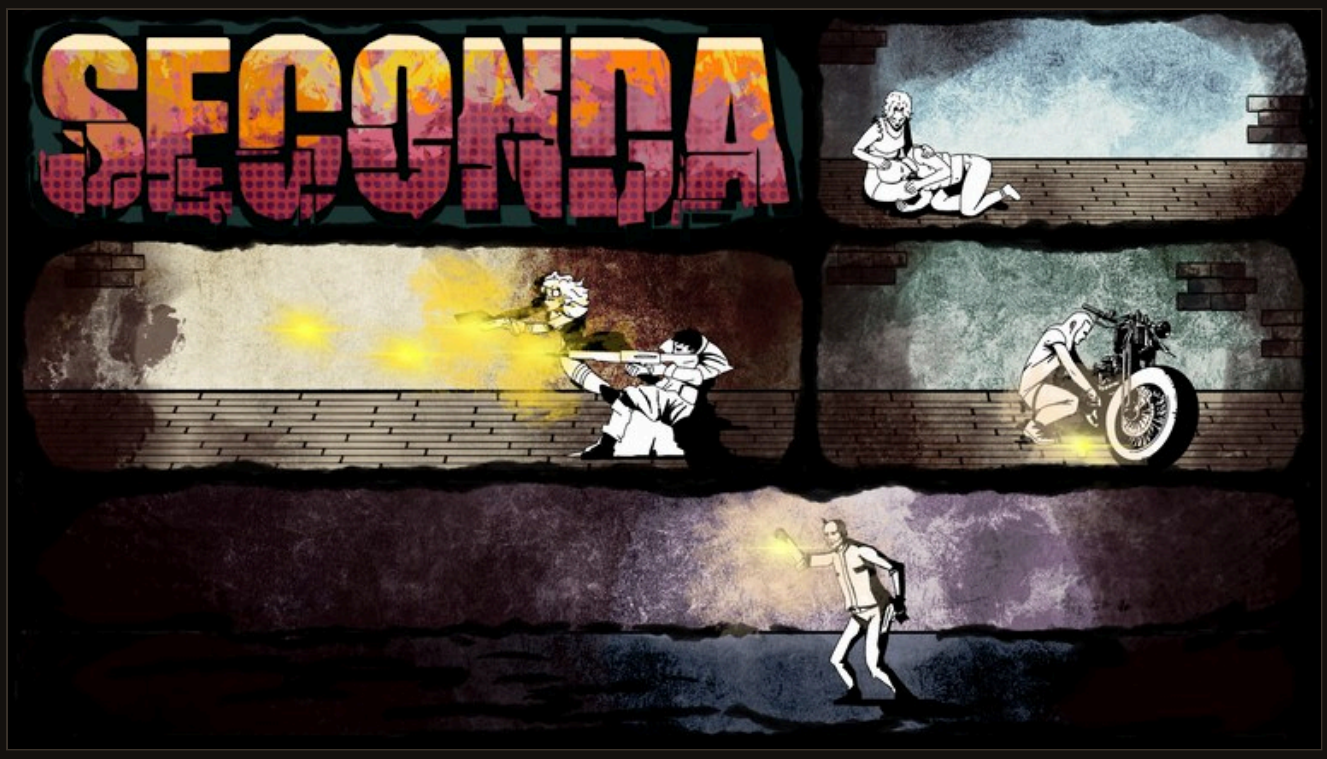


A POST-APOCALYPTIC TALE

The Official Guide

Survival manual · Full walkthrough · Bestiary & arsenal · Co-op & New Game+ · The lore of Seconda

Covers the Steam release, including the Stealth and Gun updates, Co-op and New Game+

Contents

1. Welcome to Seconda
2. Controls and the screen
3. Staying alive
4. Stealth
5. The arsenal
6. Items and trading
7. Bestiary
8. The people of Seconda
9. Walkthrough SPOILERS
10. Choices and consequences SPOILERS
11. The final score
12. New Game+
13. Co-op
14. Lore: the world before and after SPOILERS

> **About spoilers.** Chapters 1 to 8 explain how the game works and give nothing of the story away beyond the first few minutes. From chapter 9 onward everything is on the table: solutions, choices, deaths and endings.

1 Welcome to Seconda

Two years after the bombs, the city of Seconda in Puglia belongs to stray dogs, bandits, the walking dead and things that have no name yet. You are Aurora, a former army technician holed up on the third floor of an apartment block with a dead radio and one pack of cigarettes.

> *The day the sky darkened, the cataclysm turned our world upside down. The earth shook as if shaken by anger. Humanity faltered like a candle in the wind, bands of marauders rampage through the streets, and creatures roam among us like ghosts of the past. I search for a sign among the ruins, something to tell me I am not alone. A voice, a radio, a fragment of things past may be the only hope of contacting a place we can call home.*

Your goal is simple to state: repair the radio, call for help and reach the roof alive. How you get there is up to you. Along the way three people will ask for your help, and each of those stories can end well, badly, or not be touched at all.



The opening scene: the radio needs a new antenna and a microphone. A language prompt (English or Italiano) appears every time the game starts.



The city map with every destination unlocked: the apartment block and its roof, the neighborhood, the clinic to the west, the supermarket to the north and Vill's shop to the south.

How a typical day goes

The apartment is your base. From the map on the desk you travel to one of the city's districts, scavenge, fight or sneak, then come home. Every trip home moves the clock from day to night or from night to the next morning. Food is both what you eat and what you pay with, so every outing has to bring back more than the day costs.

2 Controls and the screen

Action	Keyboard	Notes
Move	W A S D or arrow keys	Aurora always runs; there is no walk toggle. Movement is free and diagonal.
Interact, confirm	Enter, Space or Z	Doors and stairs trigger by walking into them.
Fire	Ctrl	One shot per press. The Upgraded Rifle fires as long as the key is held. On a gamepad, the X button.
Reload	R	Refills the magazine from the spare ammo in your inventory. You cannot fire while reloading.
Clear a jam	F	Press it the number of times shown on screen, without long pauses.
Menu, cancel	Esc or X	Items, Missions, Options, End Game. Esc also closes the city map.

Aiming

There is no manual aim. A red crosshair marks the nearest enemy, and if that enemy is in view your shot goes to it and Aurora turns to face it. With nothing in view the bullet flies straight ahead. Bullets stop at walls.

Reading the HUD



Top left: health and radiation. Bottom left: the equipped weapon and its condition bar.



Inside a radioactive area the radiation icon turns into a warning sign and the Geiger counter starts ticking.

- **Health** (heart, top left) is shown as a percentage. An ordinary hit removes 20%.
- **Radiation** (trefoil) rises through seven levels, shown as a percentage. It appears once you own a gas mask or pick up your first dose.
- **Filter** (mask icon) shows the charge left in your gas mask filter.
- **Weapon** (bottom left) shows the equipped gun and a ten-notch condition bar: green from 8 up, yellow from 4 to 7, red below 4. Magazine-fed guns do not show a bullet count on screen; the Sniper Rifle shows its remaining rounds.
- **Day or night** is shown by a sun or moon icon, and by the light itself.

