

CONCLUSE 2

OFFICIAL STRATEGY GUIDE

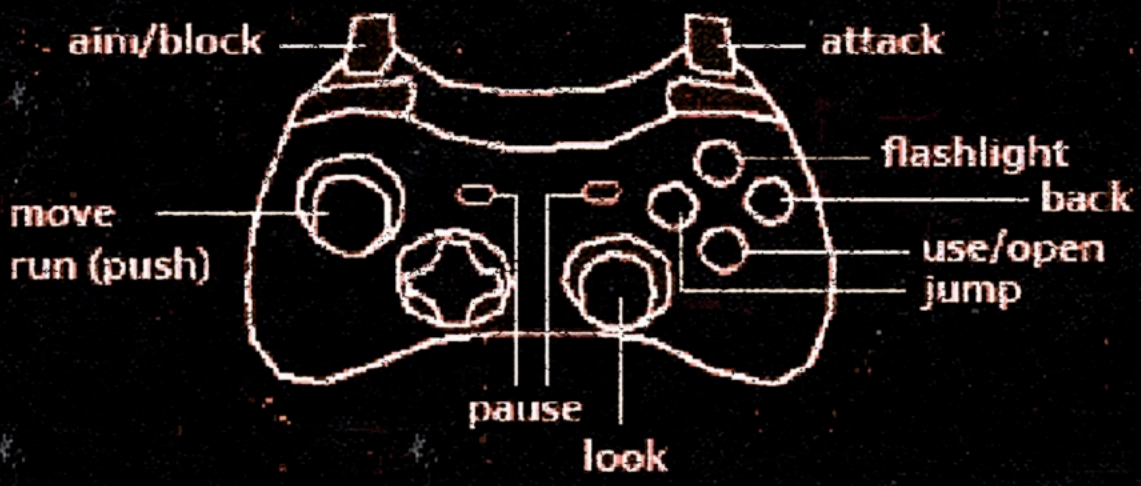
For thousands of years, humans have existed next to a world of unimaginable horror.
Though rarely encountered, the line between these worlds is not impermeable.
If a human should wander too close to the edge, there is a chance they will pass to the other side.

CONCLUSE 2

OFFICIAL STRATEGY GUIDE

Written by Jon Martin / Outline by Anomaly the Author

GAMEPLAY CONTROLS





space – jump
shift – run
enter – accept
esc p – pause

CHAPTER 1: THE EDISON HOTEL

ARRIVING AT THE EDISON HOTEL



The Edison Hotel

PROLOGUE

Three years after the disappearance of his wife Carolyn, Michael Benson has finally found some clues to her whereabouts. His search has brought him to the Edison Hotel.

THE JOURNEY BEGINS

When the intro cutscene finishes, head towards the Edison Hotel. Grab the **Quarter** lying on the bench nearby. The gates to the courtyard are locked, so take the only open path towards the lighthouse.

As you head towards the lighthouse, a cutscene will trigger introducing the first enemy, the 'Floater'. Continue on and you'll hear a ringing payphone. Answer the phone, then keep walking towards the lighthouse. Make sure to grab a second Quarter that is sitting on a sunbed near the water.



Floater enemy

THE EDISON LIGHTHOUSE DEVICE

Enter the lighthouse and grab the Fishing Pole from the second floor, this item will come in very handy in this area. Make your way back out to the exterior.

On either side of the lighthouse there are binoculars that require a Quarter to use. Use both binoculars to reveal a code (346521). This code unlocks the door with the keypad near where your boat is docked.



The binoculars reveal the code.

FISHING FOR BULB KEYS

After using the binoculars, turn around and start making your way back towards the keypad door. On your way back, stop at each dock and use the fishing pole. As you fish at the first two docks you will find Bulb Key 01 and Bulb Key 02. You cannot fish from the dock with the save point, so now is the best time to use the code you found earlier (346521) on the keypad door.

After entering the code, fish at the end of the nearby dock to find the Ducky's Playhouse DV Tape. Next, follow the path forward until you reach a small outdoor bar. On a nearby table there is a Paperclip, pick it up and walk back to the closest nearby dock. On the dock there is a tacklebox. Use the Paperclip to open it.



Carefully insert all 3 bulb keys.

A TWISTED WORLD

Inside the tacklebox you'll find Bulb Key 03. Now that you have all three bulb keys, make your way all the way back to the lighthouse roof.

Insert each bulb key into its designated slot. A cutscene will play and you will be transported to a twisted version of the Edison Exterior.

> *PROTIP: Enemies cannot be killed at this part of the game, if you encounter them, it's best to run away.*

THE TWISTED EDISON EXTERIOR



Put the vinyl in the record player.

You've been transported to a twisted version of the Edison hotel exterior. After regaining control, exit the roof and descend to the floor below. On top of a chair there is a Vinyl Record, pick it up and continue descending until you reach the lighthouse entrance.

Crawl under the fence blocking the entrance, you will notice that the surroundings have changed quite a bit. The buildings and surfaces have rusted and ash is falling from the sky.

FORBIDDEN ARISTOCRATIC PLAYGROUND

Go to your left and follow the path until you find Twisted Bulb Key 01. There are a set of bulb keys for both worlds. You need to collect three twisted bulb keys to return to the regular version of the Edison hotel.

Backtracking to the lighthouse, you'll find the path forward is blocked by a retracted section of bridge. Use the Fishing Pole to pull down the bridge and continue forward.



Fix bridges with the fishing pole.

Continuing on, you will come across a record player. Insert the Vinyl Record into the player and listen to the coded message (457638). This code will come in handy soon.

SPECIALIZED WRENCH

After using the record player, descend the stairs nearby, there will be another retracted section of bridge. Like before, you can use the fishing pole to pull it down.



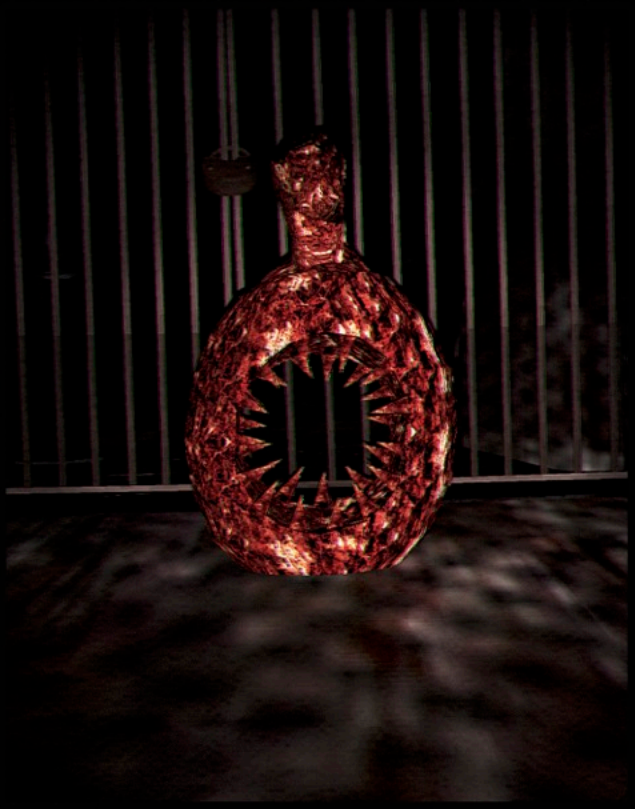
The Godhead

THE TWISTED EDISON EXTERIOR

After crossing the bridge, there is a building with a keypad attached to the door. There is no power going to it. To turn on the power, go to the side of the building and activate a switch inside of an electrical box. Once the switch is activated, you can return to the front of the building and input the vinyl record code (457638).

