Syphon Filter: Dark Mirror Hidden Evidence List

by Sal_89 Updated to v1.10 on Jan 31, 2019


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SYPHON FILTER: DARK MIRROR}
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HIDDEN EVIDENCE FAQ}
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>>>VERSION 1.10<<<}
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Table of Contents}
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I. About the FAQ}
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I. In-Depth FAQs}
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II. Levels}
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0. Episode 0: Training Mode}
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I. Part 1: Basic Movement}
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II. Part 2: Basic Combat}
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III. Part 3: MB 150 Rifle and Darts}
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IV. Part 4: Multiplayer}
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I. Episode 1: Fire and Ice}
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I. Part 1: Insertion Point Alpha}
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II. Part 2: Red Jack}
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III. Part 3: Finding Freeman}
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IV. Part 4: A Man Without Power}
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V. Part 5: Freeman's Files}
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II. Episode 2: Blood and Oil}
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III. Episode 3: Ancient History}
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IV. Episode 4: Saving Private Janzen}
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I. Part 1: Forged Under Fire}
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II. Part 2: Traitor In Our Midst}
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III. Part 3: The Ultimate Sacrifice}
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IV. Part 4: The Trojan Horse}
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V. Episode 5: The Root of All Evil}
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I. Part 1: Fist Full of Rubles}
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II. Part 2: Blood Money}
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VI. Episode 6: Touchstone}
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I. Part 1: A Meeting with Fate}
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II. Part 2: Into the Abyss}
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VII. Episode 7: Singularity}
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I. Part 1: Red Section}
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II. Part 2: Drowning}
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III. Part 3: Event Horizon}
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IV. Part 4: Matter's End}
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VIII. Episode 8: Bonus}
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I. Part 1: Goodnight Sweetheart (Narbonne)}
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II. Part 2: Up A Column Without a Paddle (KemSynth Tower)}
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III. Part 3: Trapped In The Hornet Nest (Sana Yemen)}
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IV. Birds of a Feather (Bangkok Part 1)}
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V. Jimmy Zhou\uc2 \u8217\'81\'66s Army (Bangkok Part 2)\uc1 }
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III. Locked Files}
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I. Concept Art}
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I. Episode 1: Fire and Ice}
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II. Episode 2: Blood and Ice}
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III. Episode 3: Ancient History}
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IV. Episode 4: Saving Private Janzen}
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        }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
V. Episode 5: Root of All Evil}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch \ltrch\fs20
        }{\i0\b0\afs20\rtlch \ltrch\loch\fs20

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VI. Episode 6: Touchstone}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
        }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
VII. Episode 7: Singularity}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
        }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
VIII. Episode 8: Bonus}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
II. Audio Files}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
         }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
I. Episode 1: Fire and Ice}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
         }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
II. Episode 2: Blood and Ice}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
         }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
III. Episode 3: Ancient History}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
         }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
IV. Episode 4: Saving Private Janzen}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
         }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
V. Episode 5: Root of All Evil}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
         }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
VI. Episode 6: Touchstone}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
         }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
VII. Episode 7: Singularity}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
         }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
VIII. Episode 8: Bonus}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
III. Bonus Movie}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
          }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
I. Episode 1: Fire and Ice}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
          }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
II. Episode 2: Blood and Ice}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
          }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
III. Episode 3: Ancient History}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
          }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
IV. Episode 4: Saving Private Janzen}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
          }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
V. Episode 5: Root of All Evil}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
          }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
VI. Episode 6: Touchstone}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
          }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
VII. Episode 7: Singularity}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
          }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
VIII. Episode 8: Bonus}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
IV. Contact}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
V. Legal}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20
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\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Part 0: Version History}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1.00: Release of the FAQ}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1.10: Corrected misspelling errors}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Part 1: About the FAQ}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
This is a simple, but detailed Mini-FAQ that show how to obtain all of the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Hidden Evidence present in the game. Now many In-Depth FAQs:}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1Q) How many Hidden Evidences are there in a level?}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1A) There are ALWAYS three Hidden Evidence per level}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2Q) I can\uc2 \u8217\'81\'66t reach to find any of Hidden Evidence present in [insert level\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
without Hidden Evidence]! Please help me!}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2A) Many levels like \uc2 \u8220\'81\'67The Trojan Horse\u8221\'81\'68, don\u8217\'81\'66t have Hidden Evidence, then
don\u8217\'81\'66t\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
worry about it}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3Q) How can I know how many Hidden Evidence have already taken?}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3A) If you pause the game, in the right bottom of the screen you can see the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
voice called \uc2 \u8220\'81\'67Hidden Evidence X/3\u8221\'81\'68, then you can know always how many Hidden\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Evidence have you already taken}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
4Q) I can\uc2 \u8217\'81\'66t reach to find a Hidden Evidence! (Again!)\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
4A) Try to use the EDSU Googles, this cool gadget can help you a lot}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch

\ltrch\loch\fs20
5Q) How to know if you have taken a Hidden Evidence?}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
5A) It is very simple, just stay near of the Hidden Evidence, like if you pick-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
up a weapon and press Up/Triangle (depends what version of the game you}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
have, Up for Sony PlayStation Portable, Triangle for Sony PlayStation 2),}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
then a message on the right bottom will appear. When you have taken all of}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the three Hidden Evidences in a level, will appear two messages always on}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the right bottom. Once you have founded all the Hidden Evidence in an}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Episode, will appear three messages again on the right bottom}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
6Q) But collecting all of the Hidden Evidences in an Episode, what happen?}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
6A) You will able to see the unlocked content present in \uc2 \u8220\'81\'67Locked Files\u8221\'81\'68. These\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