Saving

You save at the map on the desk in Aurora's apartment: choose *Save* instead of *Use*. The pause menu has no save option, and the map cannot be used while enemies are in the room. The game also offers a last chance to save before the roof.



The desk map: save here, or use it to travel.



The pause menu. The line at the top shows your New Game+ level.

3 Staying alive

Food is money

Seconda has one currency and you can eat it. Every time the clock moves forward (day to night, or night to morning) Aurora eats 2 Food. If the cupboard is empty she loses health instead, and she can starve to death. Shops quote every price in Food, and a shop pays the full listed price for what you sell, so scrap is worth carrying home.

Time

Time only moves when you decide it does: by leaving a district for the apartment, or by using the sofa. Each of those flips day to night or night to a new day. A new day matters for four reasons:

- Loot and enemies in every district are rolled again each morning. What an empty room holds depends on the place and the day, so going back in on the same day will not change it.
- More enemies are about at night.
- Weapons lose condition with each passing day, even unused.
- Some stories are on a clock (chapter 9), and the final score counts the days.

The sofa

The sofa passes time without leaving home. If you have food, a rest also brings a heavy radiation dose back down to the lowest level. It cannot be used while an enemy is in the apartment. For healing, rely on Medikits.

Radiation

Parts of the neighborhood, the clinic grounds, the supermarket car park and the whole roof are contaminated. The Geiger counter tells you when you are inside one. Every three seconds spent there costs you one of two things:

- with a **Gas Mask** and a charged **Filter**, one point of filter charge (a fresh filter holds 10, about thirty seconds of exposure);
- otherwise, one level of radiation, up to seven.

Radiation does not fade on its own. While you carry any, it hurts you at regular intervals like an enemy hit, and the higher the level the shorter the interval: roughly every ten seconds at level 1, every second and a half at level 7. **Iodine** clears it completely. Kevlar halves this damage too.

Night raids and planks



Night in the apartment. The two windows and the door are the three ways in.



Loot glints on the floor. Search every apartment you pass.

From the third day on, coming home at night carries an even chance that bandits try one of the apartment's three openings: the bathroom window, the main window or the front door. If that opening has been boarded up, they give up and you only find the marks. If not, a bandit comes in. Board an opening by interacting with it while carrying a **Wooden Plank**; you can hold two planks at a time, so reinforcing all three takes two trips.

A visitor

If you have not found the merchant by the morning of day 3, he finds you: Vill knocks, trades at your door and marks his shop on your map.

4 Stealth

Nothing in Seconda attacks you until it has noticed you. Every enemy has a cone of vision and a pair of ears, and both can be worked around.



Two bandits in the clinic locker room with their vision cones drawn in. The cones are a developer view and are not shown during normal play; the small circle is the range at which you are noticed even from behind.

Sight

An enemy sees you when you are inside its cone, within its range, and no wall stands between you. Get very close and it notices you even with its back turned. Idle enemies turn on the spot every few seconds, so a back that is turned now will not stay turned. A "!" over a head means you have been seen; a "?" means it is coming to check something.

Hearing

Aurora's footsteps carry about 4 tiles, and since she always runs there is no quiet way to move, only a far-enough way. Gunshots carry much further (see the weapon table). Walls muffle sound: each wall between you and a listener counts as two extra tiles. An enemy that hears something walks over to investigate, and only turns hostile if it then sees you.

Losing them

Enemy	Sees to	Cone	Hearing	When it loses you
Dog	7 tiles	140°	Sharp (1.5×)	Keeps chasing for 3 seconds, then gives up
Zombie	4 tiles	100°	Normal	Keeps chasing for 3 seconds, then gives up
Bandit	6 tiles	90°	Normal	Walks to where it last saw you and looks around
Bandit gunman	7 tiles	90°	Normal	Walks to where it last saw you and looks around
Bandit Boss	8 tiles	100°	Normal	Investigates, and searches for longer
Mutant	5 tiles	120°	Normal	Keeps chasing for 4 seconds
Armored mutant	6 tiles	120°	Normal	Keeps chasing for 5 seconds

In practice. Zombies are nearly blind and easy to walk around. Dogs see wide and hear far but forget fast: break line of sight around a corner and wait. Bandits are the ones that come looking, so after you slip away, do not stay where they last saw you.

5 The arsenal

Aurora carries every gun she owns and equips one at a time from the Items menu. Each gun's damage is counted in points; enemy toughness in chapter 7 uses the same points.

Weapon	Damage	Magazine	Reload	Ammo	Noise	Where
Revolver	1	6	2.5 s	Revolver/Pistol	9 tiles	Aurora's building, 5th-floor apartment
Pistol	2	10	1 s	Revolver/Pistol	8 tiles	Vill's shop
Semi-automatic rifle	3	15	4 s	Rifle	10 tiles	The safe in the supermarket
Upgraded rifle	4	50	2.5 s	Rifle	11 tiles	Armageddon's reward; fully automatic
Sniper Rifle	3 + knockback	none	none	Sniper	8 tiles	On loan from Armageddon for one mission

The Sniper Rifle is the odd one out: it fires straight from your ammo reserve with no magazine, never wears and never jams, and its bullets shove the target back, which is the only reliable way to keep a mutant off you.

Magazines

A new gun comes with an empty magazine, so press R before your first fight. A reload pulls rounds from your inventory; if the magazine clicks empty mid-fight, you are defenseless for the whole reload time. The slow reloads of the Revolver and the Semi-automatic rifle are their real cost.



A jam. Press F the number of times shown to clear it.



The Items menu shows magazine and condition for the selected gun.

Condition and jams

Every gun except the Sniper Rifle has a condition from 10 down to 0. It drops by one point about every 12 shots (every 33 for the Upgraded rifle) and by one point every two and a half days whether you fire or not. Below 8 the gun can jam on any shot, and the chance climbs steadily to roughly one shot in three near zero. Clearing a jam takes two presses of F while condition is 5 or more and three presses below that; pause for more than two seconds between presses and you start over. At 0 the gun will not fire at all until repaired.

Repairs

One repair restores half of the missing condition, rounded up. There are two sources:

- **Armageddon** repairs every gun that needs it, free, once per gun per day (see chapter 9 for how to meet him).
- A **Weapon cleaning kit** repairs the equipped gun and has two uses. Vill stocks kits only on some days, never before day 3.

