

## Walkthrough

### Main directives / Hints only

**Secrets:** **2** in the first level, **1** in the second level

Start the game, manage to open the **vertical door** of another warehouse and enter there. The goal is to exit from there with a **Silver Key** in your backpack. You won't need to come back here again, after that.

From the initial corridor, instead of using already the Silver Key, find a **trapdoor** on the ceiling, enter, follow the next steps, open the shortcut to the initial corridor and manage to collect an **Office Card** and to open the **garage door** down the ramp, where some workers are mocking Lara.

Go down there, kill everyone and, before entering the bigger storage with containers, locate the position of the **Uzis**. Enter the big warehouse and pick them as soon as you can. Have fun.

This big warehouse is the main hub of the level.

From here, at the moment, you can:

- Pick the **Battery Part 1** exploiting the lowering of a crane, that also opens the shortcut for the courtyard later
- Pull the **first switch** for a **brown door** near a broken button with smoke on it.
- Pick the **Grenade Launcher** (0 grenades)

Come back to the initial corridor and use the **Silver Key**, then the **Office Card**. From there, open a **small white gate** next to green cans, reach it, enter the **air duct** and pull the switch. Explore the courtyard, pick a **Workshop Key** and the **Battery Part 2**.

One of the balconies leads to a shortcut to the main hub, if you opened the path before from there. If not, then reach the hub back with backtracking.

Use the **Workshop Key** in the main warehouse. Reach the yellow tanks storage, pick the **Locker Room Key**.

Come back up to the stairs where you used the Silver Key and reach the kitchen. You have to exit from there with a **Personal Card**.

Use the **Personal Card** near the stairs and complete the area, using also the **Locker Room Key**. You have to come out from the dormitory/toilets area with: a **Shotgun**, a **Crowbar**, and a **Lasersight**.

Go using the **Crowbar** near the yellow tanks storage, pick the **Iron Key** and use it in the main warehouse. Reach an **air duct**, open another **door** of the main warehouse under a red button and climb down there through the grates.

Enter there, pick the **Electric Maintenance Key** and climb up over a switch where 2 dogs will welcome you. Open a small white door near the room with the 4 pillars and open a shortcut to reach it. Climb and enter there, pull the **second switch** for the **brown door** near a broken button with smoke on it.

Go using the **Electric Maintenance Key** (stairs area), remove the electricity, pick the **Fuse** and go using it not far from there (storage with shelves). A **trapdoor** near the generator will open as a shortcut to reach the incinerator with swinging traps.

Pick the **Offices Key**, climb up the air duct (a bit challenging but a hint tells you where to jump), and reach the last door to open with a keyhole in the main warehouse.

Here, a series of combat challenges will start floor by floor. The 4th challenge will show a small kickdoor already opened, go there to finish the gang in a more satisfying way.

Reach a wet floor with hanging cables, put the unified **Battery** behind a pushblock and try to reach the crawlspace. Another gang is coming, but don't waste time killing them. Escape in the duct and kill them with another infamous method.

Pick some **collectibles for the mission** and reach the balcony with the **broken button**. Open the **small white door** with orange light (it's behind some containers) and reach it.

A timed run will show up. You got it right! Create your path through the containers (3 possible ones) and enter the trapdoor on time.

Pick the **Revolver** and climb down the shortcut to the kitchen. Open the freezer, enter the air duct, and follow the path until you come out with a **Water Control Card**. Reach the **door with a blue drop** notice in the main warehouse, enter the water challenge, complete it and face a pushblock puzzle with pipes. **Refer to the storyline** (open the Pix folder to read again the initial image) to understand what to do if you have no idea.

Go checking the result of your setup and be proud of your bad intentions.

What you need now is fire.

Near the entrance of the water challenge climb up a ladder and reach a shortcut to the courtyard. Push the block down. Open the remaining **small white door**, enter there, follow the steps and reuse an **old metallic pushblock you'll find to be familiar**. Follow the path, open the **small white door** near that wooden pushblock you still didn't push from the beginning, and find a way to push it. Pick the **Torch**, find the fire and you know what to do...

**Second level:** escape the base with the motorbike, as easy as it sounds. Maybe. (You don't need the Nitro).

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**Hints for the secrets:**

**1st:** In the big warehouse look around with the binoculars. Banana jump needed to reach it.

**2nd:** A crate in a smaller warehouse has a crack that is waiting for a crowbar.

**3rd:** The drunk man is more resilient than what you think. Those Russians...