaza (secret). Then go back east: the Palmetto Inn opens onto the north side of the gas station, with a field dressing inside. Infestés hold the inn.

7 BED BUGGER AND GAS STATION SPIRAL

South of the pump, take the Bed Bugger and its two fuel packs. Then step onto the spiral in the middle of the forecourt and press Use: the second spiral is aligned and the descent gate opens in the east wall.

8 SEED DRIVER IN THE SERVICE PIT

Before leaving, step down into the service pit at the north-east corner of the forecourt, along the east side of the Palmetto Inn: the Seed Driver lies at the bottom. On Hostile and Signal Red an Infesté waits in the pit.

9 TERMINAL MOTEL SPIRAL

Go through the descent gate in the east wall of the gas station and follow the approach east into the terminal motel courtyard. Step onto the third spiral in its middle and press Use: Room 404 unlocks on the north side.

10 ROOM 404

Enter Room 404 by the door in the courtyard's north wall (secret). Inside: a field dressing near the door, a 404 and its rounds on the east side, and the Metallic key 404 beyond the bed. The key is a keepsake: no lock in the game asks for it.

11 CROSS THE BEACH THRESHOLD

Leave the courtyard by the east and walk between the two mile markers. Crossing that line opens the beach gate just ahead and a shortcut gate in the courtyard's south-east corner. If the gate stays sealed, the third spiral is not aligned.

12 EXIT ON THE TERMINAL BEACH

Go through the beach gate, cross the terminal beach eastwards and enter the small exit chamber in the middle of the east side. Crossing its threshold ends the level and leads to Papillons de Minuit.

BOSS FIGHT — RACHEL / INCORPORATED COPY

Optional encounter: she is not counted as a kill and gives no reward. From the north end of the service corridor, climb the stairs to the upper landing; Rachel sleeps in the east upper room and wakes when you come within 320 units in her sight, or when you shoot her. She has 2,800 health and throws debt shards, two at a time, then five below 1,400 health. At 1,120 health she becomes invulnerable while any of the three Debt Anchors survives (60 health each: landing, west room, east room). Destroy the anchors first, then finish her.

SECRETS

- Bathroom plumbing: at the north end of the starting bathroom, walk around the mirror into the recess behind it.
  Nothing to pick up: it only counts as a secret.
- Rear of South of the Border: an open recess in the north wall of the plaza, just east of the terrace steps. Walk in.
  Rust Eater. On Signal Red an Infesté is waiting inside.
- Room 404, on the north side of the terminal motel courtyard. Its door opens when the third spiral is aligned; a low duct in the same wall, a little west of the door, also leads in.
  Metallic key 404, a 404 with 404 property rounds, and a field dressing.

HAZARDS

- Every Infesté you kill leaves a nest that hatches into a second Infesté about five seconds later. A nest has 40 health: destroy it at once. The second Infesté leaves only an inert husk.
- The maintenance trench is one-way on foot: its wall is 48 units high on the lane side.
- On Signal Red an Infesté stands in the starting room itself.

FIELD NOTES

- Spirals must be aligned in order; each refusal names the missing step. You do not need the exact centre: stand on the spiral, look at it and press Use.
- The nests placed on the map hatch five seconds after the level starts: by the time you reach them they are Infestés.
- The shortcut gate opened at the beach links the courtyard to the south lane and the motel parking lot. It is only useful to walk back, for instance to face Rachel upstairs in the first motel.
- Three field dressings: the starting bathroom, the Palmetto Inn and Room 404.

EXIT

After the third spiral, cross the mile-marker line at x = 4416 to open the beach gate, then walk east across the beach into the exit chamber (x = 5376).

MAP19

PAPILLONS DE MINUIT

In a club that copies its guests, follow the projectors to the sea.

BRIEFING

You enter a night club by its porch, on the west side. Four lighting circuits must be restored in order to reach the seaside pier and the normal exit: two projectors, the catwalk spotlight and the maritime substation. A clandestine transmitter hidden behind the dressing room is the secret exit to South of the Border.

OBJECTIVES

1. Align projector 1 on the dancefloor stage.
2. Start projector 2 in the film vault.
3. Focus the catwalk spotlight.
4. Re-energize the maritime substation.
5. Reach the seaside pier.
6. Optional: activate the clandestine transmitter to reach MAP21.

INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Infesté	8	11	13	14
Nest	2	2	2	2
Groupe 3 Body (G3-1 to G3-4)	5	5	5	5
NovaVita Employee	2	2	3	4
Retail Mannequin	2	2	2	2
Papillon de Minuit	3	3	4	4

WEAPONS TO PICK UP Bed Bugger, Rust Eater, Seed Driver

KEY ITEMS Catwalk spotlight, Clandestine transmitter, Foghorn beacon, Maritime substation beacon, Projector 1 (dancefloor stage), Projector 2 (film vault), Vanity mirror

Exit: MAP20 · Secret exit: MAP21

THE ROUTE

1 FOYER AND COAT CHECK

From the porch walk east into the foyer, where two Infestés stand with their backs to you. The coat check on the north side of the foyer is a secret holding seed clusters. The VIP lounge on the south side is empty for now.

2 CLEAR THE DANCEFLOOR

Go through the arch to the dancefloor. Infestés fill the sunken pit under the mirror ball and two Groupe 3 bodies stand on the ring around it. 404 property rounds (south) and Compliance forms (north) lie in the pit.

3 PROJECTOR 1 ON THE STAGE

Climb onto the DJ stage on the east side of the dancefloor. Press Use on the projector in its centre: the VIP gate behind the stage opens. Pick up the Seed Driver just north-east of the projector.

4 PROJECTOR 2 IN THE FILM VAULT

Go through the gate into the backstage spine, held by NovaVita Employees. The film vault opens to the south, just past the gate: a Papillon de Minuit and an Infesté wake as you enter. Press Use on projector 2, take the Rust Eater beside it; the shutter at the east end of the backstage opens.

5 UP TO THE CATWALKS

Go through the east shutter and up the stairs. At the top, two more steps on the north side lead east onto the north catwalk. A bridge links it to the south catwalk, which a Papillon keeps in the dark: kill it and the light returns. A Retail Mannequin stands on each catwalk.

6 CATWALK SPOTLIGHT

Follow the catwalk east into the lighting loft. Press Use on the spotlight console in its centre: the gate in the loft's east wall opens. Take the Bed Bugger next to the console; the vent on the north side of the loft is a secret with Bed Bugger fuel.

THE ROUTE — CONTINUED

7 KILL THE MOTH BEHIND THE GATE

A Papillon de Minuit hovers in the narrow gap behind the opened gate and sustains a fibre veil that still blocks the passage. Shoot it down: 'THE MOTH FALLS - THE FIBRE VEIL LIFTS', and the way east to the cliff path is clear.

8 MARITIME SUBSTATION

Step down onto the cliff path, past a Groupe 3 body, and continue east to the yard. Press Use on the maritime beacon in the south half, the substation (the beacon in the north half works too): the foghorn sounds and the pier barrier opens in the east wall.

9 REACH THE PIER

Go through the barrier (autosave) and drop onto the pier level: the ledge is 80 units high, there is no way back up. Crossing the line at the pier head prints 'SEASIDE PIER REACHED' and opens a service door on the south side of the pier: the return shortcut.

10 NORMAL EXIT: THE END OF THE PIER

For the normal exit, walk east along the pier, past the boathouse on its north side, to the far end. Crossing the last threshold ends the level and goes straight to Red Flags (MAP20), skipping South of the Border.

11 SECRET ROUTE 1/3: BACK TO THE CLUB

For the secret exit, do not walk to the end of the pier. Take the service door on the south side of the pier head and follow the coastal walk west for about 5,000 units: it ends in the VIP lounge, south of the foyer. It is the only way back to the club from the pier.

12 SECRET ROUTE 2/3: THE VANITY MIRROR

Cross the dancefloor, the stage and the VIP gate again. In the backstage spine, turn north just past the gate into the dressing room and press Use on the vanity mirror: a panel slides open inside the nook on the east side of the room (that nook is a secret).

13 SECRET EXIT: THE CLANDESTINE TRANSMITTER

Walk east through the nook and the opened tunnel, where Rust Eater rivets lie, into the radio room. Press Use on the transmitter: the level ends at once and you travel to South of the Border (MAP21), which then leads to Red Flags.

SECRETS

- Coat check: the room on the north side of the foyer. Walk in from the foyer; the side facing the porch is a velvet curtain you cannot cross.
  Seed clusters.
- Vanity nook: the recess on the east side of the dressing room, north of the backstage spine. Simply walk into it. Pressing Use on the vanity mirror then opens the tunnel it wraps around.
  Nothing in the nook itself; the tunnel holds Rust Eater rivets and leads to the clandestine transmitter, the secret exit.
- Loft vent: the recess on the north side of the lighting loft, also open from the east end of the north catwalk. Walk in.
  Bed Bugger fuel.