includes concept arts, audio files and bonus movies}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
7Q) And collecting every of all Episodes?}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
7A) You will unlock only all of the locked materials and stop, but it is also a}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
big step to the 100%}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Part 2: Levels, Episode 0: Training Mode}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
The Training Mode (a.k.a. Episode 0) DON\uc2 \u8217\'81\'66T have Hidden Evidence. Although a\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
sort of Hidden Evidence is present in the First Training \uc2 \u8220\'81\'67Basic Movement\u8221\'81\'68\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
(a.k.a. Part 1 of Episode 0). It consists in a white and red present for Gabe,}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
but what it is? As soon as you picked-up, Teresa will tell to Gabe that is an}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
invitation of a party for Stone, but this don\uc2 \u8217\'81\'66t will unlock anything. Although\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
the completion of all four trainings is required for unlock the first Bonus}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
mission:}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Goodnight Sweetheart, located in Narbonne. In this mission, you will play as}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20

Gary Stoneman, that is charge to kill Mara Aramov, the archenemy of Gabriel}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Logan, Elsa Wessinger and the Mara\uc2 \u8217\'81\'66s Bodyguards\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Part 2: Levels, Episode 1: Fire and Ice}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 1: INSERTION POINT ALPHA}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) From insertion point, kill the enemy that talk with Red Jack via radio, near}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the dead worker with the orange suit and take the keycard from the dead}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
worker, then turn right, there is an enclosure and a barrel. Shoot at the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
barrel and that enclosure will break, let to you to pass. From here, enter in}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the new area, and kill the two guys will spawn in front of you, kill them,}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
then turn left, there is a ladder, go up the ladder, turn right and jump on}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the other building, that one with the radio with short wave and search for a}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
RTL. Once founded it, use the RTL to go on the other building, then get off}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
and open the door in front of you with the keycard that you have taken}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
before. Use the NV Googles or PID for search the HIDDEN EVIDENCE, or for}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
faster searching use the EDSU Googles. The HIDDEN EVIDENCE will be near to}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the M67 Grenades. In the room there are also a Med Kit to the left and a M1}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Super 90 to the straight}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2) The second shares the same path of the first HIDDEN EVIDENCE, till to the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
LADDER PART. The difference is that once you have jumped on the other}

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
building, don\uc2 \u8217\'81\'66t use the RTL, just use the other ladder for reach the top of\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the radio with short wave, once do it this, there is another dead worker with}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
an orange suit. It have the HIDDEN EVIDENCE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) The last of this Part, is situated at the base of the distillation column, as}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
soon as you use ladder for go down, there is a crate with a Flak Jacket to}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the left and a Med Kit to the right. The HIDDEN EVIDENCE is situated in the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
between the crate and the Med Kit}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
---}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 2: RED JACK}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) From the insertion point, detach from the wall and search for a ladder to the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
left. Once done, get off the ladder and turn again to the left and search for}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
a projection, then jump and follow the path till when you have passed the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
enclosure, jump off and go straight will be a dead undercover NSA agent with}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
an orange suit. When you pick-up the HIDDEN EVIDENCE, will start a cut scene.}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Once finished, pick-up the B1 KEYCARD. This card is ESSENTIAL for the next}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
HIDDEN EVIDENCE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2.1) From the PROJECTION OF THE FIRST HIDDEN EVIDENCE, turn right and walk over}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the truck with petrol tank, but be careful, there is a man with a turret,}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
then kill him and you will see a door. Open it with the B1 KEYCARD taken}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
before and enter in the room in front of you, there is the HIDDEN EVIDENCE.}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
In this room, there is also a Flak Jacket}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2.2) Try to alert the enemies for bypass the passage of the B1 KEYCARD. Often}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
will spawn enemies from this room, allow to you to enter in the room, but}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
be careful, you may die from stray bullets. This method can be used also}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
after you activate the commutator, per via of the blown cover}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) From the insertion point, detach from the wall and use the RTL in front of}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
you and follow the path. A guy will shoot you, then kill him and jump off,}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
turn right and next turn left. Search for a dark place, always to the left.}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
The HIDDEN EVIDENCE is on the right of this dark place}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
---}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 3: FINDING FREEMAN}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) From the insertion point, kill the guy to the right, use the RTL and open the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20

```
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
ventilation duct and walk till you see a flame. Shoot the button for turn off}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the flame and get off. Then search in the room. The HIDDEN EVIDENCE is on the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
ground in one of the angles of the room. Use the EDSU Googles for faster}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
searching. Always in this room, there is a clue for the LAST HIDDEN EVIDENCE.}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
It consists in a code for a locker. The code is on the right bottom of the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
room and is 938. In the room there is also a crate with a Flack Jacket}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2) After leaving the second ventilation duct, walk to the elevator, then there}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
are three guards: one at the distributor and two at the TV. Kill those guys.}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Then search on the left sofa. On the left seat there is the HIDDEN EVIDENCE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) In the elevator alley, there are some lockers to the right. One of them, is}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
protected with a code. Do you remember the code said before? Then digit 938}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
and open the locker\uc2 \u8217\'81\'66s door. The HIDDEN EVIDENCE is of front of you. There are\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
also two more lockers, one with a Med Kit and one with a Flak Jacket}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
---}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 4: A MAN WITHOUT POWER}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) When the elevator\uc2 \u8217\'81\'66s doors open, there is an electric panel. The HIDDEN\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
```

EVIDENCE is here. A cool and strange fact is that Logan will say a sentence}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
at the moment of the pick-up, but it is the only time that Logan will say}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
anything about a taken HIDDEN EVIDENCE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2) Exit from this room and will spawn many enemies, kill them and use the RTL.}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Then turn left toward to the flame. Shoot at the button and you will see a}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
carbonized body in an orange suit. Pick-up the HIDDEN EVIDENCE from the body}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) From the end of the RTL path, turn right instead left, search a dark place}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
always to the left. Enter in this place and go again to the left. Use the NV}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Googles or PID for easier search or use the EDSU Googles}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