6 Items and trading

Supplies

Item	What it does	Found
Food	Currency and daily ration (2 per time step).	Everywhere
Medikit	Restores health. Each one used lowers your final score.	Clinic, supermarket, Vill
Iodine	Removes all radiation.	Clinic, supermarket, Vill
Gas Mask	Worn automatically. Protects from radiation while its filter has charge.	Given by Carmela, or Vill
Filter	Sets the mask's charge to 10.	Vill
Kevlar	Worn automatically. Halves damage taken.	Neighborhood, Building #1, 3rd-floor apartment
Wooden Plank	Boards up one opening of the apartment. Carry limit: 2.	Apartments, neighborhood, clinic
Revolver/Pistol Ammo	Found in lots of 5.	Everywhere; dropped by bandit gunmen
Semi-Automatic Rifle Ammo	Found in lots of 3.	Neighborhood, clinic, supermarket
Weapon cleaning kit	Two repairs of the equipped gun.	Vill, on some days

Scrap to sell

Plastic scrap (1 Food), Copper wire (1), Metal scrap (2), Exhausted battery (6) and Pre-war documents (10) do nothing except sell. You cannot find more of a common item than you can usefully carry: once you hold 10 of something, the game stops rolling it as loot and offers other things.

Vill's shop



Vill's shop, south of the apartment, guarded by two turrets.



Prices before you have helped him.

Vill sells	Normal price	After "A Merchant's Misfortune"
Filter	2	1
Gas Mask	40	20
Medikit	10	5
Iodine	10	5
Pistol	30	15
Weapon cleaning kit (some days)	40	20

Vill also has a *News* option, a rumor from the roads that changes with each visit (all fifteen are collected in chapter 14), and an *Other* option, which is where his story business happens.

Armageddon's shop

Armageddon sells	Normal price	After "Armed to the Teeth"
Revolver/Pistol Ammo	2	1
Semi-Automatic Rifle Ammo	3	2

Guns, the Gas Mask and the cleaning kit cannot be sold back.

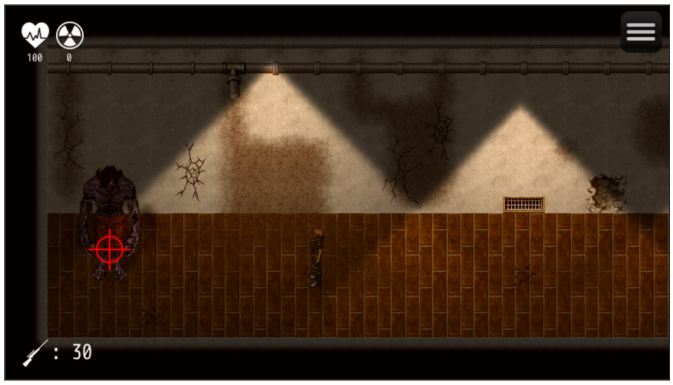
7 Bestiary

Toughness is in the same points as weapon damage: a Dog (2) dies to one Pistol shot or two Revolver shots. Every enemy hit costs Aurora 20% health, or 10% with Kevlar.

Enemy	Toughness	Speed	Behavior	Where
Dog	2	Normal	Bites at close range. Best senses in the game.	Apartment blocks, neighborhood, clinic, roof
Bandit	3	Fast	Melee. Hunts for you after losing sight.	Everywhere, including your own apartment at night
Bandit gunman	3	Normal	Shoots when it has a line of sight. Drops Revolver/Pistol ammo.	Neighborhood, supermarket
Zombie	5	Normal	Slow-witted and short-sighted, but soaks up bullets.	Clinic, roof
Bandit Boss	6	Fast	Armed leader of the Hellish Crows. Drops the Microphone.	Supermarket
Mutant	20	Fast	Charges. Shrugs off one step of knockback.	Basement of Building #1; clinic North Wing late in the game
Armored mutant	40	Fast	Charges. Cannot be pushed back by the Sniper Rifle.	Deep basement



The crosshair marks your current target.



The mutant in the basement of Building #1.

Who spawns where

- **Apartment blocks:** mostly empty; dogs, sometimes a bandit.
- **Neighborhood:** dogs, bandits and gunmen in equal measure; busier at night.
- **Clinic:** zombies and bandits, the odd dog. The locker room always holds two bandits.
- **Supermarket:** bandits and gunmen at every post, inside and out.

8 The people of Seconda



Aurora Leone

The protagonist. A former army technician who repaired and maintained military equipment, which is how she has lasted two years alone. She grew up in this building.



Carmela

Aurora's old neighbor on the second floor, back in her apartment after months on the move. Widow of Dr. Vito Santoro, head physician of the Serena Clinic.



Lucia

Carmela's daughter. She went out looking for food after bandits robbed them and came back with radiation sickness.



Vill

The city's merchant. Sells "quality goods here and there" from a shop guarded by two turrets, and calls everyone "miss".



Nicola Greco

The hacker of the Hellish Crows gang, and someone Aurora went to elementary school with.



Armageddon

A code name. Formerly of AISE, the foreign intelligence agency; now a gunsmith with a shop in the neighborhood.

9 Walkthrough

> **Spoilers from here on.**

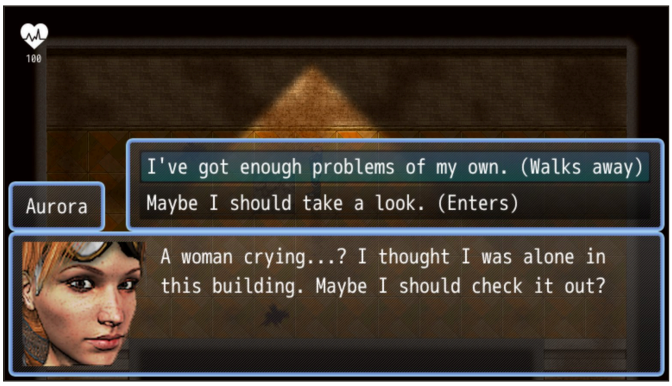
The game has one main mission, *Escape from Seconda*, and three secondary ones. Only the main mission is required, but it cannot be finished without starting Vill's, because the supermarket only appears on the map once he has told you about it. A complete run looks like this:

1. Find the Revolver and scavenge the first days.
2. Meet Carmela (starts a four-day clock).
3. Reach Vill, read the USB stick, hear about the robbery.
4. Clinic: get the Radionex-7 and cure Lucia.
5. Supermarket: Microphone, Vill's goods, the rifle in the safe.
6. Neighborhood: Kevlar, Antenna, and Armageddon.
7. Basement: the mutant.
8. Repair the radio and go to the roof.

First days

Aurora starts with nothing but cigarettes; keep them, they are needed later. Eat what is in the apartment (15 Food by the door), then climb to the **5th floor** of your own building. The apartment there holds the **Revolver**. Equip it from the Items menu and press R to load it. Sweep the other floors for food, ammo and planks; rooms refill each morning.

Passing the **2nd floor** for the first time, Aurora hears a woman crying. You can walk away or go in.



The second floor. Walking away only postpones the meeting.



Carmela and, on the bed, Lucia.