HAZARDS

- There is no health pickup anywhere in this level.
- Papillons de Minuit are translucent and motionless until you come within 320 units, then fly at you and spit dust (4 to 32 damage) or strike in melee (5).
- Every Infesté you kill leaves a nest (40 health) that hatches into another Infesté about five seconds later.
- The clandestine transmitter ends the level the instant you press Use, with no confirmation.
- Two drops cannot be walked back up: 32 units from the fibre veil down to the cliff path, and 80 units from the pier barrier down to the pier. From the pier, only the south service door leads back to the club.

FIELD NOTES

- The circuits come in a fixed order (projector 1, projector 2, spotlight, substation) because each console stands behind the gate that the previous one opens.
- Neither the vanity mirror nor the transmitter checks any circuit: the secret exit is usable as soon as projector 1 has opened the backstage. Finishing the level first lets you carry the Bed Bugger and all the ammunition into MAP21.
- Linked Groupe 3 bodies take only 30% damage. One heavy hit (18 damage or more at once) or the 404's secondary kick breaks the link for five seconds.
- Only South of the Border and the Red Flags armory hold the Red Beacon and the Null Stamp.

EXIT

Normal exit: after the four circuits, walk to the far east end of the pier and cross the threshold at x = 4500; it leads to MAP20. Secret exit: in the backstage, press Use on the vanity mirror in the dressing room, walk east through the opened panel and press Use on the clandestine transmitter; it leads at once to MAP21, which then leads to MAP20.

MAP21 SECRET MAP

SOUTH OF THE BORDER

A roadside park keeps repeating its routines while Pedro goes on smiling.

BRIEFING

An optional interlude, reached only by the secret exit of Papillons de Minuit. You arrive in the service building at the north tip of a roadside attraction cut in two by highway US 301: the shops and the Sombrero tower on the north-west side, the Motor Inn and the Groupe 3 archive on the south-east side. Energize three prize kiosks, override the Sombrero, take the Red Beacon and the Null Stamp in the archive and leave by the express conduit to Red Flags.