---}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 5: FREEMAN\uc2 \u8217\'81\'66S FILES\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) The first HIDDEN EVIDENCE is one of the electric panel in front of the first}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
door with electric control. There are also a crate with a Flak Jacket, a Med}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Kit in a locker and 3 M67 Grenades in a locked locker. For open it, you must}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
take a key present in a shelf to the left in the computer room}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch

\ltrch\loch\fs20
2) The second is as soon as the door with electric control. Turn to the left and}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
you will see a shelf. The HIDDEN EVIDENCE is the head of the deer. A}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
reference of Syphon Filter 3?}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) The last HIDDEN EVIDENCE is on the last area of the level, after the last}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
door with electric control, behind the two enemies that will shoot you, but}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
be careful, DON\uc2 \u8217\'81\'66T SHOOT AT THE TUBE, BECAUSE YOU WILL DESTROY THE HIDDEN\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
EVIDENCE. It is a laptop situated to the right, behind of the two guys. There}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
is also a crate with ammo replenishment}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Part 2: Levels, Episode 2: Blood and Oil}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 1: UNDER NORAD\uc2 \u8217\'81\'66S NOSE\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) Maybe is one of the hardest HIDDEN EVIDENCE to find, because it is on the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
well hidden in the snow. Use the EDSU Googles for faster search. A hint is}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
search in the external loop of the level}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2) After the guy will open the manhole, kill him and go up the ladder. Walk till}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20

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   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
to the plane wings and turn left. Equip the EDSU Googles. Now you can see a}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
yellow zone on the wing, then open this part of the wing. The HIDDEN EVIDENCE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
is front of you, in the ground}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) The last HIDDEN EVIDENCE is the same thing but turn right instead left}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
      }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
---}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 2: SECURITY SECTION D}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) After the first Checkpoint (there is a Laser Trip Mine, be careful), you must}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
go out of the structure. There are many enemies, kill them (always be}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
careful, there are two Laser Trip Mines) and jump on the crates. On the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
higher crate, there is the HIDDEN EVIDENCE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2) Once you have opened the ventilation duct, enter and follow the path. Now the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
path is closed. But wait about shooting the button for re-open the path,}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
BECAUSE THE HIDDEN EVIDENCE IS ON THE SECOND FAN}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) The third HIDDEN EVIDENCE is hard to find, like the first of the Episode 2,}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
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```
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Part 1. The difficulty is the large amount of enemies and the limited time of}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
four minutes. Then reach the ground floor and search for a pit. Then crouch}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
and move on the projection, then go up again and go straight. An unique cut}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
scene will be played}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
---}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 3: KREISLER\uc2 \u8217\'81\'66S GARDEN\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) When you take the Maintenance Key, go to the control panel and turn left. The}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
HIDDEN EVIDENCE is on the wall}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2) After taken the elevator, kill the two guys that will shoot you. To the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
right, there is a door, open it and go straight. The HIDDEN EVIDENCE is near}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
to a Med Kit. In the room, there is also a M4 Carabine and a button for turn}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
off the flames of the broken tubes}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) The last HIDDEN EVIDENCE is quite hard because there are a lot of enemies and}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Laser Trip Mines. Anyway, kill the guy that likes Red Jack, open the door and}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
kill the enemies. Once after did this, turn left, disarm the Laser Trip Mine}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
and go down on the stairs, then turn left near the plants. The HIDDEN}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
```

EVIDENCE is on the border of the plant}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
---}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 4: FREEMAN\uc2 \u8217\'81\'66S ANSWER\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) After killing every enemy that shoots Lian, use the RTL and go straight to}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the ladder, but wait, to the left, there is a door. Open it and enter. The}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
HIDDEN EVIDENCE is on the table. In this room, there are also a crate with a}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Flak Jacket and an EMP Grenade}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2) After went down of the ladder, kill the two guys that will shoot you, go}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
straight and turn right to a dark place. The HIDDEN EVIDENCE is on the bottom}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
of the dark place. A fun fact is the graffiti on the wall back you, that say}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   \uc2 \u8220\'81\'67\uc1 }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
The Dark Mirror will kill us all\uc2 \u8221\'81\'68, wrote with a red spray (or blood\u8230\'81\'63 Today\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
again I can\uc2 \u8217\'81\'66t ever understand)\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) The last HIDDEN EVIDENCE is before the battle against Black King, then after}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
crossing the last tube, you will enter in a room wit three Laser Trip Mines}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
and many enemies, then disarm the mines and kill these guys. The HIDDEN}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
EVIDENCE is \uc2 \u8220\'81\'67protected\u8221\'81\'68 by a Laser Trip Mine, then be careful.   In front of\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the HIDDEN EVIDENCE, there is a crate with a Flak Jacket}

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Part 2: Levels, Episode 3: Ancient History}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 1: OLD FRIENDS}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) From the insertion point, detach from the crates, turn back and jump on the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
roof of the building. Go straight and jump on a bar, continue to strafe to}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the right and jump off when you have reached the floor of the near building,}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
then go straight and turn right, now shoot at the protection of the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
ventilation duct. Follow the path and turn left, but there is also a guy}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
oblivious of the your presence, then kill him. The HIDDEN EVIDENCE is on the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
ground on the left bottom of the room}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2.1) Once you have freed Hargrove, kill every enemy till you must boost her (or}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\afs20\rtlch \ltrch\loch\fs20
extinguish}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
 the fire if you has shot the tank) and moved the archive,}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
enter in the ventilation duct and follow the path and you will see a safe}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
in front of you, but there is an enemy, but DON\uc2 \u8217\'81\'66T KILL HIM FOR NOW, BECAUSE\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
HE WILL SAY THE COMBINATION FOR OPEN THE SAFE, then once listened it, kill}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
him and open the safe. The code is 694. The HIDDEN EVIDENCE will appear as}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch

\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
soon as you open the safe. The guy that you have killed, has said that}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
HIDDEN EVIDENCE are contracts. Here you can also pick-up a Med Kit on a}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
wall and a Flack Jacket on a table, both on the right of the room}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2.2) An alternative method is blown the vehicle present after the first}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Checkpoint, after when the cut scene starts and two guys will spawn. Then}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