A Mother's Story

Meeting Carmela. Carmela's daughter Lucia is dying of radiation sickness. Carmela's late husband developed a cure, Radionex-7, and left its location on a USB stick. She gives you the stick, her Gas Mask if you have none, and marks Vill's shop on your map.

> **The clock.** From this conversation Lucia has four days. Each new morning takes one away; Carmela tells you how many are left when you speak to her. If the count runs out, Lucia dies, the mission fails, and when you next visit you find Carmela has taken her own life. If you want to prepare first, do it before you walk through that door: the clock does not start until you do.

The USB stick. Go to Vill's shop. On your first visit he introduces his turrets, which only fire on visitors carrying too much radiation. Inside, choose *Other*. Vill reads the stick in exchange for it and your last pack of cigarettes, and prints the *Official Medical Document*: the drug is in the Experimental Drugs Section of the Serena Clinic, in the restricted North Wing.

The clinic. Bring a filter: the ground along the west side of the clinic grounds is contaminated. The front door leads to the lobby and five floors of rooms worth looting. The North Wing is reached through the courtyard, and the courtyard gate on the west side is jammed shut with a horde of zombies behind it.



The clinic entrance. The crate on the right is part of the solution.



The blocked gate to the courtyard.

1. In the lobby, pick up the **Locker key** from the floor (and **Newspaper 3**, by the left wall).
2. Use the key on the locker room door at the top of the lobby. Two bandits are inside. Take the **Toy car** from the bench.
3. Outside, examine the gate with the car in your inventory: Aurora sets it down in front of the gate.
4. Go to the east side of the building and push the **crate** left until it sits against the dumpster. Climb crate, dumpster, then the **fire escape**.
5. From the ladder Aurora switches on the car. The horde charges it, breaks the gate and wanders off.
6. Cross the courtyard to the door at the top, go through the North Wing and into the laboratory. The **Radionex-7** is on the bench.



The crate, the dumpster and the fire escape on the east side.



The laboratory. The Radionex-7 is the pink item on the bench.

Run. The moment you pick up the cure, the zombies come back: several in the North Wing and more in the grounds. They take five points of damage each and you do not have the time; run for the south exit. Leaving the clinic takes you straight to Vill's, where the turrets cut down your pursuers, and from there to Carmela's door.

The alley. The zombies have followed you home. Carmela takes Vill's grenade, leads them into the dead-end alley behind the building, and does not come back. Aurora gives Lucia the cure. The mission is complete and a time step passes.



Carmela in the alley.

Afterwards. Visit Vill's shop to find Lucia on her feet and demanding a gun to go after the bandits who robbed her family. The clinic's North Wing and laboratory now hold loot, and a mutant guards the laboratory door.

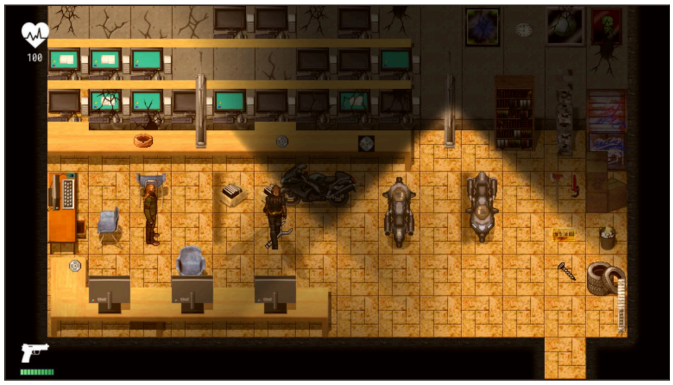
A Merchant's Misfortune

Starting it. After your first visit to the shop, and once the USB business is out of the way, choose *Other* again. Vill admits he has been robbed by a gang called the Hellish Crows, who got past his turrets with the help of a hacker. Bring his goods back and he promises a discount and one of his best rifles, which the gang also took. The **Supermarket** appears on your map. As you leave, Vill asks you to try not to kill the hacker.

The UrbanFresh supermarket. Bandits and gunmen hold the car park, and parts of it are radioactive. Inside, the **Bandit Boss** is waiting with two more guards. He is fast, armed and takes six points of damage; use the shelves to break his line of fire. He drops the **Microphone**, one of the two radio parts. **Newspaper 1** lies in the bottom-right corner of the shop floor, and the shelves are the richest loot in the game.

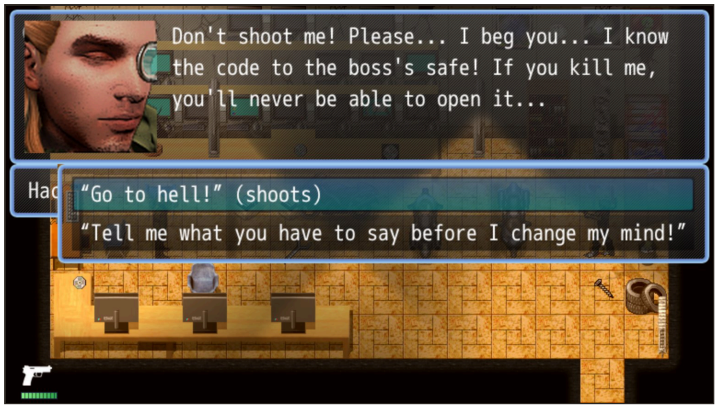


The supermarket floor. The boss stands at the far end.



The control room: Nicola, the stolen goods and the motorcycles.

The control room. The left of the two doors at the back leads to the control room, where the hacker begs for his life and offers the code to the boss's safe.

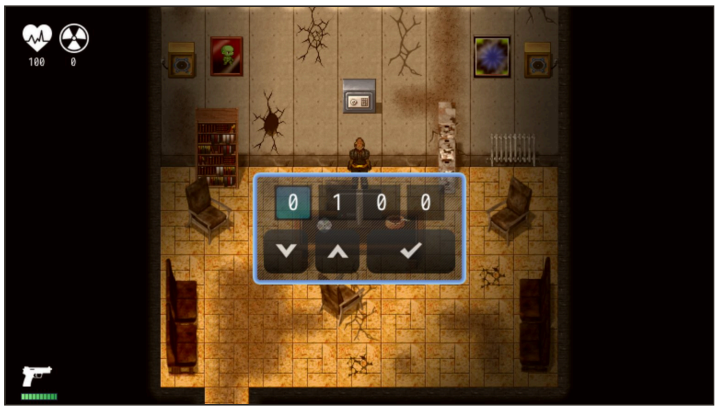


The first of two decisions in the control room.

- **Shoot him.** Nicola dies. You can take his **Notebook** from the body (chapter 14), but you never learn the safe code from him.
- **Hear him out.** The code is **1986**. He recognizes you: he is Nicola Greco, a classmate from elementary school. He has rebuilt a motorcycle with the parts stolen from Vill and asks you to leave the city with him.
  - **Refuse** ("I have to take care of some other business first") and he rides off alone. The mission continues.
  - **Accept** ("But I'm driving") and the game ends here, with the credits. See *The other way out* below.

