

Walkthrough Still Life 2

Sequence 1.1: Prologue – Los Angeles (2005)

Objectives: 1) Make headway in the Chicago Killer investigation
2) Get connected to the FBI database

- Zoom in on the bed
- *Examine newspaper article from March 19, 1956*
- Examine the murders' file
- Examine newspaper article from March 22, 1956
- Examine exhibition brochure
- Recover the power cable from the piece of furniture and plug it in the socket next to the laptop
- Check the smartphone (Claire's text) to get the FBI's password
- Use the computer
- Do an Internet search on the Labyrinth Foundation
- Do an Internet search on Beatrice Allen
- Get connected to the FBI database by entering the discovered password given by Claire

Objective 2 attained

- Do research on Henry Allen

Objective 1 attained

Sequence 1.2 : Paloma's abduction (2008)

Scripted sequence

Sequence 1.3: In the Killer's Den

Objectives: 1) Use the phone to call for help
2) Recharge the cell phone
3) Find clues to help Vic

- Get the TV antenna from on top of the TV set and the nail file from inside the chest of drawers
- Activate the switch on the wall with the TV antenna
- Unscrew the entryway in the corner with the nail file

- Plug the TV cable to the entryway to short-circuit it
- Get the poker from near the stove and look at the leaflet in the stove
- Remove the boards blocking the window with the poker
- Place all the objects in the closet
- Get the mattress from the bed and throw it out the window (**Cutscene**)
- Get the ladder from near the shelter and the wood beam
- Look at badge B.A.R on the board on the ground
- Observe the window on the passenger's side of the pickup truck twice
- Break the window with wood beam
- Get the cell phone and the key under the driver's seat
- Open the trunk at the back of the pickup truck with the key
- Get the voice recorder and the charger, look at the service station bill.
- Climb back to the room
- Separate the charger and the voice recorder (Inventory)
- Combine the charger and the telephone
- Charge phone using the plug next to the door

Objective 2 attained

Objective 1 attained

- Phone call with Vic
- Choose good clues (the leaflet, the B.A.R badge, the bill)

Objective 3 attained

Sequence 1.4: Investigation at the Motel

Objective: Search Hernandez's room

- Talk to Garris to get the CSIA kit
- Observe the briefcase located inside the dresser near the bathroom
- Talk to Garris to get the pick gun and the tension wrench
- Open the briefcase and take the mini-disc
- Insert the mini-disc into the camera near the TV set and Click above (**cutscene with Hawker**)
- Collect the clues that are in the room with the tools of CSIA kit.

Three near the bed, which are:

- Footprint near the bed on the right (3D scanner)
- Answering machine message (Smartphone *automatic*)
- Fingerprint on the remote control under the bed to the left (Fingerprint power + 3D scanner)

Three in the bathroom:

- Clothing fiber left by the killer, located near the door (optional) (Sampling tongs)
- Blood stain inside the shower stand (Revealer spray + Sampling swab)
- Odor to be collected from the air vent (Electronic nose)

➤ Analyze the clues with the testing kit

- Open the little icon of smartphone next to the kit of analysis and to click the icon sound to transfer it in the kit.
- Make an analysis computer on the voice of the killer
- Make an analysis of the database on the footprint
- Make an analysis of the database on the fingerprint
- Make a chemical analysis on the gas
- Make a chemical analysis on the blood

Objective attained

➤ Phone call of Paloma

Sequence 1.5: Deadly Obstacles

Objectives: 1) Exit the room

2) Drink the antidote (*Timer*)

3) Remove the electronic collar

4) 2nd room: Turn on the power to the electric chair

5) Explore the rooms and the hallway of the obstacle course

6) Open the door at the back of the morgue, 3rd room (*Timer*)

7) Find an exit to escape

- Pick up the phone from the ground on pieces of broken bottle
- Place the phone in the storage box
- Take the mattress
- Place the mattress on the ground
- Take the hexagonal key from the box and the memory card
- Open the cabinet with the key
- Take the extinguisher
- Push the bed
- Take vials and liquid reactant chemical from the medicine cabinet
- Fill up the reactant liquid with water from the tap

