

Amnesia

Guide to recover your memory

RECOMMENDATION: This document will guide you the quickest way to the end of the game (about 35-45 minutes), so it will contain several spoilers. We recommend you to try to resolve by yourself the ingame puzzles, and employ this guide only if you can't continue the game.

Cell

You start your adventure inside a cell, in an indeterminate place and even without any knowledge about who you are. You can see a corpse near you. Examine it (key "a") and you will discover something that is surprising.

CLUE: It is normal that you don't want to touch a corpse, but be persistent. Insist as often as necessary until you win your fears.

Go to the cell exit. Then, you will hear a sound. Look at the floor and you will find a walkie. Use it ("a"). When the conversation ends, go away from the cell.

Prison corridor

Go to the closest exit. You will find a guard. Kill him (key "0") and continue your path.

CLUE: The guards are hard enemies, but they have a weak spot. Think about two body parts in which a shoot is mortal. One of them will be protected by a bulletproof vest. What is the other one? Use the head and you will find the solution.

RECOMMENDATION: If you don't stop moving, it will more difficult to shoot to you.

Go ahead until you find a grille. Across it, you will can see an open door and, next to it, a mechanism. Shoot and destroy it ("0").

RECOMMENDATION: It is a normal thing that you fail some shoots. Adjust your position until you get it.

Go back to your cell corridor and walk ahead. The grille at the end of this corridor now are open and you can continue your way.

Control and cells monitoring cells room

You will find a new guard. Kill him like you have learned. Activate the computer that is in front of you ("a"). After it, activate the computer that is at your right ("a"). It will activate the elevator and you will can leave this room.

Elevador corridor

Remember the recommendations that Eve gives to you.
Kill the guard and go ahead.

Main building

Turn right and walk along the corridor. In the next screen, you will find an open door on your right. It has an encouraging placard. Go through this door.

Infirmary

Examine the computer (“a”) and you will find what was the disease that affected to all the patients. Insist a little more and you will know where the doctors are.

RECOMMENDATION: Don’t worry if you can’t see the password. Your character will remember it. Because of memory problems during the game development, some puzzles had to be deleted.

Exit the infirmary.

Main building

Turn on your right and walk along the corridor. In the next screen, you will find a closed door on your left. There is a panel beside it. Manipulate this panel (“a”) and the door will open. Let’s go inside.

Doctors’ rest room

You will find a new character.

RECOMMENDATION: As you can see, this character is helpless, so don’t shoot to him. Of course, you can do it, but, maybe, you will regret later.

Talk to him (“a”). Before go away, examine the bin beside the couch and remember the password. Now, go to the infirmary again. Maybe, you will need it.

Infirmary

Talk to the doctor (“a”) and he will heal your wounds.

RECOMMENDATION: He will heal you always you ask him to do it, so don’t hurt him.

Go away from here.

Main building

Turn on your left and walk until the end of the corridor. Then, turn on your right and, again, on your right to the next corridor. You will find an open door on your right. Come in.

Store

There are two fuse cases in the wall in front of you, behind the boxes. The left case is easy to discover. To discover the right one, shoot to the little box that is in front of you ("0"). It will fall down. Now, you can use it to climb over the other boxes.

RECOMMENDATION: Use the lateral step ("x") and look a little down ("l") and it will a little easier to find the fuse case.

Destroy both cases ("0") and you will hear that something has been deactivated. Go away.

Main building

Turn on your left and go back through the corridor you used before. Turn on your left and you will find a door that has opened. Let's come in.

Security control room

There is a cabinet in front of you. Shoot to the padlock ("0") and open the door ("a"). Go inside.

Security control

Manipulate the toggles ("a") and introduce the password you find in the doctors' room. Go back.

CLUE: 1 is higher than 0.

Security control room

Use the computer ("a"). It will deactivate the electronic locks. Exit the room.

Main building

Turn on your left and walk along the corridor until you find another one on your left. Take it and turn on your right. It will be an open door. Let's go in.

Office

Examine (“a”) the documents on the table and wall. You will find a curious fact. There is a button on the left. Use it (“a”) and go away.

Main building

Turn on your left and walk along the corridor until you find another open door on your left. Come in.

Armory

Examine the armory. You will discover that it is empty. There is a paper adhered to the cabinet. Read it (“a”) and remember the password. Leave the room.

Main building

Turn on the right and walk until you can not advance anymore. Take the exit on the right.

Corridor A

Kill the guard. If you have pushed the button at the office, then the door will be opened. Open the box at the end of the corridor (“a”) and examine it (“a”). You will find a very, very important object. Now, go away.

Main building

Turn on the left and walk until you can not advance anymore. Then, turn on the left.

Corridor B

Kill the guard and continue your way.

Security door

Type the password you learned at the armory (“a” to manipulate the keys). Press the big key to validate the password.

CLUE: Don't you know how to introduce the password? Just take a look to your phone numeric keyboard.

Walk through the door.

Outdoor courtyard

You are in a corridor where there is only a door, but it is closed. Is there no exit? Of course not. Shoot to the window ("0") and go outside to the ledge.

RECOMMENDATION: Be careful at this point. The fall is fatal and will kill you.

RECOMMENDATION: The best way to move over the ledge is using the lateral movement keys ("z" and "x").

Go to the cable and walk over it.

RECOMMENDATION: Maybe you have heard in all films that you should not look down. Well, just do the opposite. Look down all you can ("l") and walk stright. When you have to change the cable, just spin using the "q" and "w" keys.

Come in through the open window.

Stairs

Go down. You will need two objets to open the exit door ("a"). If not, you will must to return over your steps.

Walk through the door and watch the game ending.

I hope you have enjoyed A M N E S I A.

THE END

RECOMMENDATION: If you want to contact with the author, leave a message in the game web:

<https://amnesiaxspectrum.wordpress.com/>

You can contact with me too using these discussion forums:

<http://foro.speccy.org/viewtopic.php?f=6&t=4626>

in Spanish and

<http://www.worldofspectrum.org/forums/discussion/51773/new-game-amnesia>

in English.

LAST NOTE: please, apologize my poor English ;-)