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Start

You start in your apartment. In the bedroom you find the first note: [A Brilliant Machine \[1/3\]](#)

Leave the apartment, go down the stairs, out to the street. Go right, all along the street, then enter the ATLAS building. Take the note from the desk: [A Brilliant Machine \[2/3\]](#)

Use the elevator on the left. Enter Walter Rebel's office on the left to get a diary entry. Take the [key card](#) and a note from his desk: [Consequences](#)

Exit the office, head left, use the [key card](#) on the timer and go through the door. Go in the office on the right to find a note: [Code List – November](#)

Exit the office and head right for an [Autosave](#).

Enter the second door on the left "Arbeitsgruppe 1" and use the first computer on the right. On the second desk on the right you find a note: [ATLAS by Walter Rebel](#)

Go to the last door on the left to receive a diary entry. Enter the code for November: [2309](#)
Enter the chamber, wait a few seconds, then enter the room with windows labelled "Stunden" and "Tage". On a chair you find a note: [A Brilliant Machine \[3/3\]](#)

Exit to the left and press the button "Rufknopf Lift" to call the elevator. Go back and enter the gate, you get another diary entry. Go all the way to the top.

In the control room you get another diary entry. Press Use on the computer. Now you use the 4 switches that are indicated on the computer screen. Then press Use on the computer again and watch the cutscene. You end up in the black & white library I. On the last table up front you find a [Typewriter](#) to save the game. Exit the library.

Institute

You are in front of the "Wundermaschine". On the right on a table you find a note: [Operational Test #32](#)

Go right to the gate with the wheel, hold it to open the gate. Go through it, run to the right to find a note on a box: [A Telegraph \[1/2\]](#)

On the box up front you can pick up a [Valve Wheel](#) on a box. Go left to the other gate and pick up the [Flash Light](#). Use the [Valve Wheel](#) to open the gate. In the room to the right you find a [Battery](#) and a [Typewriter](#) to save the game. Go back, along the corridor and enter the room on the right. You find a [Pick Axe](#) and a note: [A Telegraph \[2/2\]](#)

Exit the room and continue the corridor. Use the [Pick Axe](#) to break the planks. Go left and destroy a box to find ammo. No turn around and go along to get an [Autosave](#).

Turn left, on the right side you find a note on a church pew: [Arrival of Rosendal](#)

On the left side you find a [Health Vial](#) and a [Battery](#). Go to the robots and watch Brent in his wheelchair kill them. On the boxes to the right you find ammo. Turn around, enter the room on the left. There you find 3x pistol rounds on the table with the gramophone. In the drawer you find 2x pistol rounds. On the table behind the chalkboard there is a note: [Forward planning...](#)

Go to the automat "Schwefelsäure" and use it to get [Sulfuric Acid](#).

Now exit the room and enter the opposite room. You find another [Battery](#) on a table. In a box in the corner you find ammo. Next to the "Glassotron" you find a [Typewriter](#). In the back room use the automat "Apatit" to get [Apatite](#). Now go back and use [Sulfuric Acid](#) and [Apatite](#) on the "Glassotron". Now press the use button and you receive [Rust Remover](#).

Now head back and use the [Rust Remover](#) on the wheel. Hold the wheel to open the gate. On the table to your right you find 6x pistol rounds. On the table on the left is a [Battery](#). Jump down on the box, go straight and climb the stairs. On the table you find a disc "Poor Me Blues" and 5x pistol rounds.

Break the planks, enter the room and pick up [Tinder Sticks](#). Climb the stairs to your left, hold the wheel "Wasser" and use the switch "Kohle". No go back, climb the other stairs and use the [Tinder Sticks](#) on the coal. Exit the room and use the wheel "Dampf-Kontrolle". Head back into the former room, use the stairs to your left. Turn left and jump on the platform. You find 4x pistol rounds on a box. Now jump down and run to the elevator as fast as you can. You get a diary entry.