- Mix the liquid with 3 of 4 vials to find the antidote and drink it (black one)
- Arrange the remaining vials and the key in the deposit box

Objective 2 attained

- **If the antidote is drunk**, break the door with the extinguisher

Or

- **If the antidote is not drunk** : place the bed back in its place
- Take pipe
- Push the bed
- Use the pipe to open the grate
- Spray the rats with the extinguisher
- Take the key
- Use the key to open the door

Objective 1 attained

- Enter the second room
- Observe the electric fuse box on the wall
- Go back to room 1 and destroy the control box on the wall with the extinguisher
- Reach the electric fuse box on the wall : it's dark!
- Press on the green button on the switch located behind the door
- Open the electric fuse box
- Take iron wire
- Pull the lever

Objective 4 attained

- Observe and Sit on the chair
- Turn in front of the fifth door (Paloma)
- Open the fuse box of the armrest
- Set the voltage under 129V and press the button (2x5 / 2x50 / 1x20 / -1)
- Reach the hallway
- Open the closet
- Take the empty spray can
- Return to the first room
- Examine the wall behind the bed
- Examine the mirror above the sink (Zoom on the necklace)
- Use the iron wire to activate the indicator (2324 value read on the wall)

Objective 3 attained

- Fill out the spray can with water
- Take the little bulb from the electrical closet in the second room
- Go up the stairs from the third room
- Reach the third room : the morgue

Objective 5 attained

- Check the voice recorder (victim's killer files)
- Enter the codes of the digital lock located on the wall : 0113, 0229, 1022
- Open the drawers and check the labels (PEH)
- Take the powder from the operating table and mix it with the spray
- Spray the wall under the countdown clock
- Press the letters from the labels (P,H and the first E)
- Open the door at the back of the room (walled up door)

Objective 6 attained

- Take the surgical instrument from the operating table
- Break the opening of the freight elevator with the extinguisher
- Observe inside
- Screw in the bulb
- Open the panel with the surgical instrument
- Insert the iron wire
- Insert the surgical instrument
- Exit (access to the kitchen)
- Use the door in the back

Objective 7 attained

Sequence 2.1: An Empty House

Objectives:

- 1) Explore the house in search of Hernandez (optional)
- 2) Find clues about the killer
- 3) Open the door in the cellar stairwell
- 4) Find out what the sheriff has learned
- 5) Go inside the room with the charred door

- After the dialogue with Kate, Enter the house

- Go upstairs
- Enter the bathroom
- Open the medicine cabinet with the pick gun
- Take the envelope inside
- Take the dry sponge from the sink
- Take the blood from the floor and the fiber from the bathtub
- Talk to the sheriff on the landing
- Analyze the electric lock near the metal door
- Go downstairs and walk to the living room
- Zoom in on the safe and try to reveal the fingerprints
- Open the safe by entering the code 19A46
- Analyze the documents and take the fingerprints
- Zoom in on the china cabinet and collect the fingerprint from it
- Go to the kitchen
- Take the fingerprints from near the sink, wet the dry sponge
- Go down to the south parking area
- Analyze the license plate of the trailer and use the dry sponge on it
- Take the gas can next to the barrels
- Go towards the grate
- Talk to Garris and launch the "Expert in electronics" dialogue and choose "Electric lock to the charred room."
- Join the sheriff in front of the house
- Use the testing kit to analyze the fingerprint recovered from the china cabinet and the fibers recovered in the bathroom
- Talk to the sheriff and launch the "Missing Clues" and "Receipt for Medications" dialogues
- Call Claire and launch the "Kate Halloway" dialogue
- Talk to the sheriff and launch the "Obstruction to the Investigation" dialogue