Inside, there is a Specialized Wrench sitting on one of the counters. Pick it up and return to the two malfunctioning machines near the lighthouse. One will give you Twisted Bulb Key 02, the other will give you the Spiral Key.

RAISING OF THE TORTURED GODHEAD



Malignant Orb

Using the Spiral key, enter The Spiral building. The Godhead Sanctuary Key is sitting on a chair inside. Pick up the key and use it to enter the Godhead Sanctuary, directly across from the Spiral building.

Flip the switch near the large pool and a short cutscene will play of the godhead being pulled out of the water.

Walk to the front of the godhead and stand on the x and cast your fishing pole. The pool will drain, at the bottom you can now find the Twisted Bulb Key 03.

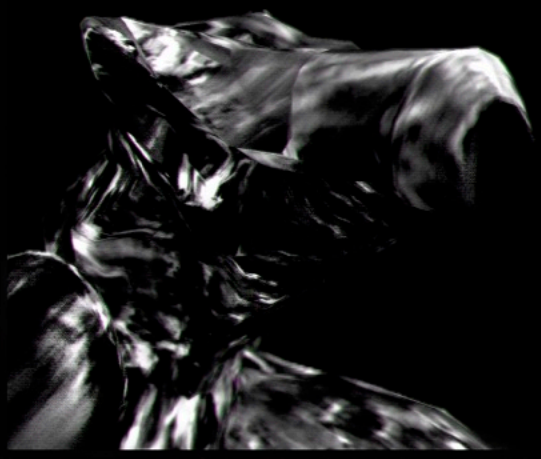
Exit the pool and return to the lighthouse. On the way back, a new enemy 'Malignant Orb' will be introduced in a cutscene.

RETURNING FROM THE OTHER WORLD

Ignore the enemy and continue to the lighthouse, the front door has now been blocked. Run to the left side of the lighthouse, where a ladder has appeared. Climb the ladder and enter an open window to get inside.

After returning to the roof, insert all three twisted bulb keys into their designated slots and you will be returned to the world you came from.

BOSS: THE COURTYARD DANDY



'The Roaster' enemy

After returning from the twisted world, exit the lighthouse and head back towards the hotel. A cutscene will play and you'll receive an Axe and a Walkie-talkie. Equip the axe and continue towards the hotel.

Enemies have now spawned in this area, so be on alert. They cannot be killed but they can be injured until they start seizing.

Go behind the outdoor bar and use the axe to create a path to the next area.

TWISTED ENEMIES IN THE REAL WORLD

At the end of the forrest path you will run into the next enemy introduced, 'The Roaster'. It will start to attack you, be quick and grab the Outdoor Bar Key from the ground near it's feet.

Quickly return to the outdoor bar, keeping watch for 'floater' enemies who are now approaching the area. Use the Outdoor Bar Key to open the bar door, inside you'll find a note and the Courtyard Key. Pick up the key and return to the area the game started.

Use the courtyard key to open the courtyard doors. When you're ready to begin the boss fight, go up to the statue and activate it.

THE COURTYARD DANDY

Once the introduction cutscene has ended, find the Herb on the bench near the payphone. This will give you some extra health in case you take too much damage (and can't be accessed again).

Avoid the Courtyard Dandy's attacks and hit him with the axe until he falls down and starts seizing. Then, get in front of him and use the fishing pole to pull out one of his eyes. Repeat this two more times to win the boss fight.



Use the fishing pole.

ENTERING THE EDISON HOTEL



Edison Hotel Interior - 1st floor

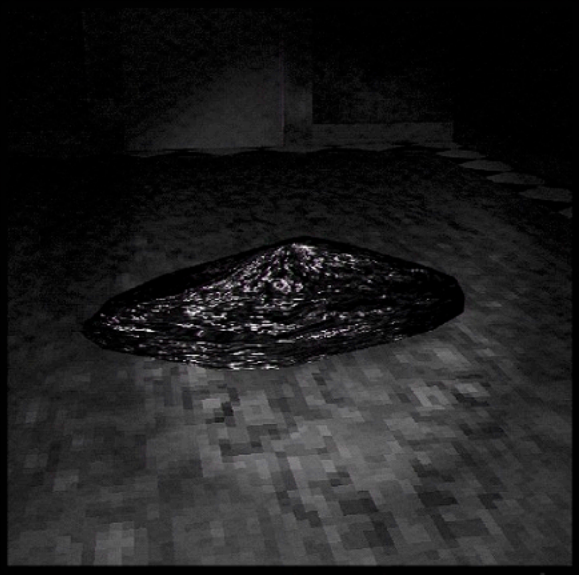
A CURSED HOTEL

The interior of the Edison hotel looks like a place stuck in time, the marble checkered floors create a feeling of class and sophistication... but under the surface there is an overbearing darkness and a feeling of evil permeating the entire building.

THE FIRST FLOOR

Approach the hotel counter and a cutscene will play. After the cutscene, take a left and kill the new 'Slime' enemy. Unlike the enemies outside, they can be killed with a few whacks from your axe.

Walk past the hotel ballroom and you'll see a glowing object. Pick up the Hairclip and return back to the hotel desk, take the path to the right. Take a left and walk down a long hallway, then use the hairclip to enter the door to the bathrooms.



'Slime' enemy

ENTERING THE EDISON HOTEL

Go inside the men's bathroom, and after a cutscene, pick up the Staff Room Key from between the bathroom stalls. Use the staff room key to reach the area behind the hotel counter.

Be careful, depending on what route you take the 'Hotel Staff' enemy will start to appear. The Pool Gate Key is sitting on one of the desks in the office. Once you have the key, you can now go back to the exterior, and enter the pool section that was blocked off.



Michael's Lament Arm

STRANGE REUNION

Exit the hotel and return to the pool, use the pool gate key to open the pool gate. There is a metal chain extending out of the pool water, interact with it to pickup the Camcorder.