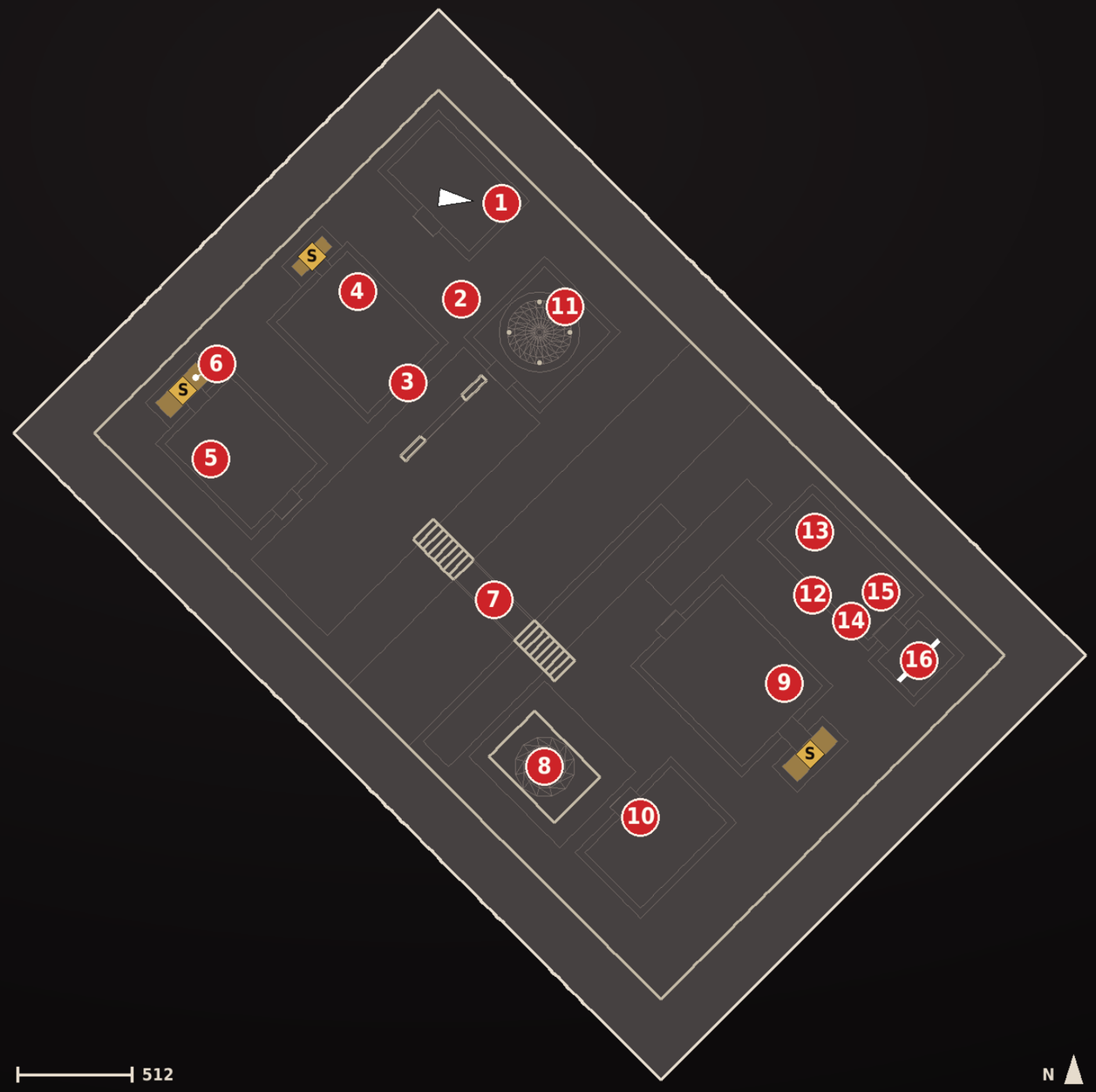
OBJECTIVES

1. Override the border tollbooth.
2. Energize the three Pedro prize kiosks.
3. Override the Sombrero power.
4. Take the Red Beacon and the Null Stamp in the Groupe 3 archive.
5. Open the express conduit and return to Red Flags.

INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Infesté	1	1	2	2
Nest	1	1	1	1
NovaVita Employee	1	2	2	2
Groupe 3 Body (G3-1 to G3-4)	5	5	5	5
Resident	2	2	2	2
Son of Belial — Pier Sentinel	2	2	2	2
THE WOMAN FROM THE CLUB / RESIDUAL COPY	1	1	1	1

WEAPONS TO PICK UP Bed Bugger, Null Stamp, Red Beacon, Seed Driver
KEY ITEMS Express conduit console, Field dressing, Null Stamp charge, Pedro prize kiosk 1 (Monte Carlo Arcade), Pedro prize kiosk 2 (fireworks shop), Pedro prize kiosk 3 (Motor Inn reception), Red Beacon flares, Sombrero console, Tollbooth breaker
Exit: MAP20



THE ROUTE

1 TOLLBOOTH BREAKER

You start inside the arrival service building. A nest in the west corner hatches about five seconds after you arrive: shoot it first. Then press Use on the breaker in the east corner: the Fiesta gate, a shutter in the south-west wall, rises.

2 OUT ONTO THE FORECOURT

Leave by the Fiesta gate and cross the forecourt southwards. A Seed Driver lies on the ground on the way. Ahead, a giant Pedro straddles the parking lot; the Sombrero tower rises on your left, its door still shuttered.

3 UNDER PEDRO TO THE ARCADE

Walk under the legs of the giant Pedro, where an Infesté lurks, and enter the Monte Carlo Arcade by the door in its south-east front, just north-west of the statue. The talking Pedro replica by the entrance is harmless, like all the replicas.

4 ARCADE KIOSK

Two Groupe 3 bodies attack inside the arcade. Take the Bed Bugger and the Compliance forms, then press Use on the prize kiosk in the north part of the hall. The opening just north-west of it leads to the Skee-Ball room, a secret with a Null Stamp charge.

5 FIREWORKS SHOP KIOSK

Leave the arcade and follow the shopfronts south-west across the parking lot, past NovaVita Employees. Enter the fireworks shop by its south-east door: 404 property rounds lie inside and a Groupe 3 body guards the aisles. Press Use on the kiosk in the west part of the shop.