Objective 4 attained

- Go towards the cellar
- Analyze the lamp by passing through the middle landing
- Move the painting
- Take the sledgehammer from on the table
- Use the sledgehammer on the freight elevator's double doors
- Get on the freight elevator to reach the morgue
- Zoom in on the lab coat
- Analyze the sleeve and collect the blood
- Get the matches from the mantelpiece in the living room
- Return to the landing

- Use the gas can to fill the lamp and then use the matches
- Push the wood boards and open the door with the electronic key

Objective 3 attained

- Go inside the lab
- Read the student thesis left on one of the two desks
- Go back to the hallway
- Analyze all the testing kit's clues
- Call Claire and launch the "Missing Clues" dialogue and all the subsequent topics
- Zoom on computer
- Activate the unit to the right of the computer to switch on it
- Use Computer and the USB key on the unit
- Make an analysis computer on the got back file
- Wait for Claire's call to get the Killer's name

Objective 2 attained

- Go up to the second floor; Garris has opened the door
- Go inside the room

Objective 5 attained

Sequence 2.2: Waking Dream (2005)

Objective: Search Richard's studio

- Zoom in on the painting on the ground and examine it
- Zoom in on and examine the sculpture on the stool
- Zoom in on the table and take the sharp modeling tool
- Examine the sketch and record observations on the smartphone
- Zoom in on and examine the picture on the shelf
- Get the flexible modeling tool from the table and combine it with the other one
- Zoom in on and examine the cupboard and open the first and second drawers with the help of pick tool
- Read the documents contained inside and record them on the smartphone
- Open the other cupboard
- Interact twice with the rag inside the shelf below to the right
- Take the Killer's cape
- Dialogue with Richard

Objective attained

Sequence 2.3: Reunion (2008)

Objectives: 1) Talk to Hawker in order to get his help

2) Continue to search the house in search of Hernandez

3) Gain access to the contents of the basement computer

4) *Repair the surveillance console (optional)*

5) Find the nuclear fallout shelter

6) Unlock the nuclear fallout shelter

- Analyze the console and take the transformer
- Take the poker
- Use the pick gun to open the window and go out onto the balcony
- Collect and analyze the blood stain from the railing
- Go down to the hall
- Go to the kitchen and talk to the sheriff
- Launch the dialogues until clue of Anderson's blood is shown, continue
- Discovery the existence of the nuclear fallout shelter

Objective 5 attained

- Car key received
- Go to the north parking area and open the trunk
- Take the metal detector and the remote control and go near the cans in the south parking area
- Talk to Garris about the console, get him to go repair it
- Set the detector on 3
- Analyze the ground near the cans
- Turn off the detector
- Move the can
- Break the boards with the poker
- Read the note at the opening
- Go to the charred room
- Talk to Garris (request the manual)
- Go to the lab
- Try to use the computer (code unavailable)
- Read the file on Hawker on the smartphone
- Call Claire and launch the dialogue on Hawker
- Go see Hawker in the living room
- Launch the sparring dialogues

- Ask him for help with the computer

Objective 1 attained

- Lab : computer available

Objective 3 attained

- Internet search: manual for Garris
- Take the speaker
- Go back up to see Garris and give him the manual and put the speaker
- Console available

Objective 4 attained

- Return to the lab
- Read text documents: encrypted
- Use the electronic key on the computer
- Read the decrypted files
- Open the hatch (with the right code ... D55)
- Go back up to the hall to go in the yard (**cinematic**)

Objective 6 attained

Sequence 3.1: Richard (2005)

Objective: Question Richard

- *Search Richard's studio to obtain information*
- Talk to Richard on all the possible subjects (**cinematic**)

Objective attained

Sequence 3.2: Trapped (2008)

Objectives: 1) Escape from the cell
2) Find McPherson
3) Open the door to McPherson's cell
4) Wake McPherson up
5) *Explore the shelter (optional)*