Go back inside the hotel and walk to the section of the 1st floor blocked by rope. Use the camcorder to burn the rope.

Search the room for a note, after reading it, a cutscene will play and Michael will receive his Lament Arm and the Room 433 Keycard.

Enter the working elevator nearby and push the button for the 4th floor.

EDISON HOTEL - 4TH FLOOR

The 4th floor of the hotel is even darker than the 1st floor and the presence on this floor is watching you from the minute you exit the elevator. Make your way to room 430 and interact with the phone to listen to a voice message.

After listening to the message, pick up the Pillow 01 on the bed, then leave the room, go back near the elevator and grab the Pillow 02 from the couch. Deliver both pillows to room 439, then return to the phone.

TIME FOR DUCKY'S PLAYHOUSE!



The plunger is easy to miss.

There will be a new message on the phone thanking you for completing the task, the voice will instruct you to go to room 438 to clear a clogged bathtub drain.

Before leaving 430, pick up the Plunger from the bathroom. Head over to the bathroom in 438 and use the plunger on the bathtub. After the liquid finishes draining, return to the phone and there will be another message. It will provide you with the code to unlock a suitcase nearby.

EXPLORING THE 4TH FLOOR

Inside the suitcase you'll find a key to room 431. Walk through room 431 to the adjoining hotel room and then out into the hallway. Instead of going directly to room 433, go towards the area with a fireplace.

Near the fireplace, next to the binoculars, there are some Matches. Pick up the matches and walk over to the fireplace, after lighting the fire, it can now be used as a save point. Using the binoculars will initiate a difficult mini-boss battle.

Continue to room 433, after entering the room interact with the tv to start a long cutscene.

DUCKY'S PLAYHOUSE

When Ducky's long introduction cutscene ends, you are free to explore the area. If you speak to Ducky he will get increasingly annoyed. After you're done looking around, pick up the Ducky Gun and head into Ducky's dungeon.

Save your game, then enter Ducky's dungeon and begin clearing out each room. As you do this, you'll pick up several items: Short Hand, Long Hand, 2x Silver Keys, Bomb, and Gold Key.

PROTIP: In some areas of the hotel a fireplace can be used to save your game.



Ducky's Magnum

ESCAPING DUCKY'S DUNGEON

After completing the dungeon and fighting the dungeon boss, a cutscene will play and Ducky will start roaming the dungeon. There is no escape from this situation, so let Ducky kill you.

You will re-appear back in Ducky's playhouse and the game will start again. However, now you can use the items you found earlier to explore Ducky's studio.

Ducky's Dungeon map



BEHIND THE SCENES

Use the Big Hand and Little Hand on the door near the dungeon entrance. Set the time to 7:30, the door should open now. Further backstage you can find Ducky's office, and inside his Magnum.

Pick up the magnum and head towards the exterior area of Ducky's playhouse. Don't shoot Ducky while he's onstage. If you do, you'll have to start over again. Once you reach the exterior, point the magnum up at the moon and fire. A cutscene will play and you will return to the Edison hotel.



Ducky's Moon

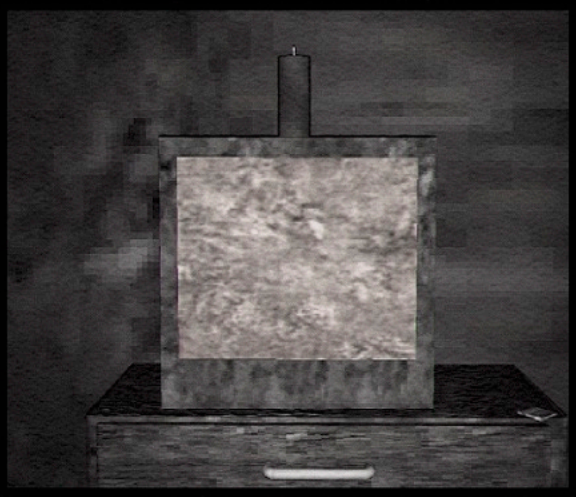
POOL ROOM

When you regain control in room 433, the door back to the hallway will be locked, exit through the door next to the tv instead.

You should now be in a room with a large pool. Look for a button on the wall and press it, water will drain from the pool.

Use the ladder to descend into the pool, and pick up Mirrored Key 01. Climb out of the pool and light the candle on top of the television.

ENTER THE MIRRORED WORLD



Light all the candles.

There are six different candles to light, four in the adjoining room and two in the pool room. After lighting the candle on the tv, go to the adjoining room and light the three candles in the bedroom area, there is also a candle in the bathroom.

After lighting all the candles, try to leave the room. Michael will get frustrated and kick the door, unlocking it. Continue on this path until you find an unfinished attic-type area, there is a switch in the corner of the room, pull it.

LOWERING THE BUCKET

Return to the pool room, one of the drawers of the large cabinets has opened, revealing the final candle. Light the candle and a hidden door in the pool room will open. Enter the hidden room and pickup a Flask and Kindling sitting on a table near some notes.

There is a large machine in the center of the hidden room, you must add kindling and Concluse to use this device. Find the large drums of black liquid nearby and use the flask to scoop Concluse from them. Go to the large machine and add the kindling, then add concluse, then start the device.

After a cutscene has finished playing, you can grab the Mirrored Key 02.

MIRRORED WORLD

Head back to the area with the switch from earlier, if you continue on from that point you will reach a locked door that requires two keys. Insert both Mirrored Keys to unlock the door.

After unlocking the door, take both mirrored keys and insert them into a device inside the room. A cutscene will play and you will be able to walk through the mirror and enter the mirrored world.

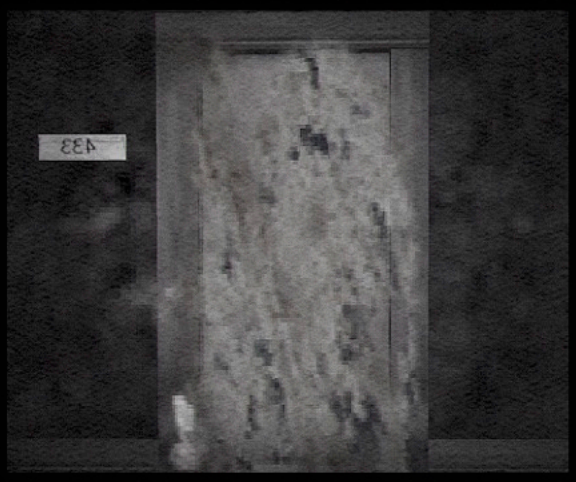


Bucket Device

EDISON MIRRORED 4TH FLOOR

The mirrored fourth floor should look familiar, it's a mirrored copy of the original fourth floor. You can try to return to room 433 but a strange mold has grown on the door making it impossible to use the door knob.