Exit the elevator and find a [Pistol .45](#) on the table. Go left and break the planks. Go down, turn right and kill the robot. You find a [Battery](#) on a shelf. Go right and kill another robot. Grab a box to jump on the next level. Take the recorder on the table. On the right you find a note on the bench: [Journal of Joseph Oswald \[1/5\]](#)

Exit the room by jumping down to the corridor. Open the door to your left. Go along and climb the stairs to your left to find ammo in a box. Go down the stairs and pick up the [Battery](#). Break the planks to the elevator cage, pick up ammo inside the box and use the ladder. Go all the way round and through the gate to get an [Autosave](#).

On the cabinet right in front of you there is a pistol. Go left and break the planks. Enter the Café and you find a note on a cabinet behind the record player: [ATLAS by Vevelstad](#)

Exit the café, go over the water and end the scene on the door. You end up in the black & white library II. Go straight to the plant pots to find a [Schubling's Key](#). On the upper floor on the last table near the exit you find a [Typewriter](#) to save the game. Exit the library.

Old Streets

Part 1

As you move forward you get a diary entry and an **Autosave**. Take the street on the left and kill the robot. You find a box with ammo inside. Enter the building, break the planks, enter the alley. You find ammo in two boxes. In a cabinet there is a **Health Vial** and 5x SMG rounds.

Go back to the square and kill the other bot (preferably with your pistol). Now kill the machine gun robot on the platform. In the building right of the ramp you find ammo in a box. In the next build to the right you find 3x pistol rounds. In the next building you find a pistol and shotgun ammo in the drawers. In the back room you find 3x pistol rounds and a **Typewriter**. Cross the square to find ammo in a box.

Now use the core to lower the ramp. Kill the two robots, grab the **9mm Submachine Gun** and 11 SMG rounds and jump down the ramp.

In the building to the left you find 2x SMG rounds and pistol ammo. Go up the street, on the right side there is a box with ammo, same in the alley to the left side. As you move on the street, you encounter two explosive bots. Kill them with your pistol. In the bar to the left you find 3x SMG ammo and a **Battery** on the counter.

In the end of the street stack boxes to reach the stairs. Go up the stairs and up the ramp, where you find ammo in a box. Go down, in a cart there is a box with ammo. There is another box with ammo and a **Battery** on the floor in front of a bench. Go down the stairs to find another box with ammo. In the building straight ahead is another **Battery** and, on the second floor, another box with ammo. Move to the other building with the planks and get an **Autosave**.

Break the planks to the other building (on the right from the stairs). Kill the robot in the room to the right. There is a **Battery** on the floor. Enter the room to the right and you find a record "Night Latch Blues" on a cabinet. Inside the cabinet is SMG ammo. On a cabinet farther in the room you find 7x pistol rounds. Directly in front of you is a **Shotgun** and 1x shotgun shells. Go back to the corridor and break planks to enter another room. You find an SMG and a note on a cabinet: **Fisherman's Diary [1/2]**

In the second floor you find a **Battery** on the floor. Kill three robots, enter the room to the right to find a shotgun. Exit and enter the room to the left, you find a pistol on a desk and ammo in a box. Back in the corridor there is pistol and SMG ammo in a cabinet. In the next room to the left you find a **Battery** on a nightstand and ammo in a box. There is nothing of interest in the bath. Before the stairs you find 8x SMG rounds.

Go up the stairs to the third floor and kill the two explosive bots. Go along the corridor and turn right to another corridor. There is a **Health Vial** on a shelf to the left. In the room at the end you find ammo in a box and a note on a small cabinet: **Fisherman's Diary [2/2]**

Go back and exit the small corridor. Before the door turn left to find a shotgun. Crouch through the door and find a **Battery** on a sofa. In a cabinet you find pistol ammo and on top a **Typewriter**. Exit the scene through the balcony. After the cutscene you get an **Autosave**.

Part 2

You find yourself near a statue of Walter Rebel Rosendal. There is a scoped [Bolt-Action Rifle](#) leaning against the barrister in front of you. You get a diary entry, as soon as you pick it up.

Crouch into the building on the right of the ramp and find a box with ammo. Exit the building by crouching and breaking the planks. Kill the enemies. In a cart to the left you find two boxes with ammo. You can use barrels to reach them.

Go straight, next to a cart you find a box with ammo. Go down to the core and find a box with ammo on the left and a box with ammo on the right side. Use the core. Jump your way back up and find some SMG and shotgun ammo on the way. On the roof you find ammo in a box. Make your way back to the square with the statue.