- Observe the serving hatch of the door of the cell

- Talk (escape) to the person who is in the other cell (**Anderson**)
- Move the box in the cell and take the iron bar
- Move the bed
- Take the string near the closet
- Open the closet with the iron bar
- Get the can and the magnet
- Take the object from the crack with the magnet
- Combine the magnet to the string
- Go towards the door and take the fork using this item
- Examine the air vent and put down the can
- Unscrew the screws of the grate with the fork and go inside

Objective 1 attained

- Activate the hatch opening with the switch on the wall
- Lift the hatch and show the killer's shots.
- *Go towards the door in the back and take the bar to block the door*
- Go towards the next door cell to find McPherson
- Observe the serving hatch of the door of the cell
- Talk to Vic in order to gain some information on the numerical locks

Objective 2 attained

- Talk to Anderson inside the cell facing that of Paloma's in order to get information on the digital locks and obtain clues to open them
- The code to Vic's cell is 1215265 (STANTON)
- The code to Paloma's cell is 419295 (MARTIN)
- Open the door to Vic's cell, once the door is unlocked

Objective 3 attained

- Talk to Vic (asleep)
- Go towards the hatch and turn right to reach the medicine cabinet
- Take the elements from inside and view the empty amphetamines bottle
- Take the spray to use it on the shelter cameras
- Talk to Anderson and give him the ring found in Paloma's cell
- Give the amphetamines to Vic

Objective 4 attained

- Inside the bunker to Vic's cell, take the metal detector
- Go towards the storage located to the right of the hatch

- Take the spray and the fork

Objective 5 attained

Sequence 3.3: Survive

Objectives:

- 1) Reach the basement computer to contact the outside world
- 2) Neutralize the mines
- 3) Neutralize the trap in the entrance hallway
- 4) Neutralize the entryway trap
- 5) Neutralize the gate's trap between the two yard (south/north)
- 6) Get away from the killer
- 7) Trap the killer

- Exit the bunker through the hatch
- Observe the spot near the entry to the kitchen stairwell
- Analyze the mine
- Go towards the archery target, near the hatch, and take it
- Place the target on the mine and pass it
- In the inventory, set the detector to adjustment 4
- Use the detector on the active zone between mines and the fence
- Take the object (bicycle spoke)
- With the object open the metal box located at the base of the fence
- Examine the interior of the box and take the fork to open the container for the keypad box
- Take the keypad box

Objective 2 attained (there are three mines)

Objective 5 attained

- Go through the door
- Observe the beam of the shelter with wood (SSP 8541)
- Continue towards the exit door
- Observe the corpse and Take the knife
- Open the sheriff's car trunk and take the multispectral lamp
- Observe the corpse and Take the broken quartz wrist watch
- Enter the house through the main door
- Examine the dead rat
- Use the spray near the rat

- Use the spray near the stairs
- Cut the string with the knife

Objective 3 attained

- Go to the kitchen
- Combine the knife and the watch to have the battery
- Put the spray and the knife in the storage
- Go to the living room and take the reflector and the laser transmitter
- Go through the cellar door and continue to the lab
- Examine the reflector near the pipes
- Examine the camera base on the pipes and place the multispectral lamp on it
- Examine the plug next to the ground and plug in the laser transmitter
- Pass by the yellow's rays
- Place the reflector at the intersection of the laser rays towards the left side of the room
- Turn the transmitter by 90° (the one near the door and the closet)
- Deactivate the fuse box (below, to the left of the screen)
- Turn the transmitter by 90° (the one located to the right of the one just positioned)
- Deactivate the fuse box located in the corner near the offices

Objective 4 attained

Objective 1 attained

- If click on the computer, the Killer calls
- Timer set off
- Hide in the funeral drawer to escape from the killer

Objective 6 attained

- Go out of the lab
- Go upstairs and climb onto the roof
- Take the remote control
- Go towards the fuse box near the passageway between the north and south parking areas
- Place the keypad box and the remote control in the metal box
- Enter the code 8541 to activate the remote control
- Take again the remote control
- Call the killer using text message received earlier (cinematic)

Objective 7 attained

Sequence 3.4: The End of the Nightmare?