Either way, pick up the **Stolen Goods** from the control room floor.

The safe. The right-hand door leads to the safe. Enter 1986 to receive the **Semi-automatic rifle**. The safe only accepts a code after you have dealt with Nicola, one way or the other, so the code printed here works even if you shot him.



The boss's safe.

Back to Vill. Some pieces are missing, and Vill asks about the hacker. If Nicola lived, Vill is plainly relieved and waves the missing parts away. If Nicola died, Aurora says the bandits killed him and, if you took it, hands over the notebook. The mission completes either way and every price in the shop is halved for good.

The neighborhood

The neighborhood is three buildings on one radioactive street, each with a ground floor and three floors of apartments. Three things here matter:

- **Antenna:** Building #3, 3rd-floor apartment. The second radio part.
- **Kevlar:** Building #1, 3rd-floor apartment. Take it early; it halves all damage for the rest of the game.

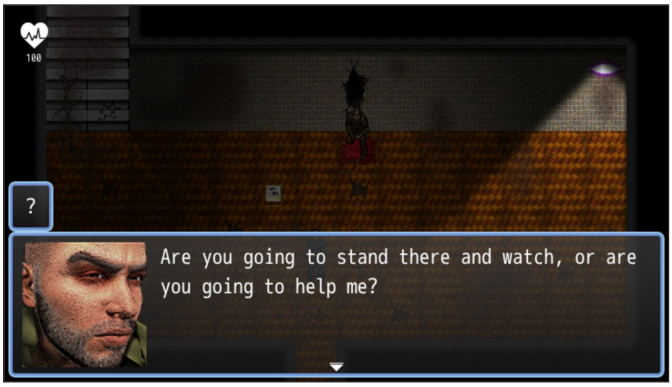
- **Newspaper 2:** on the street, in front of the buildings on the left side.



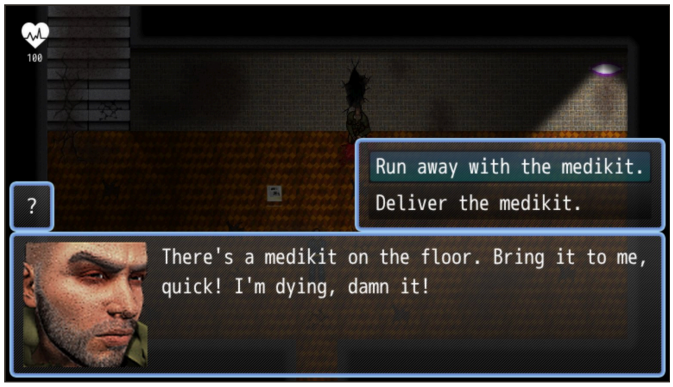
The neighborhood street, arriving from the north.

Armed to the Teeth

Starting it. Once you own the Semi-automatic rifle, walk into **Building #1**. A man is bleeding out on the floor and a Medikit lies just out of his reach.



Building #1, ground floor.

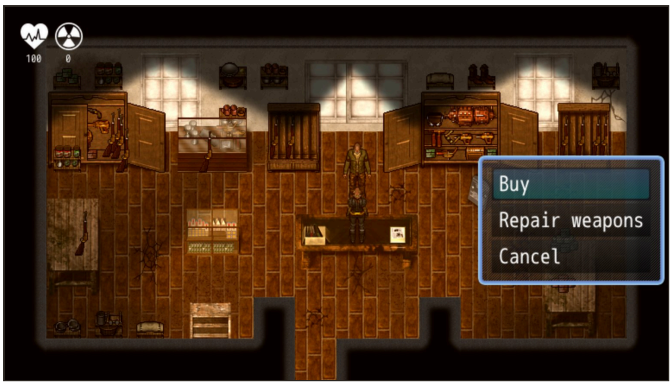


Help him, or help yourself.

- **Deliver the medikit.** He introduces himself as Armageddon and opens his shop on the first floor of the same building. He lets you choose one gift: 3 Iodine, 20 pistol rounds or 10 rifle rounds. Then he tells you what did this to him: a mutant in the basement that bullets barely scratch. He lends you his **Sniper Rifle** with 30 rounds and promises to upgrade your own rifle if you come back alive.
- **Run away with the medikit.** You keep the Medikit and he dies. Search the body afterwards for a Revolver (if you have none) and 18 rounds. The shop, the repairs and this whole mission are lost for the rest of the run.

The first fight. The basement is entered through the crack in the ground-floor wall. Turn left into the long cellar. The mutant has 20 points of toughness and charges; the Sniper Rifle's knockback pushes it back one step per hit, so keep the full length of the room between you and fire as it comes. When it falls it smashes through the wall and escapes, leaving rubble in the gap.

The C4. Examine the rubble, then go back up to Armageddon, who gives you **C4**. Use it on the rubble and follow the long passage behind it.



Armageddon's shop: ammunition and free repairs.



The second encounter. Its skin has changed.

The second fight. The mutant's skin has hardened to steel: 40 points of toughness and the Sniper Rifle no longer pushes it back. There is no trick here, only room to move. Circle the chamber, fire when you have distance, and switch to the Semi-automatic rifle if the sniper rounds run low; both do 3 per shot. You cannot leave until it is over. When the armor finally gives, Armageddon arrives with dynamite and blows the plating off. What is left is the 20-point mutant from the first fight, knockback and all. Finish it.

Reward. Armageddon takes his Sniper Rifle back. Speak to him in the shop with the Semi-automatic rifle in your inventory and he turns it into the **Upgraded rifle**: 4 damage, a 50-round magazine and automatic fire. His ammunition also gets cheaper.

The roof

With the Antenna and the Microphone in your inventory, use the radio in the apartment. The Italian Armed Forces answer and send a helicopter to your roof. **Roof** appears on the map.

> **Point of no return.** The game offers a save before you go up. Bring a loaded gun with spare ammunition and Medikits. The roof is radioactive; Vill hands you five Filters when you arrive.

If you cured Lucia, the way up passes her door first. She refuses to leave the apartment where her mother lived, and sends you on alone.

On the roof you find Vill, who has followed you and brought company without meaning to. A **60-second countdown** starts. Three zombies and a dog come through the stairwell door at once, and more dogs and zombies keep arriving, never more than ten at a time. You do not need to kill them all. When the countdown reaches zero the helicopter's gunner clears the roof. Stay away from the door, keep moving along the open side of the roof and shoot what gets close.



An unexpected travelling companion.



Sixty seconds. The timer is at the top of the screen.

If Lucia is alive she appears at the last moment, having changed her mind: "If I die, the memories I have of my mother will die too." Everyone boards. The credits roll and the game shows your results.

The other way out

Accepting Nicola's offer in the supermarket control room ends the game on the spot: Aurora and Nicola ride out of Seconda and the credits roll. No results are shown for this ending, and because of that it does not count as a completed campaign: it does not unlock Co-op and does not raise your New Game+ level.