There are enemies on the square now, kill them. On the other side to the left you find a box with ammo. Inside the room is a box with ammo and one with pistol rounds. Behind the counter you find a [Health Vial](#) on the floor and shotgun ammo on a cabinet. Exit the room and crouch through the door opposite. Kill the two spinter bots that are running towards you. Take the note on the bar counter: [A New King](#)

Inside the bar you find a [Battery](#) and SMG ammo. On the other bar counter opposite you find a [Health Vial](#). Go to the balcony and kill the two machine gun bots with your bolt-action rifle. Turn left to find 4x rifle cartridges. Move down the pipes and climb up the ladder to use the core. Now the ramp in the square is down. Down at the ladder you can jump on the planks to get ammo in a box. Outside are three machine gun bots. Run up the ramp and down on the other side to get an [Autosave](#).

Go left to find a [Typewriter](#) on a table. Move up the stairs to your left, enter the room. On the second table to the right you find a note: [New Technology](#)

On the left you find 2x rifle cartridges in a drawer. There is also a [Health Vial](#) in a cabinet. Go back down the stairs. On the right of the typewriter remove the barrel to crouch under the door. On the left is a drawer with SMG ammo. Crouch again to find yourself in a big room. Turn right, then left, go up two sets of stairs. Turn right to find a box with ammo, turn left for another box with ammo.

Jump down to the machine room and kill three explosive bots. In the far end of the room there are stairs. Climb them. Go along the catwalk, jump to another platform, in the end you find a [Valve Wheel](#) on a table. Go back, down the stairs and find a gate on the right side. Use the [Valve Wheel](#) to open the gate.

Enter the room, you find 4x SMG rounds, 2x pistol rounds and a [Battery](#) on a table. Go up the ramp for an [Autosave](#). Turn right twice, go up the stairs and find a box with ammo. Go on the landing to find a box with ammo and a bolt-action rifle. Go down the stairs to find pistol ammo on the second landing. Go down.

In the tunnel behind you there is SMG ammo. There are a lot of enemies in this area, take them out. Before the ramp you find ammo in a box. After the ramp, go up the stairs for a box of ammo. In the room on the left you find a shotgun and a record on a cabinet and a [Health Vial](#) on the floor. In the alley to the left there is a box with ammo. Opposite is a room with a record player and ammo.

Exit that room, go along the right side and enter the next room. Open the door using [Schubling's Key](#) from the library. Inside the room is a radio and ammo on the floor. Exit the rooms and go up the street to encounter more machine gun robots. In the room to the right is a box with ammo. Now make your way up the stair towards Town Hall and enter it to get an [Autosave](#). Go down the stairs to the far end to find a [Health Vial](#) on a counter.

Go up two sets of stairs, along the corridor, climb another stair. Go round and enter the first door. You find a box with ammo and a [Typewriter](#) on a table. Enter the other door to end the scene.

Part 3

You are in Walter's Office. Exit the room to your left and get an **Autosave** and a diary entry. Go down the stairs to the far end of the plaza to find a box with ammo. Go down another set of stairs and enter a small room with a **Health Vial** on a table and a box of ammo. You also find a note on the table: **Joseph Oswald [2/5]**

Exit the room, go down the stairs and all the way down the ramp, you get an **Autosave** at the end. Now jump down to your left. Go down the stairs, break the planks, jump on the platform and find a **Health Vial**. Crouch, jump down, use the ladder, jump down on a railroad car. There are a lot of explosive bots on the ground, so hurry to the left to climb a ladder. Now you jump from railroad car to railroad car until you reach the station.

Climb two sets of stairs, cross the lines to get an **Autosave**. Climb over the boxes and find another note on the bench: **Joseph Oswald [3/5]**

Hop on the train and use the wheel to start the engine. You end up in the black & white library III. Go down the stairs to find a **Typewriter** close to the exit. Exit the library.

Canal

Part 1

[Game slow]

Exit the train to get an [Autosave](#) and a diary entry. Make your way down to the beach and the up the ramp. You find 3 boxes with ammo on the way. Get on the elevator and go up. As soon as you leave the elevator you get an [Autosave](#). Go right, pick up the shotgun. In the room on the right you find a [Typewriter](#). Now go back to the room where you have to crouch. Go left and find SMG ammo in a cabinet. Go back and kill the two robots inside with your pistol. Now break the planks and enter into the room. You find a box with ammo on the left and some ammo in a cabinet on the right and a shotgun.