Objectives:

- 1) Join Hernandez and Anderson/Karson in the shelter
- 2) Search the nuclear fallout shelter
- 3) Access the contents of the shelter's computer
- 4) Turn on the computer

- Examine the corpse and discover a password NAMLECKO and one of the killer's keys
- Go to the lab
- Gain access to the computer (NAMLECKO)
- On the interface, select the access commands and go to the east hatch (locked)
- Select the password: H103123055 to unlock it
- Go to the bunker

Objective 1 attained

- Notice the disappearance of Paloma and Anderson
- Open the door of Curtis's room with the key previously taken from the killer's body

Objective 2 attained

- Search the room
- Take the pick gun, the mine, the tape, the nylon thread, the knife, the steel tension wrench and the test kit
- Observe the chewing-gum
- Combine the adhesive tape and the mine
- Go inside Karson's cell (Karson=Anderson)
- Check the door inside Karson's cell to get a fingerprint
- Check the ventilation grate above the bed and place the mine over it, then the thread (**cutscene**)
- Go through the conduit to reach another one of the bunker's hallways
- Examine the door in front of the ventilation grate
- Put the battery in the pick gun then combine the pick gun with the tension wrench
- Take the pick gun to unlock the door to go inside the control room

Objective 3 attained

- Examine screens that is turned off, then, on the other desk, discover that the control post computer turn on with a biometric detector
- *Exit through the hatch*
- *Examine the hanging corpse, then cut the rope with the knife*
- *Search the body to be able to take, with the help of the testing kit, another half of the recording*
- Return to the control room

- Return to Curtis's body in the south area
- Cut off the Killer's finger with the knife
- Return to the control room
- Place the finger for the digital fingerprint

Objective 4 attained

Sequence 3.5: Karson

Objectives: 1) Talk to Karson to gain time (Vic)

2) Get untied to run away (Paloma) (Timer)

3) Open the shelter door leading to the cellar (Vic)

4) Prevent Karson from entering the room (Paloma)

5) Ask Vic for help

- Use the USB key (testing kit) on computer
- Click on the keyboard
- Gain access to the surveillance room by entering the code 1884
- Use camera 4
- Launch of the dialogue with Karson
- The number of the subjects used will have an effect on the time available to free Paloma (objective 2)
 - 2 subjects: minimal time
 - 3,4 or 5 subjects: normal time
 - 6 subjects: maximum time

To have the maximum of subjects, it is necessary to look at three red envelopes (one in the refrigerator, one in the calcined room and a virtual in the computer of the lab)

Objective 1 attained

- Reach the table on which the electric saw is located
- Use with the saw to sever the bonds
- Reach the table near the cellar windows to undo the bonds to take the key

Objective 2 attained

- Go to the computer
- Use camera 4 to discover the opening code to the door
- Use the code to open the shelter's locked door leading to the cellar (D090746B2) (**cinematic**)

Objective 3 attained

- Reach the lab's blue closet
- Take the wood board serving as a shelf
- Place the board on the door

Objective 4 attained

- Use the phone placed on the desk to contact Vic

Objective 5 attained

Sequence 3.6: Hawker

Objectives:

- 1) Find Hernandez and Hawker**
- 2) Analyze certain clues to understand the situation**
- 3) Call Hawker with the smartphone**

- Go to the north park area
- Walk towards the front of the house
- Go up the stairs
- Take and analyze (chemical & database) the ball on the wood beam
- Go back in the house and walk towards the cellar
- Examine Karson's body
- Recover and analyze the bullet (match with other bullet)
- Enter to the lab
- Call Hawker
- Examine the printer
- Examine the mask in the blue closet
- Recover the computer data with the help of the electronic key
- Gain access to the computer by entering the obtained code "Betrayal"
- Take Hawker's calls to end the sequence