blown the vehicle and go to the right, and jump on the window, then insert}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
694 for open the safe and take the HIDDEN EVIDENCE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) The last HIDDEN EVIDENCE is on the finish of the level, then reach this point}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
and turn right, jump on the crates and you will find a dead body, shot in the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
head, a perfect stroke in the forehead. The HIDDEN EVIDENCE is on the body}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
---}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 2: MEMORIES}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) After you dismount the machine gun, in front of you there is a ladder, then}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
go down and to the left there are some crates on fire, then use the fire}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
extinguisher to turn off the flames, climb up the crates and you will see a}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
carbonized body. The HIDDEN EVIDENCE is on the body. When you will pic-up}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20

}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
will start an unique cut scene}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2) After you dismount the machine gun, search for two destroyed boats, then turn}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
to the right, there is an avenue. A fire extinguisher will confirm the right}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
path. Then go to the bottom. There is a dead body, the HIDDEN EVIDENCE is on}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the dead body. There is also a crate with a Flak Jacket}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) Before to enter in the final room of the level, turn left, there is a crate.}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Then jump on and jump again, to the projection, then follow the path and}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
jump off. The HIDDEN EVIDENCE is around here}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Part 2: Levels, Episode 4: Saving Private Janzen}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 1: Forged Under Fire}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) From the insertion point, turn back and jump on the hole and go straight, but}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
be careful, there is a Laser Trip Mine and radioactive liquid, then disarm}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the mine avoiding the liquid. The HIDDEN EVIDENCE is behind a crate}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2) After you have used the RTL, kill the enemies that will want kill Janzen,}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
then order to Janzen to hide and he will hide in a nice hidden place. Once}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
you have killed everyone, go in this place and jump on the container, then}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
jump on another container. The HIDDEN EVIDENCE is on the left this container.}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Here there is also a crate with a Flak Jacket}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) The last HIDDEN EVIDENCE is on the last room of the level, when you order to}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Janzen to install the frequency hopper. From the radio, turn right, but be}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
careful, there is a Laser Trip Mine, then disarm the mine and take the HIDDEN}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
EVIDENCE on the ground. There is also a Med Kit on the wall}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
---}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 2: TRAITOR IN OUR MIDST}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) After when Janzen will try to install the frequency hopper, but it fail}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
because an explosion will break the radio, kill the two guys and open the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
ventilation duct, follow the path and kill the guy will stand in front of you}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
and turn left. There is a trash can. The HIDDEN EVIDENCE is on the left}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2) The second HIDDEN EVIDENCE is well hidden. After when go out from the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch

\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
structure, use the AZL at the bottom of the level, then after you have helped}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Janzen to pass the enemy fire, turn back till you see some crates, then fall}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
to the left and you will find a dead body. The HIDDEN EVIDENCE is on the body}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) Use the ladder to the right bottom of the map, then go up the ladder and turn}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
right. There is a hole, but don\uc2 \u8217\'81\'66t worry, Gabe will cling to the hole. Then go\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
up and in front of you there is dead body. The HIDDEN EVIDENCE is on the body}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
---}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 3: THE ULTIMATE SACRIFICE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) The first HIDDEN EVIDENCE is on the left of some crates, in front of the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
locker that should have the Med Kits. The HIDDEN EVIDENCE is on the ground.}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
There are also a crate with a Flak Jacket and Med Kit on the ground}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2) After returned to Janzen, killed by Kress, will start a cut scene. Once}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
finished, return to the place that will have the locker and go up till you}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
see a door. From this, turn right. The HIDDEN EVIDENCE is on the ground}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) When you go up the ladder, kill the two enemies and use the RTL, then other}

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
two guys will spawn. Kill also these and use the other RTL. Go straight and}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
you will see a wooden board. Pass this and turn left. There is dead body. The}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
HIDDEN EVIDENCE is on the body. There is also a crate with an AU 300 H-BAR}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
---}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 4: THE TROJAN HORSE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: No}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Sorry, there aren\uc2 \u8217\'81\'66t HIDDEN EVIDENCE in this level. Maybe for the limited space\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Part 2: Levels, Episode 5: The Root of All Evil}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 1: FIST FULL OF RUBLES}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) From the insertion point kill the two guards and destroy the reflector for}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
avoid the blown of the cover, then other guards, go straight to the doorway}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
and turn to the left of this. In the snow, there is a dead woman. The HIDDEN}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
EVIDENCE is on the dead body}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2) After you enter in the doorway, there is a Laser Trip Mine to the right,}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch

\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
then disarm and kill the guy, but be careful, there is a metal detector. Of}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
course if you pass it, it will sounds, alerting the guards. Then destroy the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
control panel of the metal detector with silenced gun and enter to the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
successive room. There are three guards: one to the left, on the right and}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
one to the first floor. Once killed them, search on the paintings present in}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the room. One of these have the HIDDEN EVIDENCE on the borders}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3.1) Once you have reached the first floor, open the door that will brings to}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the Yavlinsky\uc2 \u8217\'81\'66s room, but before to enter, kill the guards and to the right\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
will be a door. Open it and enter in the room. Near a mobile there is the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
HIDDEN EVIDENCE. Use the EDSU Google for faster search. In this room there}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
is also a Shot Defender}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3.2) There is also a shortcut in this level. From the insertion point, turn}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
right and search for a ladder, then go up the ladder and climb over a wall,}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
turn right and jump on a vase and jump to a projection, follow the path,}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
then jump off, enter into the room and do the same things of the point 3.1}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
     }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
---}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 2: BLOOD MONEY}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1.1) In the room with Yavlinsky, go straight, there is a door. Then open it and}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
enter. On the table there is the HIDDEN EVIDENCE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1.2) From the insertion point, go to the library and equip the EDSU Googles. A}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