10 Choices and consequences

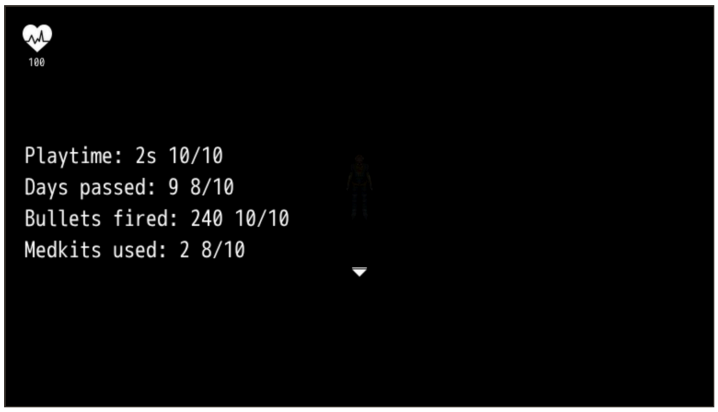
Moment	Choice	What follows
The crying on the 2nd floor	Walk away	Nothing yet. The prompt returns the next time you pass.
	Enter	Starts *A Mother's Story* and Lucia's four-day clock. Gas Mask if you had none.
Lucia's clock	Cure delivered in time	Carmela dies in the alley; Lucia lives and leaves with you from the roof.
	Four mornings pass	Lucia dies; Carmela takes her own life. Mission failed.
Nicola in the control room	Shoot	Notebook on the body. Vill grieves. Safe still opens with 1986.
	Spare, then refuse his offer	He escapes alone. Vill is relieved.
	Spare, then leave with him	Immediate ending, without results.
Armageddon and the medikit	Deliver it	Gunsmith shop, free daily repairs, a free gift, *Armed to the Teeth*, the Upgraded rifle.
	Run with it	One Medikit now; Revolver and 18 rounds from the body. No shop, no repairs, no mission.

What you can miss for good

- Lucia, if you start her clock and then spend the days elsewhere.
- Armageddon and everything he offers, with one choice.
- The Upgraded rifle, if you take neither the rifle from the safe nor Armageddon's mission before the roof.
- Nicola's Notebook, if you spare him; his survival, if you do not.

11 The final score

The helicopter ending closes with three screens. The first lists the three secondary missions as success or failure. The second rates the run in four categories, each out of 10. The third is your final score: the average of the four, rounded down.



The second results screen.

Category	Full marks	Then you lose a point for every
Playtime	Under 12 minutes	6 further minutes of play
Days passed	Finish by day 5	3 further days
Bullets fired	Under 600 shots	300 further shots
Medikits used	None	Medikit used

No category goes below 1. The secondary missions are reported but do not enter the number, so the highest scores come from fast, quiet runs: a perfect 10 means finishing in under twelve minutes without a single Medikit. Playtime is the clock that is hard to beat; the bullet allowance is generous, and stealth saves both bullets and health.

12 New Game+

Finishing the game by helicopter does not send you back to the title. After the results, a new campaign starts straight away, one level higher, from **New Game +1** up to **New Game +7**, where it stays. There is no prompt and nothing is carried over: you begin with empty pockets again.

Each level adds one seventh to two things:

Level	NG	+1	+2	+3	+4	+5	+6	+7
Enemy damage and loot quantity	100%	114%	129%	143%	157%	171%	186%	200%

- **Enemy damage** to Aurora grows. Fractions are not lost: they carry over and are added to later hits. Radiation damage does not grow.
- **Loot** grows: random finds, the food in your apartment and enemy drops come in larger amounts. Key items and guns do not multiply.
- The level is shown only at the top of the pause menu. Nothing on the HUD changes.
- *New Game* from the title screen also starts at the level you have reached. A save keeps the level it was started at.
- One save file cannot count the same completion twice.

13 Co-op

Seconda can be played by two people online through Steam. Co-op unlocks after you have finished the game once with the helicopter ending.

Getting in

- A **Co-op** button appears on the title screen under New Game and Continue. The same screen is in the pause menu.
- In a new campaign you can also open it from **Aurora's radio**, for as long as the radio is still broken and you are not carrying both spare parts.
- **Host:** Create game, then continue a save or start a new one, then *Invite a friend*. Lobbies are friends-only.
- **Guest:** Join, then accept the invite that appears, or paste the lobby code from the clipboard. Accepting an invite from Steam chat works too, even with the game closed.

Who does what

	Host	Guest
Plays as	Aurora	A second Aurora
Story, missions, choices	Decides everything	Watches. Cutscenes play for both; afterwards the Guest reappears beside the Host.
Doors and travel	Opens doors, changes area	Moves freely inside the area the Host is in, but cannot open doors or leave it
Shops	Yes	Can trade with Vill and Armageddon
Loot	Each player has their own pickups; you are not competing for them	
Guns	Owns them	Receives a copy of the Host's guns
Story achievements	Yes	No

Sharing

Inventories are separate. From the pause menu, *Co-op → Trade items* lets either player hand over Food and ordinary items such as ammunition, Medikits, Iodine, Filters and scrap. Key items and guns cannot be traded. If the receiver cannot carry everything, the excess goes back to the giver.

In a New Game+ campaign, the Host's level applies to both players.

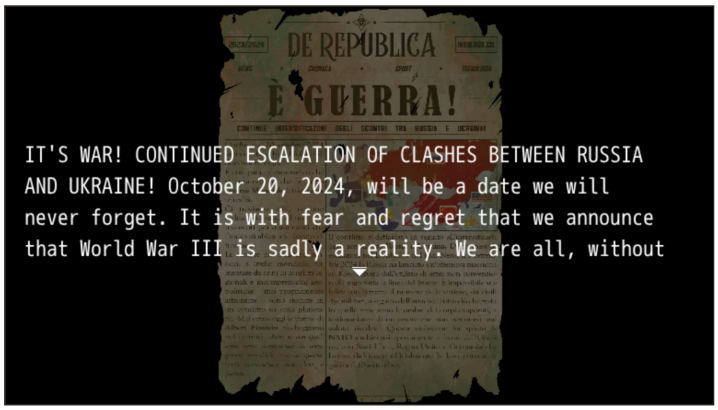
14 Lore: the world before and after

> **Spoilers.** This chapter collects the written material found in the game.

The newspapers

Three pages of the same edition of *De Republica*, dated October 20, 2024, are scattered across the city. Each is a key item you can read from the menu at any time. Together they are the only account of how the war began.

Page	Where to find it
Newspaper 1	Supermarket, shop floor, bottom-right corner
Newspaper 2	Neighborhood, on the street by the left-hand buildings
Newspaper 3	Clinic lobby, by the left wall



Reading a page in game.