Instead of entering any of the rooms, head to the elevator and press the button for the first floor. The elevator will take you to a mirrored version of the first floor. Exit the elevator and pick up the Room 437 Key on the floor.



Mold on mirrored room 433 door.

DUCKY'S HIDDEN HOTEL ROOM



Mirrored 1st Floor

When you pick up the Room 437 Key, a cutscene will start. After it has finished, you can look around the first floor a bit, then head back to the elevator and return to the fourth floor.

When you exit the elevator, take a right and use the key to enter room 437. Interact with the egg-shaped object on the floor to pick up Bleach Spray and the Room 439 Double-Doors key.

Use the Bleach Spray to destroy the mold on the room 433 door and then follow the path through adjoining rooms to the mirror device room. Use the mirrored keys to return to the regular world using the mirror device.



Ducky's Hotel Room

RETURN TO DUCKY'S

Enter room 439 and use the Double-Doors key to open the locked double-doors. Interact with the Basement Key on the table to start a cutscene. You are now in the twisted version of Ducky's Playhouse.

DUCKY'S TWISTED PLAYHOUSE

As you wake up in the twisted world, you'll notice Ducky's playhouse has changed quite a bit. When you regain control after the cutscene, open the doors to exit the building you are in. A new enemy 'Twisted Worm' is waiting for you right near the entrance, it's fast so be careful when killing it.

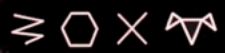
As you follow the path forward, a payphone nearby will start ringing, after answering it, continue forward, killing both 'Flying Devilhead' enemies you encounter on the way.

RAISING THE DUCKYHEAD

Continue forward and a cutscene will introduce a new enemy, the 'Decayed Mascot', after killing it, continue to explore the nearby buildings.

There are 6 buttons spread throughout the buildings in the area. They are used in conjunction with the switch at the front of the large pool set between the buildings.

In building 3 there is a note showing two codes:

Raise Ducky's Head: 

Open Ducky's Mouth: 



MINECART RIDE TO THE BOSS

To start the process of unlocking the minecart, input the code to raise Ducky's head. After inputting the code, pull the switch and a cutscene will play. Next, insert the second code, a second cutscene will play and the player will now be able to use the minecart.

Kill the rest of the enemies in the area, if you haven't already, then interact with the minecart to start another cutscene.

BOSS FIGHT: TWISTED DUCKY



Ducky's Nest

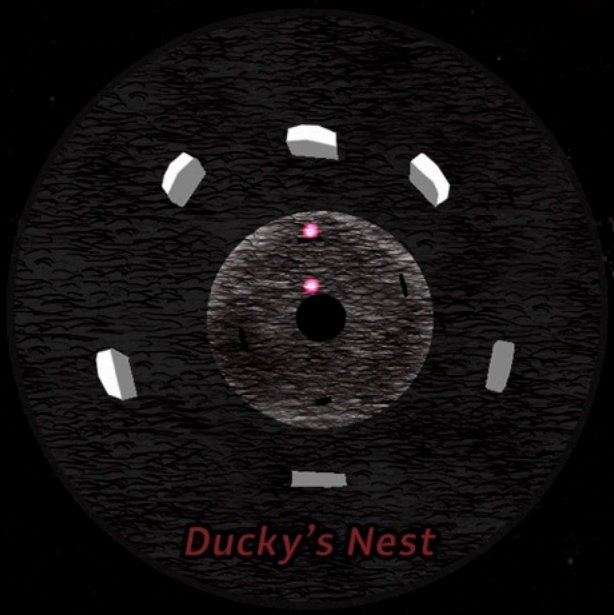
DUCKY'S TWISTED NEST

After waking up and regaining control, approach the large pool at the center of the nest. Ducky will emerge from it and the boss fight will begin. As it starts, make sure to avoid his "Ducky Bomb" attack.

THE LASER RITUAL

Surrounding Ducky's nest are six grave-shaped structures made out of rock. As the fight begins, avoid Ducky's attacks and shoot each of the structures. The rock will fall away to reveal a mirror.

Uncover each mirror surrounding the nest, then activate the laser near Ducky's pool. A cutscene will start and Ducky will be paralyzed, the moon will appear in the sky, shoot the moon with Michael's Lament Arm.



Ducky's Nest

ESCAPING NON-EXISTENCE



Non-existence

After shooting the moon, a cutscene will play, when you regain control, you'll find yourself trapped in non-existence. Follow the path of trash and debris until you reach a platform with a button. Walk up the ramp to the platform and press the button.

When the cutscene finishes, you will be back in the pool room at the Edison hotel. You can now return to the elevator and use the Basement key to go to the next area.

BASEMENT OF HORRORS

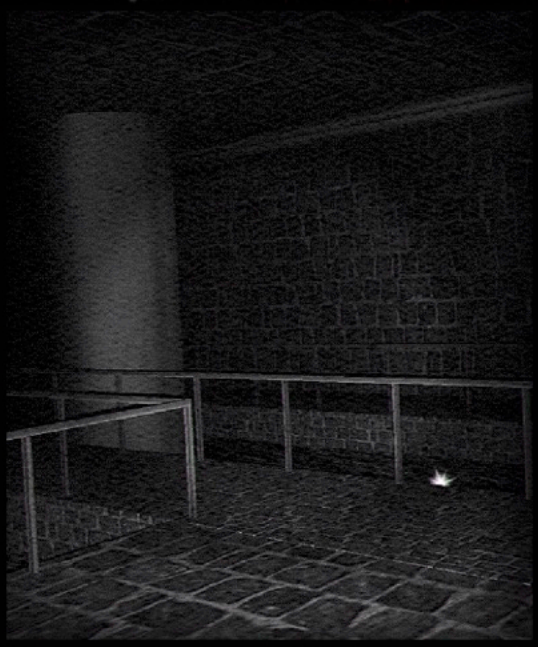
As you arrive in the basement, you will see a very strange thing happening in front of you. Quickly kill the enemy near the elevator, then answer the ringing telephone nearby. Enter the door to the manager's office, to the left of the row of elevators. Pick up the Sewer Key and Sewer Valve 01, then leave the manager's office.

Return to the elevator area and save your game at the save point. Continue down the hallway, killing 'Slime' and 'Floating Apparition' enemies as you encounter them. You will see a hallway on the left, follow that path and it will lead to a door labeled "Sewers", use the Sewer key to open the door.

SEWER GATEWAY

The sewers are a relatively safe area with no enemies around. As you enter, you'll notice something shining in the water nearby. Use the fishing rod to pull the Staff Quarters Key out of the water.

Return to the elevator area of the basement, and this time take the path to the right of the elevators. You'll pass a door labeled "Laundry Room" on the right, you'll need to return to that room later. Continue forward until you reach a door at the end of the hall labeled "Staff Quarters", use the Staff Quarters key to open the door.