message will confirm the correct library. Then press Up/Triangle and open}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the secret passage. You will see as soon as the table with HIDDEN EVIDENCE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2.1) Reach a door protected with a code, that will be opened with the code 415,}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
said by Yavlinsky. Then open and go up the stairs. To the left there is a}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
safe that will be opened with the code 919. this code can be saw in the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
room with Yavlinsky, near to the computer. A calculator to the right of the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
computer will have the code wrote on it}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2.2) A longer way is continue the level till you reach the door that will be}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
opened with the Yavlinsky\uc2 \u8217\'81\'66s fingerprint and take MI6 Recording Devices,\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
open the door with the code and in front of you there is the safe and open}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
it for take the HIDDEN EVIDENCE. Here there is also a Med Kit on the wall}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) After passing the Laser Trip Mines section, climb up to an obstacle and to}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the right there are some jackets. One of these contains the HIDDEN EVIDENCE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20

>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Part 2: Levels, Episode 6: Touchstone}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 1: A MEETING WITH FATE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) After killing the first two snipers, go down to the ladder and turn left.}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
There is a gate, then open it and turn left. Into the bottom there is recess}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
with dead body. The HIDDEN EVIDENCE is on the body}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2) When you must pick-up the keycard for open the door at the end of the level,}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
turn back and climb over the tube. The HIDDEN EVIDENCE is on the ground. You}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
can also pick-up a Flak Jacket from the dead worker with an orange suit}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) When you have killed all of the snipers and guys, go straight and climb up to}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the crates and open the gate after killed the enemies. Then climb up and go}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
to the left, there is an another gate. Open it and to the right there is a}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
dead body. The HIDDEN EVIDENCE is on the dead body}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
---}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch

\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 2: INTO THE ABYSS}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) The first HIDDEN EVIDENCE is on the elevator with the civilians. After opened}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the roof of the elevator and enter inside the elevator. To the left there is}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the HIDDEN EVIDENCE, on the ground}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2) After saved the civilians, kill the enemies that will shoot you. Once killed}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
everyone, there are two doors: open this one to the left and you enter in the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
bathroom. Near to the M67 Grenade present on the sink, there is the HIDDEN}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
EVIDENCE. Here you can pick-up also a Med Kit on the wall near to the water}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
and kill the enemy inside the water with the M67 Grenade}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) The last HIDDEN EVIDENCE is on the room that you will access opening the door}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
to the right. Is near to the right plant. Use the EDSU Googles for faster}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
search. The HIDDEN EVIDENCE is on the ground near to a border of the plant}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Part 2: Levels, Episode 7: Singularity}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20

PART 1: RED SECTION}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) Before boosting Lian, turn right to the roof of the container and fall. The}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
container is opened to the left side, then enter and in front of you there is}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the HIDDEN EVIDENCE. In this area there is also a crate with M67 Grenades}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2) After when you go up to the ladder, will spawn a guy. Kill him and destroy}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the crates that block the ventilation duct. Enter in the ventilation duct and}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
follow the path. In the middle recess, there is the HIDDEN EVIDENCE. Here you}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
can also replenish the weapons and deactivate the fans}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) The last HIDDEN EVIDENCE is during the battle with guy with an EMP Armor. To}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the right there are some crates. Climb up and climb up again. The HIDDEN}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
EVIDENCE is on the ground of the crate. You can also replenish the your}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
weapons and pick-up an RPK from a crate inside the truck}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
---}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 2: DROWNING}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) After you will use the AZL, in front of you there is an automatic door. Enter}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20

in the room and go near to the computers. The first HIDDEN EVIDENCE is on the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
first computer}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2) The second HIDDEN EVIDENCE is in the same room, but on the second computer}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) When you must destroy every computer, go to the right bottom of the room and}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
search on the last right computer. The HIDDEN EVIDENCE is here}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
---}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 3: EVENT HORIZON}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) The first HIDDEN EVIDENCE, is as soon as in front of you when Lian open the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
door. The HIDDEN EVIDENCE is on the computer}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2) The second HIDDEN EVIDENCE is the same as the first HIDDEN EVIDENCE, but}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
before the elevator, to the left. The HIDDEN EVIDENCE is always on a computer}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) The last HIDDEN EVIDENCE is on the destroyed head of the centrifuge}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch

\ltrch\loch\fs20
---}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 4: MATTER\uc2 \u8217\'81\'66S END\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: No}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Same as \uc2 \u8220\'81\'67The Trojan Horse\u8221\'81\'68, maybe for space problem\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Part 2: Levels, Episode 8: Bonus}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 1: GOODNIGHT SWEETHEART (NARBONNE)}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) From the insertion point, turn back and go in the bathroom and turn left, to}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the water. The HIDDEN EVIDENCE is on the water}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2) The second HIDDEN EVIDENCE, is required to maintain the stealth when you kill}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
all of three Mara\uc2 \u8217\'81\'66s bodyguards. A cut scene will confirm that. When is\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
finished, the HIDDEN EVIDENCE found message will appear}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) The last HIDDEN EVIDENCE is the same thing of the second HIDDEN EVIDENCE,}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
then after the cut scene, you will obtain the last HIDDEN EVIDENCE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
---}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 2: UP A COLUMN WITHOUT A PADDLE (KEMSYNTH TOWER)}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: No}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Of course there aren\uc2 \u8217\'81\'66t HIDDEN EVIDENCE because you are in a very little space\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
---}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 3: TRAPPED IN THE HORNETS NEST (SANA YEMEN)}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: No}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Same of the KemSynth Tower, because the space is very limited}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
---}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 4: BIRDS OF A FEATHER (BANGKOK PART 1)}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) From the insertion point, detach from the wall and jump on a canopy. Here}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
there is the HIDDEN EVIDENCE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2) The second HIDDEN EVIDENCE is behind to the billboard, to the left. Use the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
EDSU Googles because is well hidden}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
3) The last HIDDEN EVIDENCE is not only very well hidden, but also you can risk}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20

```
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the death of Gabe. Then when you use the second RTL, don\uc2 \u8217\'81\'66t go to the next\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