THE ROUTE — CONTINUED

6 FIREWORK STORAGE SECRET

Before leaving the shop, go through the opening in its north-west wall, north of the kiosk: the storage room behind it is a secret with a pack of Red Beacon flares, precious for the finale. Then return to the parking lot by the shop door.

7 CROSS US 301 BY THE FOOTBRIDGE

From the shop door, walk east across the parking lot to the yellow footbridge and climb its west stairs. Cross the highway on the deck and go down the east stairs on the motel side. You can also simply walk across the asphalt.

8 GARDEN AND PLEASURE DOME POOL

South of the bridge lies the Motor Inn garden, with the glazed Pleasure Dome over its pool. Nothing is hidden there: the pool is only 24 units deep and you can step out of it. The reception stands to the north-east of the pool, the room row to the east-south-east.

9 MOTOR INN RECEPTION KIOSK

Enter the Motor Inn reception by its door facing the highway and take the field dressing in the lobby. Press Use on the kiosk at the back: with all three energized, the door of the Sombrero tower opens. An opening in the south-east wall leads to the loft secret.

10 OPTIONAL: ROOM ROW AND BACK LOT

The Motor Inn room row, south-east of the garden, is empty. Behind it, at the southern tip of the site, THE WOMAN FROM THE CLUB / RESIDUAL COPY sleeps between two motionless client shades. She only wakes within 320 units; the fight is optional and unrewarded.

11 OVERRIDE THE SOMBRERO

Cross back over US 301 and walk north through the parking lot to the Sombrero tower; its door, in the south-west wall, is now open. Two Residents hide among harmless Pedro replicas. Press Use on the console at the back, to the north-east: the archive vault unseals.

12 TO THE GROUPE 3 ARCHIVE

Cross the highway once more, heading east-south-east, and follow the paved service path past the Motor Inn reception to the archive forecourt. Take the field dressing there, then enter the vault by its south-west door. Two Groupe 3 bodies and two Sons of Belial defend it.

13 RED BEACON

In the north-west part of the vault, pick up the Red Beacon and the flare pack right next to it. In Red Flags only its flares reveal the anchors that protect the Regulator: taking it here means you arrive already equipped.

14 NULL STAMP

The Null Stamp lies in the south part of the vault with one extra charge; Rust Eater rivets sit a little further east. The stamp is a contact weapon: 72 units of reach, one charge spent per hit on a living enemy.

15 CONDUIT CONSOLE

Press Use on the conduit console in the east part of the vault: 'SECRET EXPRESS CONDUIT OPEN'. The express gate rises in the south-east wall of the vault, a few steps south of the console. Check that you carry both weapons before leaving.

16 EXPRESS CONDUIT TO RED FLAGS

Walk through the express gate and across the tiled conduit room to its far side. Crossing the last strip ends the level: you arrive on the cliff of Red Flags (MAP20) with everything you carry.

BOSS FIGHT — THE WOMAN FROM THE CLUB / RESIDUAL COPY

Optional encounter: she is not counted as a kill and gives no reward. She sleeps in the back lot behind the Motor Inn room row, at the southern tip of the site, between two motionless client shades that are pure scenery. She wakes when you come within 320 units in her sight, or when you shoot her. She has 2,000 health, runs fast and fires fans of three sprays (3 to 24 damage each), leaving a pressure cloud that deals 3 damage every 8 tics to anyone standing in it. Fight her in the open, keep moving and stay out of the clouds.

SECRETS

- Skee-Ball room: inside the Monte Carlo Arcade, an open passage in the north-west wall near the north corner, just beyond the prize kiosk. Walk in.
  Null Stamp charge.
- Firework storage: inside the fireworks shop, an open passage in the north-west wall, north of the kiosk. Walk in.
  Red Beacon flares.
- Motor Inn loft: inside the reception, an open passage in the south-east wall, south of the kiosk, leads across a narrow gap into the annex behind the building.
  Seed clusters.

HAZARDS

- The nest in the arrival room hatches about five seconds after the level starts, a few steps from you.
- Linked Groupe 3 bodies take only 30% damage; five of them are spread between the arcade, the fireworks shop and the archive.
- The Woman from the Club, in the back lot, leaves pressure clouds that hurt for as long as you stand in them.
- Only two field dressings: the Motor Inn reception and the archive forecourt.