Sewer Area

BOSS - THE FORGOTTEN HELP

Be careful when you enter the Staff Quarters, a new enemy, the 'Jack-In-The-Box' is waiting inside. Keep your distance and use the Lament Arm to quickly kill it. Afterwards, search the room to find a Screwdriver and Laundry Room Key.

Return to the hallway and make your way back to the Laundry room, use the Laundry Room key to open the door.



Jack-In-The-Box

LAUNDRY ROOM

There isn't much in the laundry room except some laundry machines and a vent near the floor. Use the screwdriver on the vent to open it, revealing a crawlspace and ladder.

Climb down the ladder to the area below, then explore until you find a second small room with a valve handle on the wall. Pick up Sewer Valve 02, a cutscene will play and the lights in the room will flicker. When you return to the ladder, you will find it's been destroyed, the only way to leave the room is to jump into a big hole that has appeared in the floor. Jump down the hole.



Hole in the floor

FORGOTTEN HELP

After jumping down the hole you'll splash down into a large underground pool. Exit the pool and jump down to the floor beneath. Enter the large open area and walk to the center of it, after a cutscene the boss fight will begin.

The forgotten help is a very fast enemy, so make sure to keep as much distance between you as possible. Keep running and make sure to use any health items you have in your inventory. When the fight is over, you'll receive Sewer Valve 03.

ENTER THE TWISTED SEWERS

Leave the Forgotten Help boss area by using an elevator near the room entrance. The elevator will take you back to the basement, where a new wave of enemies has appeared. Be careful as you slowly make your way back to the save point, killing each enemy, it's possible to run to the sewers but not recommended.

After entering the sewers, use the first sewer valve on the large pipe to the left of the entrance. Next, search the area near where you found the Staff Quarters key, there is a button on one of the sewer pillars. Press it to reveal a new path.



Gash in the wall

CROSSING OVER

Follow the new path and you will encounter another large pipe attached to the wall, insert the second sewer valve and a cutscene will play.

Continue forward on the current path and you'll find another large pipe. Insert the final sewer valve and a cutscene will play showing some kind of creature.

You are now in the twisted version of the hotel sewers. To open the door to the next area, find a switch nearby, then crawl under the gate.

Search this area until you find a big gash in the wall, interact with it and Michael will crawl through it to the other side.

A RAT IN THE TWISTED SEWERS

Once you're on the other side of the wall, use the axe to break down the boards blocking the path forward. There is a deadly 'Cockroach' directly in front of you after breaking the boards. Be careful when killing it, they are very fast.

Save your game at the Save point to your left, then continue forward. To the right, there is a doorway blocked by debris. Take out the camera, and the debris should be cleared. Continue into the room and interact with the telephone on an old table, you will use this phone again later.

THE TWISTED SEWERS

Leave the phone and return back to the path near the debris. There are more boards blocking the path forward, use the axe to break them down. There is a new enemy nearby, one of the 'Invisible Infected', they are difficult to see, and appear as a blurred segment of space.

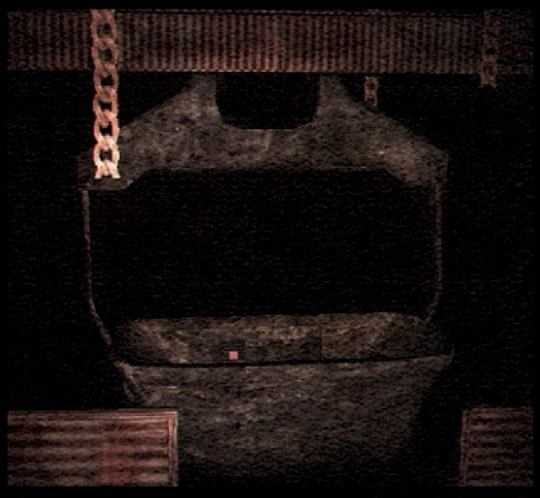
Defeat the invisible infected, then continue forward into a large mining room, search this area for 3 Mining Hooks. There is one in a mining cart, another on the floor, and one in a dumpster. Next, find the Mining Chain to connect them, it's on the floor in a small side-room connected to the mining room.

Use the chain and three hooks to pull a mine cart blocking a side-path. Once the path is unblocked, continue forward until you reach a dead end. This will trigger a cutscene introducing the 'Meat Stilts' enemy.

FEEDING THE MUTATED RAT

After killing the enemies in the area, search the dumpsters for a piece of Decayed Meat. Return to the large mining room and search the walls for a Rat Hole. After finding it, interact with it to drop the piece of meat.

Return to the area where you encountered the meat stilts. A new message will appear telling you to check the rat hole. Grab the 'Mutated Rat' from the rat hole and return to the area near the save point. Go to the room directly across from the phone room. Inside, there is an enclosure for a pet rat and a mouse wheel. Put the rat into the enclosure and it will start running on the mouse wheel.



Riding the Mining Cart

EXPLORING THE MINES

Activating the mouse wheel has powered a lift nearby that will take you to a new area. Leave room with the mouse wheel and return to the room where you found the mining chain.

Press the illuminated button on the wall and a mining cart will travel to your location. Get inside and ride it to the 2nd mining area.

THE TWISTED SEWERS CONT'D

When the mining cart stops, you'll find yourself on a large platform with thin metal railings. If you follow the path forward, on your right you'll see the platform diverge to another path that will bring you to another mining cart, but the cart won't budge.



2nd Mining Area

Continue walking forward and you'll start to encounter more meat stilts enemies. Walk down a slight decline and to your left should be a large building with a locked door.

EXPLORING THE 2ND MINING AREA

Ignore the building for now and go in the opposite direction, to your left should be a boarded up doorway. Use the axe to knock down the boards and enter the building, inside there is mining equipment and a large hole drilled into wall. Enter the big hole and follow it until you reach a note and the Disfigured Key.

You can't turn around due to the layout of the mining tunnel, so continue descending further downward. Eventually, you will reach a lift that will bring you back to the area near the mining carts. Return to the building with the locked door and use the Disfigured key. There is a note inside that will give you a phone number to call.



Mining tunnels

ROTARY PHONE

Return to the telephone in the 1st mining area and the person on the phone will unlock the 2nd mining cart.

Travel back to the 2nd mining area, and now the 2nd minecart should be powered. You can now ride it to the 3rd mining area.

PROTIP: Meat Stilts and Cockroaches are both very fast so be careful when using your lament arm.

THE TWISTED SEWERS CONT'D



3rd Mining Area

The third mining area is an elevated plateau connected by a bridge to a large group of buildings. When you arrive, kill the new 'Infected Miner' enemies, then interact with the minecart nearby.

Michael will drag the minecart over near the bridge, allowing you to cross. Start walking to the group of buildings on the other side of the bridge until a cutscene plays. You are back near the first mining area now. Pick up the pair of Grinding Shoes on the ground.