Newspaper 1

IT'S WAR! CONTINUED ESCALATION OF CLASHES BETWEEN RUSSIA AND UKRAINE! October 20, 2024, will be a date we will never forget. It is with fear and regret that we announce that World War III is sadly a reality. We are all, without exception, facing one of the most dramatic moments humanity has ever had to face. Increasingly frequent tensions around the world, fueled by years of regional conflicts and geopolitical misunderstandings that have never been properly addressed, have resulted in a global conflict. Never before have Albert Einstein's words echoed so powerfully through eternity: “I don't know what weapons will be used in World War III, but World War IV will be fought with sticks and stones.” The conflict erupted following the intensification of clashes between Russia and Ukraine. After months of escalation in Donbass and the Black Sea, on September 5, 2024, Russia launched a massive offensive on Kiev, followed by the use of unconventional weapons along the entire front line. It is impossible to determine with certainty the number of casualties, both civilian and military, as a result of the attack. All that remains in those areas are the shadows of evaporated bodies, bearing witness to a horror we never wanted to see again. This violation prompted NATO to openly side with Ukraine, with the United States, the United Kingdom, and Germany officially declaring their entry into the war on September 10.



Il 15 settembre, la Cina, dopo settimane di minacce velate, ha formalizzato la sua alleanza con la Russia, inviando truppe e mezzi nel teatro di guerra europeo e aumentando la pressione militare su Taiwan. Questo ha scatenato reazioni immediate da parte di Giappone, Corea del Sud e Australia, trascinando l'Asia in un conflitto su vasta scala. L'India, sebbene inizialmente neutrale, ha preso posizione contro la Cina il 20 settembre, consolidando un'alleanza con gli Stati Uniti e il Regno Unito.

A nulla è servita la sentenza del tribunale dell'AIA che il 29 Settembre scorso aveva dichiarato Israele colpevole di crimini di guerra. Nel mentre, i colloqui per un cessate il fuoco si sono conclusi con un nulla di fatto. Dopo mesi di violenze e attentati reciproci, il 1° ottobre 2024 Israele ha lanciato un attacco preventivo su Gaza, temendo un'imminente **invasione coordinata tra Hamas e Hezbollah** (mai confermata da nessuna delle intelligence coinvolte), sostenuti da Iran e Siria. In risposta, il 3 ottobre, l'Iran ha dichiarato guerra a Israele, mentre la Turchia e l'Arabia Saudita si sono schierate, rispettivamente, con l'asse palestinese e quello israeliano.

Gli Stati Uniti, già impegnati sul fronte europeo, sono intervenuti il 5 ottobre a sostegno di Israele, portando il conflitto mediorientale su scala globale. La Russia, a sua volta, ha dichiarato il proprio sostegno all'Iran, inviando missili e risorse militari nella regione. mentre l'Europa si è divisa, con la Francia che ha cercato una soluzione diplomatica e il Regno Unito che ha intensificato i suoi sforzi militari in Medio Oriente.

Newspaper 2

On September 15, after weeks of veiled threats, China formalized its alliance with Russia, sending troops and equipment to the European theater of war and increasing military pressure on Taiwan. This triggered immediate reactions from Japan, South Korea, and Australia, dragging Asia into a large-scale conflict. India, although initially neutral, took a stand against China on September 20, consolidating an alliance with the United States and the United Kingdom. The ruling of the Hague court on September 29, which found Israel guilty of war crimes, was to no avail. Meanwhile, talks for a ceasefire ended in a stalemate. After months of violence and mutual attacks, on October 1, 2024, Israel launched a preemptive strike on Gaza, fearing an imminent coordinated invasion by Hamas and Hezbollah (never confirmed by any of the intelligence agencies involved), supported by Iran and Syria. In response, on October 3, Iran declared war on Israel, while Turkey and Saudi Arabia sided with the Palestinian and Israeli axes, respectively. The United States, already engaged on the European front, intervened on October 5 in support of Israel, bringing the Middle East conflict to a global scale. Russia, in turn, declared its support for Iran, sending missiles and military resources to the region. Europe was divided, with France seeking a diplomatic solution and the United Kingdom stepping up its military efforts in the Middle East.



Il 15 ottobre, l'Egitto ha attaccato Israele, mentre il Sudafrica, insieme a diversi stati africani, si è schierato con la coalizione russo-cinese. In Sud America, il Venezuela e **Cuba hanno dichiarato il loro appoggio alla Russia** il 18 ottobre, attaccando le basi Nato e sequestrando alcuni civili. La risposta di Brasile e Colombia non si è fatta attendere, tant'è che poche ore dopo anche i leader dei rispettivi Paesi hanno confermato il loro ingresso nel conflitto.

Mentre l'equilibrio globale si sgretola, le potenze mondiali sono ora coinvolte in un conflitto senza precedenti. La diplomazia internazionali sembrano impotenti e dimostrano la loro incapacità di fronte alla rapida escalation delle ostilità. Con l'inizio delle prime offensive nucleari tattiche nell'Europa dell'Est e nel Medio Oriente, **l'umanità si trova di fronte a una delle sfide più grandi della sua storia.**

I leader mondiali si riuniranno oggi alle Nazioni Unite in un disperato tentativo di trovare una via d'uscita, ma con le tensioni a un punto di rottura, le speranze di pace sembrano sempre più lontane.

AGGIORNAMENTI

- **Washington:** Il presidente degli Stati Uniti ha annunciato la mobilitazione totale dell'esercito, con milioni di riservisti richiamati alle armi.
- **Mosca:** Il Cremlino ha dichiarato lo stato di guerra e l'imminente utilizzo di armi strategiche avanzate.
- **Bruxelles:** La NATO ha confermato l'attivazione dell'articolo 5 per la difesa collettiva, mentre la Germania ha dispiegato truppe sul fronte orientale

Mentre il conflitto si allarga ogni giorno di più, la domanda che tutti noi ci poniamo è: per quanto ancora saremo in grado di raccontare questa storia? Per quanto ancora, là fuori, ci sarà qualcuno in grado di potervi comprendere o ascoltare? Noi di Repubblica continueremo a raccontarvi ogni giorno gli sviluppi di questa triste pagina di storia che, onestamente, non avremmo mai voluto raccontarvi. Possa Dio avere pietà delle nostre anime.

Newspaper 3

On October 15, Egypt attacked Israel, while South Africa, along with several African states, sided with the Russian-Chinese coalition. In South America, Venezuela and Cuba declared their support for Russia on October 18, attacking NATO bases and seizing civilians. Brazil and Colombia's response was swift, with the leaders of both countries confirming their entry into the conflict just hours later. As the global balance crumbles, world powers are now embroiled in an unprecedented conflict. International diplomats seem powerless and demonstrate their inability to deal with the rapid escalation of hostilities. With the start of the first tactical nuclear offensives in Eastern Europe and the Middle East, humanity faces one of the greatest challenges in its history. World leaders will meet today at the United Nations in a desperate attempt to find a way out, but with tensions at breaking point, hopes for peace seem increasingly distant. UPDATES Washington: The US president has announced the total mobilization of the army, with millions of reservists called up. Moscow: The Kremlin has declared a state of war and the imminent use of advanced strategic weapons. Brussels: NATO has confirmed the activation of Article 5 for collective defense, while Germany has deployed troops to the eastern front. As the conflict widens every day, the question we all ask ourselves is: how much longer will we be able to tell this story? How much longer will there be anyone out there who can understand or listen to us? We at Repubblica will continue to report daily on the developments of this sad page of history that, honestly, we never wanted to tell you about. May God have mercy on our souls.