FIELD NOTES

- The three kiosks can be energized in any order; the Sombrero door opens at the third. The Sombrero console and the conduit console each stand behind the shutter that the previous step raises.
- Pedro replicas are solid and harmless: pressing Use on one only makes it greet you.
- The footbridge is scenery: highway US 301 can be crossed on foot anywhere.
- Everything you carry goes to Red Flags. With the Red Beacon, both flare packs and the Null Stamp you reach the finale fully armed.
- A heavy hit (18 damage or more at once) or the 404's secondary kick breaks the Groupe 3 link for five seconds.

EXIT

Override the Sombrero, press Use on the conduit console in the Groupe 3 archive, go through the express gate in the archive's south-east wall and cross the far side of the conduit room, around.

MAP20 FINALE

RED FLAGS

At the end of the line, a relay waits to be stripped bare, not killed.

BRIEFING

You stand on a cliff before a reactor fortress and cross it from west to east. Overload the perimeter generator, open three coolant valves, arm yourself in the vault, then tear down the four hidden anchors that feed the Regulator. The fight ends with the Use key, and the campaign with a recording at the terminus.

OBJECTIVES

1. Overload the perimeter generator.
2. Open the three coolant valves.
3. Pick up the Red Beacon and the Null Stamp, then unlock the spire.
4. Reveal and tear down the four signal anchors.
5. Strip the Regulator, then use it to transmit.
6. Record the testimony at the terminus and leave.

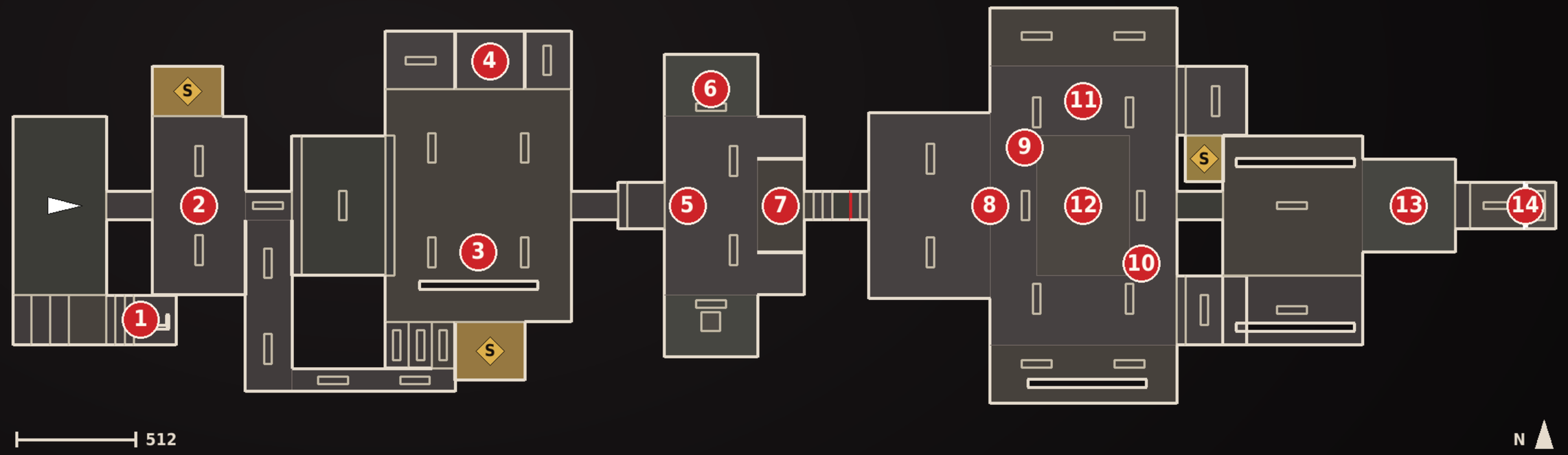
INTEL

Hostiles	ASSI	STAN	HOST	SIGN
Infesté	7	8	10	11
Nest	2	2	2	2
Son of Belial — Pier Sentinel	4	5	6	6
Groupe 3 Body (G3-1 to G3-4)	4	4	4	4
NovaVita Employee	1	2	2	2
Méduse	1	2	3	3
Resident	2	2	2	2
Signal Regulator	1	1	1	1

WEAPONS TO PICK UP Bed Bugger, Null Stamp, Red Beacon, Rust Eater, Seed Driver

KEY ITEMS Armory console, Coolant valve 1, Coolant valve 2, Coolant valve 3, Field dressing, Perimeter generator breaker, Red Beacon flares, Signal anchor (north-east), Signal anchor (north-west), Signal anchor (south-east), Signal anchor (south-west), Testimony recorder

Exit: END



THE ROUTE

1 OVERLOAD THE PERIMETER GENERATOR
The blast gate east of the start is shut. Kill the two Infestés and the nest to the north-east, climb the watch steps at the south-west corner, follow the walkway east and step down into the generator yard, where a third Infesté waits. Press Use on the breaker: the blast gate opens.