USING THE GRINDING SHOES

Now that you have the grinding shoes you are able to grind on certain rails placed throughout the game. Leave the small platform you're standing on using the rail nearby, it will take you to the area where you first encountered the meat stilts enemy.

Return to the save point near the beginning of level and save your game. Then go to the long rail, near the dumpster you found the mining hook in. Run and jump on the rail and grind to the other side of the room. After you reach the end, interact with the ladder to return to the surface.



Kara smoking a cigarette.

KARA AND THE DOG

When you return to the surface, a cutscene will play showing Michael and Kara having a conversation, Kara will leave and Michael will be left alone.

After you regain control walk towards the dog standing on the dock. Another cutscene will play, afterwards, return to the front door of the Edison and enter the building.

THE TWISTED 1ST FLOOR

The first floor of the hotel has been replaced with a disturbing twisted version of it's former self. There is a save point to your right as you regain control of Michael. After answering the phone nearby, carefully start exploring and killing the 'Arm-Slime' enemies that are roaming the halls.

Take a right and walk towards the area where you met Kara earlier in the night. The room has a much different layout now, to your left there is a big mouse wheel, watch out for the 'Wheelchair' enemy standing in front of it.



Mouse Wheel

TWISTED REALITY

Run on the mouse wheel until a caption appears on screen. Exit the mouse wheel and go to the opposite side of the room and flip the large switch on the floor.

A gate will open on the wall leading to an adjacent room. Before going into the next room, turn left and cross the water. Pick up the Gift Shop Storage Key lying on the floor near the elevators.

Return to the gate and walk up the ramp into the next room. Be careful, there are meat stilts enemies and a new 'Black Slime' enemy nearby.

Continue through this area, past an airport baggage carousel fused into the wall.

GIFT SHOP FROM ANOTHER SPACE

Go through an open doorway into the next room. Be on alert, there are more slimes, decayed mascots, and meat stilts enemies in this area. Proceed forward, killing enemies, until you reach a closed door, and to the right of that, some kind of gate. Use the Gift Shop Storage key to open the gate. Inside there is another mouse wheel, get on the mouse wheel and start running until a caption appears.

Exit the storage room and go through the closed door. Kill the enemies inside, and then use the device on the wall to open the door to the gift shop.

THE TWISTED 4TH FLOOR

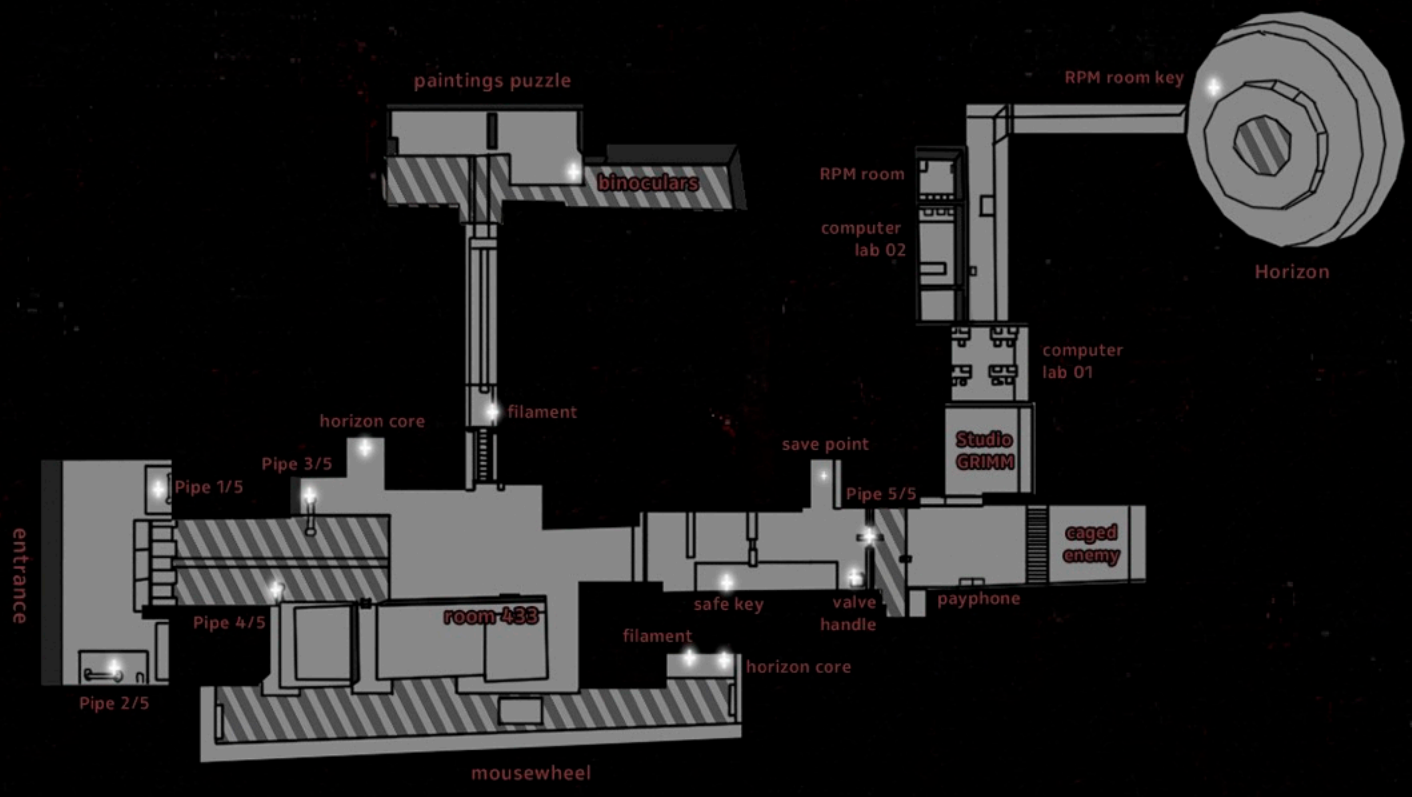
Inside the burned out gift shop, there is a toolbox sitting on a table, open it to reveal a Thermos. Take the thermos to any of the nearby drums of black liquid (Concluse) and scoop up some of the liquid.

Make your way back to the room with the baggage carousel, on the wall there is a device that should now be powered. Press the button and the carousel will start, pick up the Generator Room Key and head back to the beginning of the level, down the long corridor with a generator at the end of it. Use the key to enter the generator room, and then use the thermos to pour the black liquid into the generator.