As soon as you enter the next room, two sprinter bots attack. Take them out with your shotgun. Go down the stairs to find a shotgun in a cabinet and some ammo. On the kitchen table is a [Battery](#). Go all the way up the stairs. To your left you find a box with ammo, to your right three robot dogs attack. Go to your right, find ammo and a [Battery](#) on the floor. Out of the door attacks an explosive bot. Enter the dark room, go left and find a [Health Vial](#) and a note on a table: [Hostile Sightings](#)

Go back and descend the stairs on the left. On the landing with the barrels you find a box with ammo. Go down the next set of stairs, jump, and take the next set of stairs. Down in the water you find a robot and a box with ammo. On the table is some ammo. Out of the next room three robot dogs attack. Right in front of to the left of the stairs is [Health Vial](#). In the small room left of it, you find some ammo. Go straight forward, turn left and run over the bridge. It will crash, you lose a lot of health and get an [Autosave](#).

In the far end to the right you find a box with ammo. In the railroad car you find two boxes with ammo. Go up the ramp, use the wheel and run through the gate. There is ammo on a table. Go right until you have to move barrels to crouch through. Right behind the door is a [Health Vial](#) on the floor. Turn left, break the planks. To the right is a box with ammo, you get an [Autosave](#). Pull the lever. On the table you find a [Typewriter](#) and a note: [Building The Wall](#)

The lever opened the gate near the two carts. Go all the way down the ramp, you get a diary entry. Currently all the robots are inactive. Turn right, descend and go all the way in that direction. Climb the stairs. On the platform, you find two boxes of ammo, a [Battery](#) and a [Health Vial](#) on the table. Pull the lever. Now the robots get active. Hurry to the other side of the room, climb the stairs, pull the second lever. Now hurry back, climb the stairs to the end of the room and wait for the elevator to come down. Get on the elevator and pull the lever. Go left along the tracks to get an [Autosave](#).

Go left and turn right, you encounter three robots. Go along the tracks, walk the plank on the left side to enter Brent's building. Enter the room to your right to find a box with ammo and a note on a table: [Joseph Oswald \[4/5\]](#)

Exit the room, go up the stairs. On the second floor enter the room and find some ammo in the bathtub. Remove the barrels to climb the next set of stairs. There are two robots and one explosive bot. Nothing of interest on the third floor, so climb up two set of stairs to finally reach the fifth floor. Climb the ladder to reach the attic. You get an [Autosave](#), climb the next ladder.

Go to the greenhouse, you get a diary entry. Go all the way through the greenhouses, you find a box with ammo on the way and one at the end near the "birb". Climb the ladder, pull the lever three times until the lamp above the door turns green. Now jump on the roof to reach the door. Enter to end the scene.

Part 2

In Brent's room is a [Typewriter](#). Leave the room and get a diary entry. Go down and get an [Autosave](#). At the end, crouch through the door and take two ladders down. There is a robot. Descend the stairs. Take the next set of stairs to encounter an explosive bot. Another set of stairs and another robot. On the ground floor you find a note: [Joseph Oswald \[5/5\]](#)

Exit the build to get an [Autosave](#). Go down and into the railway car to find a robot and two ammo boxes. Hop on the boxes to the roof of the railway car. Jump onto the platform, go up the stairs. There are two robots waiting for you. There is a [Battery](#) on a cable reel. Go along, climb the stairs and enter the room. Pull the lever on your right to open the gate. On the table to your left is a note: [Gate Field Report](#)

Exit the room, climb down the stairs and hop on the train and use the wheel. You end up in the black & white library IV. There is a [Typewriter](#) on table close to the exit. Exit the library.

Forest

When the train stops run all the way to the house on the hill. Next to the house are some tombstones. The Second one is Brent's Wife, place Brent's Photo on the grave.

Enter the building, go to Walter's body and press "Use" to initiate a cutscene. As soon as you can walk go straight until you start falling and the game ends when the curtains close and the screen goes black.