2 ENTRY BASTION
Come back and go through the blast gate into the entry bastion. A Seed Driver lies in its centre; the duct on the north side is a secret, empty in this version. Continue east down the reactor stairs, where a Rust Eater waits.

3 PIPE CHAMBER
The stairs end in the reactor pipe chamber, held by two Sons of Belial and several Infestés. Take the Bed Bugger, the field dressing and the ammunition. The alcove in the south wall is a secret holding Red Beacon flares.

4 OPEN THE THREE COOLANT VALVES
Three alcoves line the north wall of the chamber, each with a coolant valve. Press Use on each one, in any order. At the third, the core vent and the armory gate both open in the east wall.

5 KILL THE MÉDUSE IN THE ARMORY
Go east through the vent and the armory gate. A Méduse stands in the middle of the armory with two Groupe 3 bodies and NovaVita Employees. Kill her now: while a living Méduse sees you within 1,400 units, no anchor can be revealed.

THE ROUTE — CONTINUED

6 PICK UP THE RED BEACON AND THE NULL STAMP

No console hands you the weapons. Walk onto the podium of the north bay for the Red Beacon, with flares beside it, then onto the podium of the south bay (0, -500) for the Null Stamp, with a field dressing beside it. The Red Beacon is indispensable.

7 ARMORY CONSOLE

Press Use on the console at the east end of the armory: the spire gate opens. Climb the steps beyond it (autosave at the gate) up to the arena entry. From here the Regulator, bound to its central spire, fires a beam at you about every two seconds.

8 CLEAR THE ARENA FROM THE ENTRY

Fight from the arena entry and let the defenders come to you: Sons of Belial, Infestés, Residents and, from Standard upwards, one or two more Méduses beside the spire. Do not waste shots on the Regulator: its health cannot drop below 1,800 and it regenerates.

9 REVEAL THE ANCHORS WITH FLARES

Four faint anchors surround the spire at,, and. Fire a Red Beacon flare so that it passes or lands within 160 units of one: it turns solid. Out of flares? While you hold the Red Beacon, the armory issues one at a time.

10 TEAR THE ANCHORS DOWN

A revealed anchor has 140 health and falls to any ordinary weapon; a hidden one sheds every shot. Circle the spire along the outer walls and repeat until the counter reads 4/4: 'THE NETWORK IS DOWN - THE REGULATOR STANDS ALONE'.

11 FIELD DRESSINGS AND BALCONY SECRET

Two field dressings lie north and south of the spire, at and. The raised balconies on the east side each hold a Groupe 3 body; from the north-east balcony, walk south into a low alcove, a secret with seed clusters.

12 STRIP THE REGULATOR AND TRANSMIT

With the fourth anchor down, the Regulator leaves its spire and chases you. Shoot it until it freezes at 1 health: 'THE REGULATOR IS BARE'. Walk up to it and press Use: the transmission is sent, it collapses, and the gate in the east wall of the arena opens.

13 RECORD THE TESTIMONY

Go east through the boss gate and the antechamber to the terminus. Press Use on the testimony recorder: 'TESTIMONY ON TAPE - THERE IS NO END, ONLY COPIES'. The last gate, just east of the recorder, opens.

14 LEAVE BY THE DEPARTURE PLATFORM

Walk east through the victory gate and across the departure platform. Crossing its last threshold ends the campaign: the testimony screen, the two finale films and the credits follow, then the title screen.

BOSS FIGHT — SIGNAL REGULATOR

2,400 health. While any of the four signal anchors stands, it stays on its spire, cannot be brought below 1,800 health, regains about 20 health per second and fires one beam (18 damage, plus up to 12 splash within 64 units) at most every 2 seconds. Reveal each anchor with a Red Beacon flare within 160 units, never while a Méduse sees you, then destroy it (140 health). Stripped, the Regulator chases you: one beam, a beam plus a swarm below 1,600 health, three beams below 800. At 1 health it freezes, invulnerable: walk up and press Use to send the transmission.