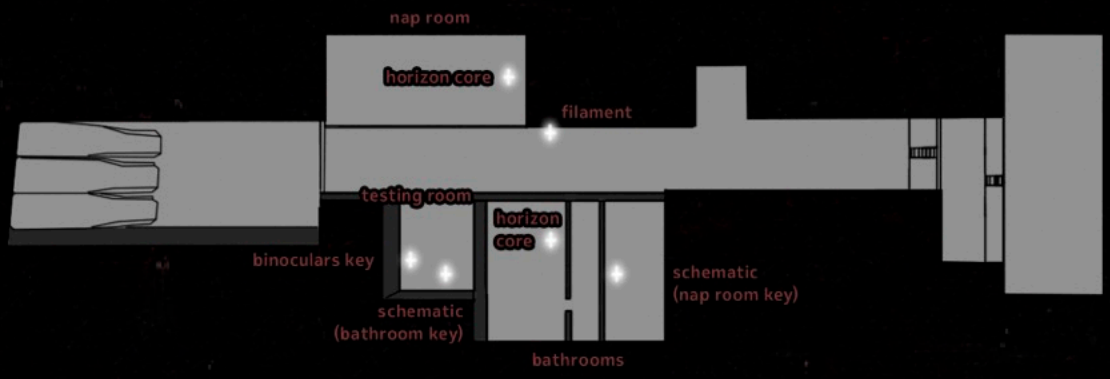
The elevators in the room with the first mouse wheel should now be powered. Save your game and then carefully proceed to the elevators. Once inside, push the button for the 4th floor.

EXTENDED PUZZLE BOX

The twisted fourth floor is like a puzzle itself, with several different areas and more than one puzzle to solve. As the level starts, exit the elevator and break the boards covering a fenced doorway. This will reveal a set of grindable rails suspended over a large pool of black liquid. Grind across the rails to get to the other side of the pool.



TWISTED 4TH FLOOR (CONT'D)



DRAINING THE LOWER FLOOR

Continue forward towards a big gate with a control panel on it. Deposit your weapons using the large metal box, then continue through to the next checkpoint. A second control panel will scan you then allow you to pass through. You will start to hear a loud beeping noise, follow it to a computer monitor attached to the wall.

Interact with the screen and it will tell you to drain the water nearby. Make sure to save your game at the save point, then pick up the Valve Handle from inside the fridge. Walk to the elevated lunchroom area and pick up the Safe Key. Insert the valve handle into the pipe across from the computer monitor. This is the first of five pipes you need to interact with to drain the water.

Go back out to the area before you deposited your weapons, and take a left. Follow the path until you reach a large mouse wheel sitting in the water. Get inside, and walk forward, the mouse wheel will take you to two different ports. The first port has a submerged ladder, the second has a pipe. Insert the valve handle into the pipe.

Return to the area where you grinded on the set of rails, and insert the valve handle into the pipe nearby. Now for the last two pipes. Grind back to the entrance of the level, and insert the valve handle into both pipes nearby. A cutscene will start showing the water draining from the upper level of the 4th floor.

Descend to the lower level using the large escalator, continue past each of the rooms and climb the ladder at the back of the hallway.

TWISTED 4TH FLOOR (CONT'D)

Climb a second ladder and interact with the control panel next to a large gate. The gate will open and you will be invited inside. Answer the ringing payphone nearby, then continue into the Studio Grimm offices.

Enter Computer Lab 01 and use the powered computer to unlock the door to the next area.

There is another security checkpoint here, interact with the control panel to unlock the gate and continue down a long hallway to a large circular chamber. Interact with the computer to reboot Horizon.



HORIZON

MEETING HORIZON

Walk over to the circular pool and interact with Horizon, it will raise out of the pool and start a conversation with Michael. Horizon tells Michael that it can help him find Carolyn, if he finds the 4 cores scattered throughout the 4th floor. Michael agrees to help. Horizon tells Michael to go to the RPM room and pick up the first printed schematic and use it with the 3d printer.



RPM Room (3D Printer)

RAPID PROCESSING

As you leave Horizon's chamber, pick up the RPM Room Key lying next to the computer. Head to the RPM room and pick up the Box of Filament and the Testing Room Schematic from the printer. Next, interact with the 3d printer to print the Testing Room Key.

Exit the Studio Grimm offices, go down both ladders, and return to the hallway that was previously submerged. Pick up the Box of Filament sitting on a printer, then enter the testing room.

TWISTED 4TH FLOOR (CONT'D)



A Box of Filament

Go to the back of the testing room and pick up the Bathroom Key Schematic sitting on a printer. Next, pick up the Binoculars Key lying on a table nearby.

Return to the RPM room and use the 3d printer to create the Bathroom Key. Head back to the lower floor hallway and use the bathroom key to enter the bathrooms.

The door on the right will be propped open, enter the room and find the First Core inside a trashcan. Return to the bathroom hallway and go into the door on the left.

On the counter inside this bathroom there is a briefcase, open the briefcase to find the Nap Room Key Schematic. To print the Nap Room Key you'll need to find some more filament. Another box of filament can be found using the mouse wheel in the upper floor. Instead of going forward, go backward to reveal a hidden alleyway.

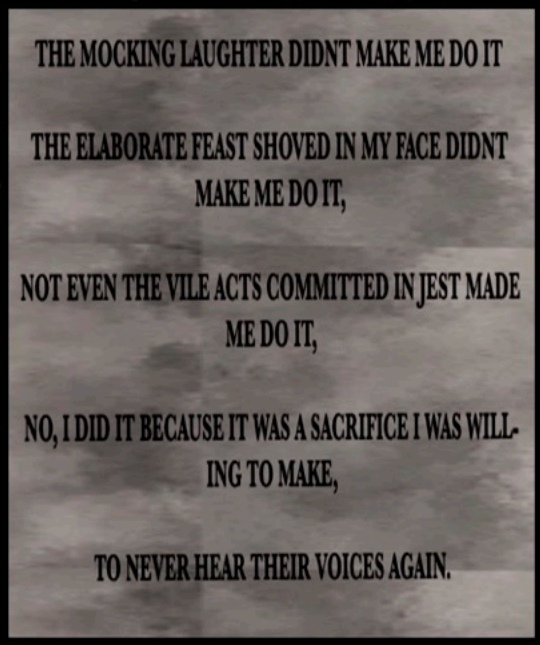
Pick up the Second Core and another Box of Filament from this area and return to the RPM room. Use the Nap Room Key Schematic to create the Nap Room Key, then go back to the hallway on the lower floor and enter the Nap Room. Inside you'll find the Third Core.

PAINTINGS PUZZLE

Go back to the boarded up doorway area near the first security checkpoint. Use the axe to break down the boards and descend down a broken escalator. At the bottom of the stairs there is another Box of Filament.

Grind across the gap and enter the museum of aberrations. Inside there are a few enemies and four paintings you need to put on the wall in a certain order.

Interact with the binoculars in the museum and insert the Binoculars Key, it will display a poem.



