

I AM ALIVE

WALKTHROUGH

WALKTHROUGH WARNING

Our save policy allows only one save per profile and will reset this save if you decide to play an episode earlier than the one on the saved game.

It's the ***reset to a previous episode*** feature in Main Menu → Play.

This saving policy is linked to the fact I Am Alive game play has a big component based on resource management and ammunitions saving.

Choices made by the player regarding resources (search for food, save ammunition, Retries,...) have an influence on the difficulty of the rest of the game.

WALKTHROUGH DESCRIPTION

Episode 1 - RETURN

- Intro cinematic: Main Character has found a VCR and starts to record a video blog. He briefly presents his life, the fact that he's looking for his wife and daughter, 1 year after what he calls "the event".
- Player has to reach to other side of the bridge, to access the residential area of the city and later on his apartment
- Player can get through the destroyed bridge by climbing, discovering the different navigation moves. Management of Stamina is briefly explained along the path.
- This level ends at the entrance of sewers (loading to next level)

2 – HOME

- Player has to exit the sewers to reach the apartment in the residential area of the city.
- Player will face several scenes involving victims and enemies:
 - o a scripted event showing a women being beaten and taken away (Player can move around but no interaction possible with the scene).
 - o Player will face some enemies and will learn intimidation game play, push in void and machete kills.
 - o Player can meet also civilians and victims. He can help them by providing a first aid kit.
- In the apartment, Cinematic:
Main character will realize his wife and daughter have gone (cinematic where player reads his wife's letter).
- Player will spot a little girl in a park and will try chase her, thinking it's his daughter.
- Player will save the little girl from 3 enemies who were trying to catch her.
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- After having saved the little girl, cinematic:
Main character gets contact with Henry by walky talkie who indicates a shelter for Mei, as she starts to be sick because of the dust in the atmosphere.
- Player must reach the shelter in a Mall, with Mei on his back

3 – SHELTER

- Player has to reach the 4th floor of the Mall to let Mei in a shelter.
- In the shelter, cinematic:
Mei is sick and got fever. Henry is indicating that Main Character can find some medicine in crates parachuted after the event.
- Player has to reach a lookout point at the 6th floor of the Mall, to try to locate a crate.
- Once at the 6th floor Player can locate a crate using a binocular.
- Player will then take a window washer cart to leave the Mall and reach the downtown of the city

4 – DUST

- Player has to slide down several slopes and start to cross the dense fog streets, where distance of view is limited. Lower layer of fog (down the streets) is toxic and the Main Character cannot stay too long there. He has to climb up regularly to get fresh air and a rest.
- Player has to gain access to the skyscraper, climbing scaffoldings on 2nd avenue.
- Opening the Map (press Y) is helpful to find the way, as the fog limits a lot the depth of view.

5 – SKYSCRAPER

- Player has to cross several floors of the construction site, dealing with enemies and learning basic combat skills (Machete surprise kill, shooting, choosing the right target first).
- Then Player has to find two batteries to activate the elevator, dealing with climbing challenge. Elevator provides access to upper floors of the building, where Player will deal with climbing and backsliding challenges, to finally reach the crate that is hanging at the top of the building. Use of Piton and food resources are key in this climbing challenge area.
- On the crate, cinematic:
Player is collecting a medicine kit and grappling hook