SECRETS

- Bastion duct: an open duct in the north wall of the entry bastion, just past the blast gate. Walk in.
  Nothing to pick up in version 1.2.1: it only counts as a secret.
- Coolant alcove: an opening in the south wall of the pipe chamber, just east of the mezzanine steps. Walk in.
  Red Beacon flares.
- Balcony alcove: climb the step onto the north-east balcony of the arena, then walk south along it into the low alcove at its end.
  Seed clusters.

HAZARDS

- The Regulator's beam: 18 damage on a direct hit plus up to 12 splash within 64 units, more on Hostile and Signal Red (damage factor 1.25).
- A Méduse's gaze freezes the network: a flare fired while she sees you is wasted. Each has 320 health and throws slow orbs (7 damage).
- The nest north-east of the start hatches five seconds after the level begins; every Infesté you kill leaves another one (40 health).
- Only four field dressings exist: pipe chamber, south weapon bay, and north and south of the spire.

FIELD NOTES

- Arriving from South of the Border (MAP21) you already carry the Red Beacon and the Null Stamp with their ammunition: the armory podiums only top you up. Arriving straight from MAP19 you have neither: take both in the bays, plus the flare pack of the north bay and the one in the coolant secret.
- On Standard the Red Beacon comes with 4 flares and each pack adds 4, up to 12; fewer on Hostile and Signal Red. With none left, no flare in flight and an anchor still hidden, one flare is issued about every three seconds, but only if you hold the Red Beacon.
- The flare does not need to hit: aim at the floor or the wall next to the anchor. Destroy anchors with the Rust Eater or the Seed Driver and keep the flares for revealing.
- The Null Stamp is never required: it is a contact weapon (72 units of reach, 30 damage, 3 charges) that only spends a charge on a living enemy.
- Linked Groupe 3 bodies take only 30% damage; a heavy hit (18 or more at once) or the 404 kick breaks the link for five seconds.

EXIT

Use the staggered Regulator, then the testimony recorder at the terminus (3000, 0), and cross the east edge of the departure platform (x = 3500). There is no next map: MAPINFO sends the game to the finale (testimony screen, two films, credits) and back to the title.

SECRETS CHECKLIST — 87

MAP01	LES VITRINES BLANCHES	☐ ☐ ☐ ☐ ☐
MAP02	CUSTOMER CYCLE	☐ ☐ ☐
MAP03	MYTHOGENICS DIVISION	☐ ☐ ☐
MAP04	PEDRO SAYS STAY	☐ ☐ ☐
MAP05	SEED ROOM	☐ ☐ ☐
MAP06	STEFANO LOOP	☐ ☐ ☐
MAP07	POLYCHAINS	☐ ☐ ☐ ☐ ☐ ☐
MAP08	DEEPCICADA	☐ ☐ ☐ ☐ ☐ ☐ ☐
MAP09	THE HOUSE OF 404 DOORS	☐ ☐ ☐ ☐ ☐
MAP10	THE PROXY'S LAUGH	☐ ☐ ☐ ☐ ☐ ☐ ☐
MAP11	COMPLIANCE HOSPITAL	☐ ☐ ☐
MAP12	AUDIT TRAIL	☐ ☐ ☐
MAP13	RUST EATERS	☐ ☐ ☐ ☐ ☐ ☐
MAP14	BELIALGRAD	☐ ☐ ☐ ☐ ☐ ☐ ☐
MAP15	THE SONS OF BELIAL	☐ ☐ ☐
MAP16	CATHEDRAL OF SCRAP	☐ ☐ ☐
MAP17	72 HOURS	☐ ☐ ☐ ☐ ☐
MAP18	BED BUGS	☐ ☐ ☐
MAP19	PAPILLONS DE MINUIT	☐ ☐ ☐
MAP21	SOUTH OF THE BORDER	☐ ☐ ☐
MAP20	RED FLAGS	☐ ☐ ☐

ABOUT THIS GUIDE

This guide was built from the game itself: the plans are drawn from the map data of version 1.2.1, the numbers come from its scripts, and every route follows the level logic line by line.

Enemy counts are given for the four hostility levels in the order ASSISTED · STANDARD · HOSTILE · SIGNAL RED.

The game changes with its updates. If a door, a count or a message differs from what is written here, trust the game.

A Pomegranate Interactive game