Objective 1 attained

Objective 2 attained

Objective 3 attained

Sequence 3.7: Please note that this sequence takes place in several parts

a - Rescue

Objective: Prevent Hawker from killing Hernandez

- Exit the lab
- Go down in the cellar (cinematic)

Objective attained

b : Confrontation with the Past

Objective: Get out of the studio (Timer)

- Zoom in on the tap
- Use killer's cape on the tap
- Observe the pole next to the cans (message indicating that the action is not possible)
- Use the wet cape on the cans
- Take the pole
- Pick up the chain and the lock pick from the ground, and then combine them
- Use the pole to open the window
- Use the improvised grapple on the metal beam to get out (cinematic)

Objective attained

c : The Confrontation

Objectives: 1) Neutralize the trap in the cellar (Timer)

2) Find Hawker and arrest him

3) Find Hernandez in the nuclear fallout shelter

4) Arrest Hawker

- Turn the wheel on the gas cylinder (the flames stop)
- Take the keypad box on alambic
- Operate the lever in the small room of the cellar (near the furnace) in order to open the cellar windows
- Operate the lever near the table to open the second set of cellar windows

Objective 1 attained

- Take the soldering iron from the table
- Place the keypad box on the base near the door
- Enter the code D090746B2 (discovered sequence 3.5)
- Open the door
- Go to the control room
- Watch camera C, with which she can see Hawker in the kitchen

- Go to the kitchen by going through the hallway door (do not go through the south parking gate)
- or**
- Go up to the kitchen by taking the stairs leading towards the hallway
- Wounded state
- or**
- Go to the kitchen through the south parking gate
- Dead

Objective 2 attained

- Take the detonator and the C-4 bars and attach them together
- Go to Curtis's room (bunker) and get the extension cord from the ground
- Plug the soldering iron into the extension cord
- Go to next the control room
- Place the C4 near the door to part B of the shelter, which cannot be opened
- Place the soldering iron attached to the extension cord
- Plug the iron in the socket
- Take the keyboard from the control room
- Enter the new room

Objective 3 attained

- Examine the computer
- Use the keyboard
- Select the E group camera
- Examine the desk
- Take the tracking device
- Enter the tank room
- Turn on the ventilator to the left of the room
- Place the tracking device on the tanks located near the ventilator
- Go towards Hawker through the right **(cinematic)**

Objective 4 attained

Sequence 3.8: Live or Die

Objectives: 1) Rescue Paloma (*Timer*)

2) Find and defuse the bomb (*Timer*)

- Get the gun, the PDA and the electronic key from Hawker's body

- Go inside Hawker's room
- Get the pick gun and the cable from the desk
- Combine PDA with the cable
- Zoom on the checklist on the wall

- Get the copper strip and the insulated cutting pliers from the trunk
- Combine the pick gun and the copper strip
- Open the drawer
- Get the cutter
- Or**
- Get the coil of electrical wire, the set of alligator clips and the insulated cutting pliers
- Cut the coil with the pliers and attach the resulting pieces with the set of clips

- Reach the area where Paloma is locked with the electronic key

- Break the dimmer with the gun
- Take some foam insulation with the cutter
- Place the foam insulation in the dimmer
- Or**
- Use the electric wire with the pliers on each strap of the chair

- Undo the ties (hands & feet) with the pick gun

Objective 1 attained

⇒ **Happy End** : Go directly to the objective 2

⇒ **Sad End** : If the player does not save Paloma, he has no possibility of taking back a save ; he views automatically the final kinematic in which Vic is alone...

**To take back his party, he has to find a "code" hidden in .. the manual.
The secret code is veronicalake (small letters)**

- Come back to the control room and connect the PDA to the digital computer
- Password « Nemesis » to have the code of the closet A
- Come back to the tank room and take the keypad box from the electric fuse box
- Place the keypad box on the closet next to the ventilator

- Open the closet by entering the code A64571
- Examine the box
- Cut the wires 1, 7 and 16 to get 24mA

Objective 2 attained

Great job, you finished the game!