building, but to the balcony of this building, watching to the bottom to}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
avoid to fall into the nothingness. Once on the balcony, there is a}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
projection. Jump on and follow the path. When you have reached the next}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
balcony, jump off. The HIDDEN EVIDENCE is around here. On the first balcony,}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
there is also a crate with a Flak Jacket}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
---}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
PART 5: JIMMY ZHOU\uc2 \u8217\'81\'66S ARMY (BANGKOK 2)\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
HIDDEN EVIDENCE: Yes, three}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
1) From the insertion point, turn left, there is a guy that will shoot you. Kill}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
him and go to the bottom. The HIDDEN EVIDENCE is on the altar. Here there is}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
also a crate with a Mark 23 SD}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 1/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
2) The hardest HIDDEN EVIDENCE to find, yes harder than the third HIDDEN}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
EVIDENCE in \uc2 \u8220\'81\'67Security Section D (Episode 2, Part 2)\u8221\'81\'68. Harder than avoid a lot\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
of enemies, Laser Trip Mines and the time, the your worst enemy, for one}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
detail: the HIDDEN EVIDENCE IS ON A VASE AND IF YOU OR THE ENEMY DESTROY}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
THIS, YOU MUST REPEAT THE MISSION, always avoiding a lot of enemies}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 2/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
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3) The last HIDDEN EVIDENCE is on the last elevator, before to enter to Zhou\uc2 \u8217\'81\'66s\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
room and don\uc2 \u8217\'81\'66t worry about the guy with the M-134 Minigun, it\u8217\'81\'66s too slow and\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
before he can reach to shoot you, you have already killed him}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
   }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
>>>HIDDEN EVIDENCE 3/3<<<}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Congrats! You have collected all of the HIDDEN EVIDENCES! Come on, let\uc2 \u8217\'81\'66s check\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
the Locked Files and the their content!}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Part 3: Locked Files}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
The Locked Files will unlocked once you have collected all of the HIDDEN}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EVIDENCES present in an Episode. It have many hidden content, that is divided}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
in three parts: concept art, audio files and bonus movie}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Part 3: Locked Files, concept art}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
In this section, there are a lot of drawings, that includes early characters,}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
places and storyboards}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 1: CONCEPT ART}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 1: Shows Red Jack turned from behind in the second Part of the Episode}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 2: The room that have he computer from the second Part of the Episode}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 3: An unknown place. Shows a tube that cross two sides of a cliff}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20

-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 4: The destroyed petrol tank of the beginning of the First Part}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 5: I can\uc2 \u8217\'81\'66t recognize this place, but I\u8217\'81\'66m almost sure that is the First\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
        }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
part of the Episode}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 6: The room with the safe of the Fourth Part}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 7: Maybe the outside of most levels}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 8: The distillation column of the First Part}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 9: The stairs of the Fourth Part}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 2: CONCEPT ART}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 1: The room with the Laser Trip Mine and the flames}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 2: The snow cat and the airplane}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 3: Another unknown place. Logan is escaping from an explosion}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 4: A third unknown place, maybe the place that you must deactivate the C-4}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 5: Maybe the place with the battle against Black King}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 6: The room of the beginning of the Second Part}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 7: Unknown place, I can\uc2 \u8217\'81\'66t recognize in any of the Parts\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch

\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 8: The Kreisler\uc2 \u8217\'81\'66s Garden\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 9: The place where Kreisler is trapped}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 3: CONCEPT ART}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 1: The street of the First Part, now with destroyed cars}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 2: Always the same place, but with more flames}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 3: The insertion point of the First Part}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 4: I can\uc2 \u8217\'81\'66t recognize this place in any of the two Parts\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 5: Other unknown place, isn\uc2 \u8217\'81\'66t present in any of the Parts\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 6: A modified version of the insertion point of the First Part}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 7: Unknown place, but I\uc2 \u8217\'81\'66m almost sure that is the First Part\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 8: This image seems the online version of the level, now with a guy that}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
         }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
stands like any person in Omega Strain}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 4: CONCEPT ART}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 1: Another unknown place, I can\uc2 \u8217\'81\'66t recognize it in any Part of the Episode\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 2: A modified version of the exterior of the First Part}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 3: The Part of you must protect Janzen}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 4: The exterior of the First Part}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 5: I can\uc2 \u8217\'81\'66t recognize it\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 6: Maybe a modified room of the locker of the Third Part}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 7: The ladder to radio of the Second Part}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 5: CONCEPT ART}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 1: The roof exterior of the First Part}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 2: The insertion point of the First Part}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 3: I can\uc2 \u8217\'81\'66t recognize this place, maybe a modified version of the insertion\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
         }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
point of the Second Part}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 4: A morning version of the insertion point of the First Part}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 5: A modified room with the MI6 Recording Devices}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 6: One of the alleys present in the Episode}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20

EPISODE 6: CONCEPT ART}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 1: The structure of the First Part}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 2: The cableway of the Second Part}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 3: An extended part of the First Part}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 7: CONCEPT ART}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 1: The train station of the battle against Singularity}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 2: I can\uc2 \u8217\'81\'66t recognize this place\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 3: Another unknown place}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 4: This is an another unknown place}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 5: The alley of the Third Part}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 6: The train station, now with Gabe that shoot enemies from a train}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 7: The train}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 8: The computer room from the Second Part}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 8: CONCEPT ART}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20

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Image 1: The background of the First Bangkok level}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 2: I can\uc2 \u8217\'81\'66t recognize this place\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 3: The extraction point always from the First Bangkok level}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 4: The Narbonne level}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 5: The Stone\uc2 \u8217\'81\'66s room in Narbonne\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 6: The kitchen of the Stone\uc2 \u8217\'81\'66s room in Narbonne\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Image 7: The balcony of the Stone\uc2 \u8217\'81\'66s room in Narbonne\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Part 3: Locked Files, audio files}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Here you can listen every song played through the game}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 1: AUDIO FILES}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