A timeline of the collapse

2024	Event
Sep 5	Russia launches a massive offensive on Kiev, followed by unconventional weapons along the front.
Sep 10	The United States, United Kingdom and Germany enter the war alongside Ukraine.
Sep 15	China formalizes its alliance with Russia; Japan, South Korea and Australia are drawn in.
Sep 20	India sides against China.
Sep 29	The Hague court finds Israel guilty of war crimes.
Oct 1 to 5	Israel strikes Gaza; Iran declares war; the United States intervenes.
Oct 15	Egypt attacks Israel; South Africa and other African states join the Russian-Chinese coalition.
Oct 18	Venezuela and Cuba attack NATO bases; Brazil and Colombia enter the war.
Oct 20	First tactical nuclear offensives. The newspaper goes to print.

The game itself takes place two years later, as the helicopter crewman says on the roof: "It's only been two years and look what we've become."

The Official Medical Document

Printed by Vill from Dr. Vito Santoro's USB stick.

> Serena Clinic – City of Seconda
>
> Head physician: Dr. Vito Santoro
>
> Protocol title: Systemic neutralization therapy following exposure to ionizing radiation
>
> Drug used: Trade name: Radionex-7
>
> Pharmacological class: New-generation chelating and radioprotective agent
>
> Pharmaceutical form: 250 mg gastro-resistant tablets, administered orally
>
> Administration protocol: Oral administration within 2 hours of exposure
>
> Initial dose: 2 tablets, followed by 1 tablet every 12 hours for 5 days
>
> Continuous monitoring of vital signs
>
> Support with hydration and nutritional therapy
>
> Drug storage Radionex-7 has been stored at the Experimental Drugs Section of the Serena Clinic, in the restricted north wing. Access is restricted to personnel authorized by the head physician, Dr. Vito Santoro.
>
> Preclinical experimentation section (mouse model)
>
> Objective: to evaluate the efficacy of Radionex-7 administered orally to subjects exposed to controlled radiation.
>
> Experiment log
>
> Day 1: 12 mice exposed to a sub-lethal dose of gamma radiation. Oral administration of Radionex-7. Observations: significant reduction in nausea and lethargy within 8 hours.

Day 2: monitoring of vital signs. Results: stabilization of heart rate and increased mobility compared to the control group.

Day 3: blood test. Results: 18% increase in white blood cells compared to baseline, indicating bone marrow stimulation. Day 5: histological evaluation of bone marrow samples. Results: accelerated cell regeneration, with reduced necrosis compared to untreated subjects. Day 7: general follow-up. Results: 11 out of 12 subjects survived, with almost complete recovery of motor functions.

Nicola's notebook

Taken from Nicola's body, only if you shoot him.

Nicola's Diary

Day 12

The Hellish Crows... my gang. Or so they say. I spend my days with them, between raids and sharp laughter. They often tease me: they say I'm better at talking to circuits than to people, that my hands know codes better than blades. Sometimes it weighs on me, but I know that without me they would never have deactivated all the systems that stood in our way. Vill, my stepfather, is a different man. He was stingy with his customers: he counted every screw and bolt as if it were gold. But with me... with me he was affectionate. He always gave me a smile, even when the world seemed to be falling apart. I'll never forget the day I finished his guard towers for the store. They weren't perfect, but they worked. He looked at me as if I had erected a bastion against the apocalypse. At that moment, I felt I had given him something no merchant could ever buy. Yet today, I write with a different weight on my shoulders. I have devised a plan to escape Seconda, this hellish city infested with zombies and radioactive dogs. So I used what I knew: I deactivated the turrets I had built myself and led the Hellish Crows to rob Vill of his precious mechanical objects. It was the only way to get the resources I need to escape. It wasn't easy to betray those who had shown me affection, but survival knows no mercy.

News from the roads

Vill's *News* option gives one of fifteen rumors, picked at random each time you talk to him. They sketch the rest of Puglia and Italy beyond the city limits.

1. Some say that in the old hospital there is something worse than the usual dogs and brainless creatures.
2. Many think that the Alps are safe to live in, who knows...
3. It seems that in Rome there are now fights between men and mutants in the Colosseum... and you can even bet on it!
4. A merchant friend of mine told me about a sea monster near Taranto.
5. Have you ever heard of the Arditi? They believe they can create their own nation in northern Italy.
6. A clan called Le Iene della Polvere (The Dust Hyenas) has started patrolling the Tavoliere. They don't steal everything: only metals and batteries. Someone is financing them.
7. The port of Manfredonia has split into two factions: the Solcatori, who want to trade, and the Guardians of the Pier, who want to militarize it. Tensions are high... Great for those who sell weapons!
8. The land towards Zapponeta has split, creating crevices kilometers long. Some swear they have seen lights under the cracks.
9. Between Seconda and Manfredonia, some merchants are paying guards to clear the roads. If this continues... traveling will become less deadly. Perhaps.

10. Lately, the caravans that left Foggia have not arrived in Seconda. No corpses, no assaults. Just... silence. They have disappeared.
11. Near the sheep tracks of the Tavoliere, fields are catching fire even without wind. The ground is hot underfoot... too hot.
12. This morning, a stretch of road east of Seconda caught fire on its own. Streetlights are working for the first time in years.
13. A merchant swears he has a battery that never runs out. He says it comes from a laboratory near Cerignola.
14. Near the ruins of Siponto, there is a continuous crying sound. No one can find the source. Yet it is very clear.
15. A caravan has arrived from Bari. None of the merchants speak. They are all covered in ash. They are all alive... but they don't speak.

Places and names

- **Seconda:** the city, in the Puglia region. The neighboring names in Vill's rumors (Foggia, Manfredonia, Zapponeta, Siponto, Cerignola, the Tavoliere) place it in the north of the region.
- **Serena Clinic:** where Dr. Santoro developed and stored Radionex-7.
- **UrbanFresh:** the supermarket the Hellish Crows use as a base.
- **Hellish Crows:** the bandit gang that robbed Vill, and Carmela's family before him.
- **Radionex-7:** a chelating, radioprotective drug in 250 mg tablets; 11 of 12 test mice survived a sub-lethal dose.
- **AISE:** the External Information and Security Agency, Armageddon's former employer.
- **Parrett M28:** Armageddon's .50 caliber sniper rifle.