Binoculars Poem

TWISTED 4TH FLOOR (CONT'D)






ARRANGING THE PAINTINGS

Pick up the paintings and arrange them in the following order: Mock Resurrection in the City of Rotting Flesh / The Feast of Turning / A Corpse Found Guilty of Vile Acts / Sacrificial Meat Scarecrow. After placing the last painting, a cutscene will play and the 4th Core will fall out of pipe in the wall. The pipe is located near the area where you had to break wooden boards to access the museum escalator.

ACTIVATING THE 4 CORES

Bring all 4 cores back to Horizon and insert them into the machines surrounding the chamber. After the 4th core is inserted a cutscene will play, after it finishes return to the RPM room and pick up the Airplane Ticket, use the Back Desk Crest Schematic to print the Back Desk Crest.



Solving the Paintings Puzzle

NOW DEPARTING...

Return to the 4th floor elevators and take the elevator down to the first floor. Go back to the fenced-in hotel counter near the beginning of the level. Use the Back Desk Crest on the door and it should open.

Search the area behind the counter for the Airport Key. The submerged area near the baggage carousel has been drained revealing an escalator going downward.

Go down the escalator and through the corridor, there will be a door at the end of the hallway, use the Airport Key to open it.

LEAVING THE EDISON HOTEL

As you enter the airport area, you'll see an airplane idling in the background. Insert the Airplane Ticket into the ticketing machine, the door to the plane should unlock. Interact with the door to activate a cutscene.



ATM

SOUTHVIEW AIRPORT

Take a left as you enter the airport terminal and go towards the back of the room and look for a purse on one of the chairs, inside is a Credit Card 01.

Near the corner of the room, in one of the trashcans, find a Piece of an Airplane Ticket (1), pick it up. Leave this gate and head into the main terminal of the airport. In front of you, to the left, you should see a payphone, answer it. Go past the fast food restaurant, into the waiting area nearby.

In the trashcan near the left wall there is another Piece of an Airplane Ticket (2), sitting on one of the chairs directly across from the trash, is Credit Card 02.



PROTIP: Take out the enemies in the area before collecting all the items.

RETURNING TO THE EDISON



Vending Machine

Leave the passenger waiting area and continue walking down the terminal, a cutscene will trigger introducing the 'Concluse Blob' enemy. Kill it, then continue until you reach the exit doors at the end of the terminal.

In front of the exit doors, there is another trashcan. Interact with it to pick up Piece of an Airplane Ticket (3). To your right, there should be a several pieces of luggage. Search them to find the Xerxes Key.

ROUNDTRIP FLIGHT

Near the luggage there is a check-in counter, go behind the counter and pick up the Twisted Room 433 key from an open piece of luggage. This key will open the locked room 433 door back at the Edison Hotel.

Across from the check-in counter there is a small storefront for 'Xerxes Car Rental', use the Xerxes key to go behind the counter and pick up Credit Card 03. You now have all the items necessary to finish this area.

Go to the ATM and use the credit cards to take out cash. Next, go to the vending machine, near the check-in counter, and use the cash to buy tape. Use the tape to connect the three pieces of the airplane ticket. You now have a Return Ticket.

ESCAPE THE AIRPORT

When you put the airplane ticket pieces together, a cutscene will trigger and you will have to run back to the gate you arrived from, and use the Return Ticket in the ticketing machine. Interact with the door to the bridge to trigger the next cutscene.

When you regain control, you'll be back at the airport terminal at the Edison Hotel. Leave the terminal and return the twisted 4th floor, enter room 433, using the Twisted Room 433 Key.

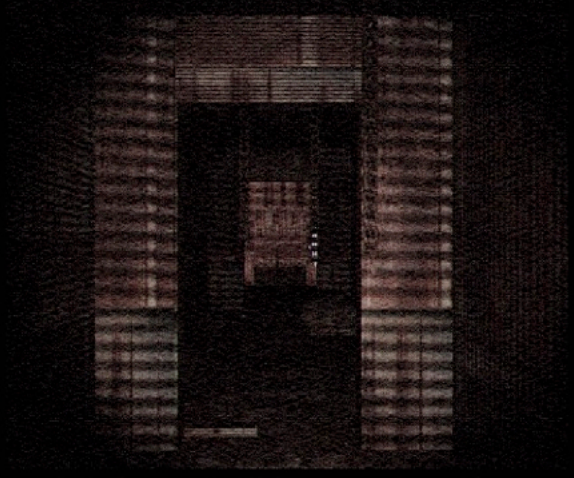


Twisted Room 433 Key

TWISTED ROOM 433

In the next room there is a massive grinding rail, make sure to save your game. Once you make it to the other side, interact with the door to enter room 433.

In room 433, save your game again, then search for a button on a counter top nearby. A metal gate in the corner of the room will open revealing another area. Continue through this passage, you will eventually come to a row of mailboxes.



Twisted 433 entrance

TROUBLESOME STRANGER

Take a left turn at the mailboxes and go down a long narrow corridor. Grab the key from the wall at the end of the corridor. When you pick up the key you won't be able to return to room 433. Search the mailboxes for a Quarter, then cross over to a second area where a man is guarding a gate. Search the platform nearby for a second Quarter and another DV tape.

Give the man both quarters and he'll let you past the gate he's guarding. Follow this path until you meet a boy wearing a mask, he's trying to fix his bike. There is also a police officer guarding the entrance to a city-like area.



Prefecture Entrance

DRIFTING PREFECTURE

Search the alleyway for a valve handle and turn it, a Wrench will fall out of a pipe nearby. Use it to fix the boy's bike, he'll offer to help you get into the city.

Once you enter the city, the boy will say goodbye and you'll be left on your own to explore. You are now in The Drifting Prefecture, a mysterious drifting megalopolis run by the Itawa clan.

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LEAD PROGRAMMER - UI DESIGN
PLAYTESTING

ABRAHAM MARTINEZ

ASSISTANT PROGRAMMER

CLEMENT PANCHOUT / AVAPXIA

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	Shrine Keeper
	Timothy Baker
	Tetro
	Old Woman
Leader Looi	Hope Itawa
Francesca Calo	Kara
Chris Okawa	Ducky
	Emperor Itawa
	Bolo Itawa
	Chickenhead
	Businessman Kawashi
	Divine Light Preacher
	Mr. Kazuo
Rachel Lee	Abby
Brock F Powell	Michael's Father
Brook Chalmers	Courtyard Dandy
	Thomas Vorington
	Cousin Varren
Sean Chiplock	Horizon
Crystal Lee	Queen Itawa
	Autumn Itawa
	Zhunn

CAST

Julie Cleburn	Amala
Nicole Gose	AEOS
Rebecca Uesugi	Madame Kane
Evan Tran	Chef Connie
	Potion Dealer

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Jon Martin

SCREENPLAY BY

Jon Martin

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	Brandon Hill

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CONCLUSE 2