KemSynth Action 1: This is Mark Snow\uc2 \u8217\'81\'66s original action composition for KemSynth\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                  }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Petroleum}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
KemSynth Suspense 1: This is Lior Rosner\uc2 \u8217\'81\'66s remix of the KemSynth suspense music\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
KemSynth Action 2: This is Jonathan Mayer\uc2 \u8217\'81\'66s remix of the KemSynth action music\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Syphon Filter Theme: This is Jonathan Mayer\uc2 \u8217\'81\'66s remix and choir arrangement of\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
```

\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Mark Snow\uc2 \u8217\'81\'66s Omega Strain theme. It was recorded with a live\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
orchestra (I love this theme!)}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Dark Mirror Action: This is an original piece of Jonathan Mayer music. It plays}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
during high action sequences throughout the game (I love}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
this soundtrack too!)}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Red Section Theme: Lior Rosner wrote this original theme music for Red Section}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 2: AUDIO FILES}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
KemSynth Suspense 2: This is Mark Snow\uc2 \u8217\'81\'66s original suspense composition for\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
KemSynth Petroleum}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
KemSynth Action 3: This is Lior Rosner\uc2 \u8217\'81\'66s remix of the KemSynth action music\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
KemSynth Suspense 3: This is Lior Rosner\uc2 \u8217\'81\'66s remix of the KemSynth suspense music\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Gabe\uc2 \u8217\'81\'66s Theme: This is Lior Rosner\u8217\'81\'66s original theme music that plays in sections\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
where Gabe Logan is central to the action}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Dark Mirror Suspense: his is Jonathan Mayer\uc2 \u8217\'81\'66s original suspense theme music,\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
meant to be used throughout the game. (Sincerely I never}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
listened this soundtrack through the game)}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Iquitos Action Theme: This is Jonathan Mayer\uc2 \u8217\'81\'66s remix of the Iquitos action music\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 3: AUDIO FILES}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Iquitos Action 1: This is Mark Snow\uc2 \u8217\'81\'66s original action composition for KemSynth\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Botanicals}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Iquitos Suspense 1: This is Mark Snow\uc2 \u8217\'81\'66s original suspense composition for\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                  }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
KemSynth Botanicals}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Iquitos Action 2: This is Jonathan Mayer\uc2 \u8217\'81\'66s remix of the Iquitos action music\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Iquitos Suspense 2: This is Jonathan Mayer\uc2 \u8217\'81\'66s remix of the Iquitos suspense music\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Hargrove\uc2 \u8217\'81\'66s Theme: This is Lior Rosner\u8217\'81\'66s original theme music for Addison\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Hargrove}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Iquitos Suspense 3: This is a suspense theme that was written for general use in}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                  }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
the Iquitos world}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 4: AUDIO FILES}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Konigsberg Action 1: This is Mark Snow\uc2 \u8217\'81\'66s original action score for the\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                  }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Konigsberg Casino}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Konigsberg Suspense 1: This is Mark Snow\uc2 \u8217\'81\'66s original suspense score for the\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Konigsberg Casino}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20

-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Konigsberg Action 2: This is Jonathan Mayer\uc2 \u8217\'81\'66s remix of the Konigsberg action\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
music}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Konigsberg Suspense 2: This is Jonathan Mayer\uc2 \u8217\'81\'66s remix of the Konigsberg suspense\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
music}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Boss Theme: This is an original composition written by Lior Rosner that was}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
designed to play behind intense battles}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Action Theme: This is an original composition written by Lior Rosner that was}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
designed to play behind intense action}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 6: AUDIO FILES}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Zugspitze Action 1: This is Mark Snow\uc2 \u8217\'81\'66s original action score for the Zugspitze\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Pass}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Zugspitze Suspense 1: This is Mark Snow\uc2 \u8217\'81\'66s original suspense score for the\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Zugspitze Pass}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Zugspitze Action 2: This is Lior Rosner\uc2 \u8217\'81\'66s remix of the Zugspitze action music\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Zugspitze Suspense 2: This is Lior Rosner\uc2 \u8217\'81\'66s remix of the zugspitze suspense\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
music}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Zugspitze Action 3: This was an alternate action piece written by Mark Snow}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch

\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Zuspitze Suspense 3: This was an alternate suspense piece written by Mark Snow}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 7: AUDIO FILES}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
AIT Action 1: This is Mark Snow\uc2 \u8217\'81\'66s original action score for Aerospace Integrated\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
              }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Technology (I really like this soundtrack)}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
AIT Suspense 1: This is Mark Snow\uc2 \u8217\'81\'66s original suspense score for Aerospace\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
               }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Integrated Technology}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
AIT Action 2: This is Jonathan Mayer\uc2 \u8217\'81\'66s remix of the AIT action music (I love\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
              }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
this soundtrack!)}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
AIT Action 3: This is Lior Rosner\uc2 \u8217\'81\'66s remix of the AIT action music (another\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
              }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
fantastic soundtrack)}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
AIT Suspense 2: This is Lior Rosner\uc2 \u8217\'81\'66s remix of the AIT suspense music\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Singularity Theme: This is an original score written by Jonathan Mayer for}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                 }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Singularity}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 8: AUDIO FILES}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Bangkok Action 1: This is Mark Snow\uc2 \u8217\'81\'66s original action score for the Bangkok\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                  }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Jimmy Zhou bonus mission}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch

\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Bangkok Suspense 1: This is Mark Snow\uc2 \u8217\'81\'66s original action score for the Bangkok\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Jimmy Zhou bonus mission}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Bangkok Action 2: This is Jonathan Mayer\uc2 \u8217\'81\'66s remix of the Bangkok action music\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Bangkok Suspense 2: This is Jonathan Mayer\uc2 \u8217\'81\'66s remix of the Bangkok action music\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Stealth Theme: This is an original theme written by Lior Rosner, meant to be}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
played while the player is using stealth}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Suspense Theme: This is a general use suspense theme written by Lior Rosner}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Part 3: Locked Files, bonus movie}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Here you can watch all of the CG openings of every Episode, including game}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
trailers, beta gameplay, storyboards and the making of the characters and levels}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 1: BONUS MOVIE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
On My Terms Only: Gabe and Lian get background information on Red Section, and}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
are inserted at KemSynth Petroleum. This is the intro of the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
game in other words}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Making Of: Character Art: A behind the scenes look at character models found in}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
KemSynth: 3D mesh and textures for Gabe, Kreisler, and}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20

}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Red Jack models}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Making Of: Level Art: A behind the scenes look at how the KemSynth terrain was}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
built: mesh, lighting, and textures}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
KemSynth Storyboards: A look at the animated storyboards for the KemSynth movie}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 2: BONUS MOVIE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Making Of: Character Art: Another behind the scenes look at KemSynth character}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
art: Lian, KemSynth technician, and Red Section soldier}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Making Of: Level Art: Another behind the scenes look at the KemSynth level}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
artwork}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
KemSynth Animatic: Very early animatic of the KemSynth opening movie. The second}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
half is the same as the Bangkok animatic}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Prototype Gameplay: Video footage of very early game play in the opening}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
KemSynth level. Everything evolved greatly from this game}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
play. This gameplay seem more Omega Strain instead Dark}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Mirror}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 3: BONUS MOVIE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
A Shadow From the Past: The team follows a clue that leads them to Iquitos Peru}

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
where a woman from Gabe\uc2 \u8217\'81\'66s past, Addison Hargrove, runs\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
security for KemSynth Botanicals}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Making Of: Character Art: A behind the scenes look at how the Iquitos characters}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
were made: Addison Hargrove, a PRWC soldier, and a}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
campesino (villager)}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Making Of: Level Art: A behind the scenes look at the Iquitos Peru level art}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Jungle Animatic: Proof of the concept render of the jungle set, and an animatic}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
of Gabe running through the jungle}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 4: BONUS MOVIE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Love and War: Lian and Addison quarrel. We follow Gabe as he uses a UN}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
peacekeeping assault to mask his insertion into Tuzle Munitions}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Making Of: Character Art: A behind the scenes look at character art from the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Tuzla level: A UN soldier, a Zivmovic Soldier, and a UN tank}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Making Of: Level Art: A behind the scenes look at the Tuzla Munitions level art}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Tuzla Animatic: A short animatic of a scene from \uc2 \u8216\'81\'65Love and War\u8217\'81\'66\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 5: BONUS MOVIE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
A Fist Full of Rubles: Gabe and Lian follow a lead to the Konigsberg Casino: an}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
MI6 op reveals that the Russian mafia are laundering}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
money for Red Section. Lian is concerned that Hargrove has}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
vanished}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Making Of: Character Art: A behind the scenes look at character art from the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Konigsberg Casino levels: Victor Yavlinsky, Escort}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Yelena Chernikina, and Konigsberg Security}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Making Of: Level Art: A behind the scenes look at the Konigsber Casino level art}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Dark Mirror Trailer: This is one of our early trailers for Dark Mirror. You can}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
see some early level art and character art, s well as early}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
interface and weapons. A noticeable fact is that for a}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
frame you can see the map of the third Part of the First}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Episode and some Omega Strain elements}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 6: BONUS MOVIE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Promises: Gabe asks if Blake is his. But Blake was born two years after Hargrove}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
left the Agency. Red Section has kidnapped Blake and Addison needs}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Gabe\uc2 \u8217\'81\'66s help\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Making Of: Character Art: A behind the scenes look at character art from the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
}{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Zugspitze levels: Red Section soldier, a German}

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                        }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
tourist, and Touchstone}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Making Of: Level Art: A behind the scenes look at the Zugspitze Pass level art}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Alternate Opening: This was a very early version of the opening movie, which}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
would have shown Singularity and Touchstone in Washington.}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Pretty set, hated to see it get cut}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 7: BONUS MOVIE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Red Section: With the death of Addison Hargorve, Gabe feels he has to stop}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
             }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Singularity and Red Section from killing the child. Gabe has to}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
             }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
stop Project Dark Mirror, but now it\uc2 \u8217\'81\'66s personal\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Matter\uc2 \u8217\'81\'66s End: Project Dark Mirror turns out to be a next gen WMD. The big\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
              }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
surprise? Hargrove isn\uc2 \u8217\'81\'66t dead, and Blake isn\u8217\'81\'66t ten, but twelve.\uc1 }
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
              }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Gabe Logan has a daughter. This is the ending of the game}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Making Of: Character Art: A behind the scenes look at character art from the AIT}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                        }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
levels: Blake Hargrove, Red Section FCS armor, and}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                        }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Singularity}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Making Of: Level Art: A behind the scenes look at the Aerospace Integrated}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
Technology level art}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
EPISODE 8: BONUS MOVIE}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033\afs20\rtlch
\ltrch\loch\fs20

\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Goodnight Sweetheart: This was one of the reveal movies that played at the end}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
of Syphon Filter: The Omega Strain. Stone about to carry}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
out a DPE on Mara Aramov}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Making Of: Character Art: A behind the scenes look at character art from the}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                        }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
bonus missions: Mara Aramov, Stone, and Jimmy Zhou}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Making Of: Level Art: A behind the scenes look at some of the bonus mission level}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
art}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Bangkok Animatic: A very early animatic that demonstrated one possible visual}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
technique for the rendered movies. Anyway, this animatic will}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\fs20
                }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
never completed for the level}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
-}
\par \pard\plain \s0\widctlpar\hyphpar0\cf0\kerning1\dbch\af4\langfe1081\dbch\af4\afs20\alang1033\loch\f4\fs24\lang1033{\afs20\rtlch
\ltrch\loch\fs20
Propane Tank Scenario: This scenario was cut from the game because of the cheesy}
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                    }{\i0\b0\afs20\rtlch \ltrch\loch\fs20
dialogue and over-the-top language. This scene is always}
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with Omega Strain elements, like \uc2 \u8216\'81\'65Prototype Gameplay\u8217\'81\'66 of\uc1 }
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the First Episode}
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Part 4: Contact}
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Part 5: Legal}
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