

# Penumbra - Requiem

## *Game introduction and walkthrough*

### **Introduction**

Penumbra Requiem is an expansion to Penumbra – Black Plague and is to be considered an epilogue to that game and not as a new episode in the Penumbra series. Our main goal with Penumbra- Requiem has been to focus more on the physics puzzles and see how far we could take the current engine. This has made Requiem into a game that focuses more on gameplay and puzzles than the previous Penumbra instalments and a game that is more experimental in nature.

While having a strong emphasis on puzzles we still wanted to create good atmosphere, something that we feel is a trade mark of the Penumbra series. In Overture the player felt strong fears from isolation, in Black Plague a main theme was paranoia and in Requiem we are trying to build a nightmarish and feverish atmosphere. It is our hope that Penumbra – Requiem will feel be a fresh and rewarding experience and not just some rehash of previous material. Also note that very little will makes sense story wise unless one has played the previous instalments.

The following walkthrough will go through all of the levels in Penumbra: Requiem. It will not state to pick up story pieces, only puzzle solutions are discussed. For some puzzles alternate solutions are mentioned, there exist a lot of puzzles with multiple solutions though and not all are mentioned below.

### **Level 1**

The game starts as Philip wakes in what seems to be an ancient tomb, he is dazzled, confused and needs to find a way out. This map contains two separate puzzles: getting down the see-saw bridge to the right of the player start position and opening the large stone door that is located behind the starting position.

Let's start with the seesaw bridge. To open this one must push boxes onto the two buttons left of the starting position, unlocking the bridge and making it possible to move. Next two blocks needs to be placed inside the basket hanging from the bridge, use from the room left of the starting position and get the other one from the room in front of the starting position. To get a block across - have one block in the pit and another on the ground level. Push the ground level block on the block in the pit and then push the block in the pit to the other side so the block on top follows along. Now push the top block into the basket, watch the bridge lower itself and go get the key.

**Alternative solutions:** When trying to fill the basket or pressing down buttons it is possible to use broken block pieces. One can also get up the bridge by using some

stacking skills or press a button using the player's own weight. If doing the later, one must be quick before the bridge goes up again.

To get the stone door open one must go to the room left of the starting position. In this room take a block and put it on the large button in the center of the room and watch how it becomes crushed. Take the stone pieces and stack these to reach the monolith that is one of the room's corners. Now turn the pieces of the monolith so all triangle icons are facing the player start position. The monolith will light up and shoot a beam toward the stone door. Head for the stone door and it will open. Behind is a portal, click on it and the next level will be loaded.

## **Level 2**

Jump down on to the first floor. The first challenge is to get a box through a door before the time runs out. By pressing a button a door opens and a count will start, when the count is over the door closes. Making things harder is a camera searching the area and poison gas will be released and the door closes, if the player is seen. One can either avoid the camera, destroy it by throwing a stone at it or disabled it by cutting the power in the locker. When the stone is through the door push it onto the button and another door will open.

**Alternative solutions:** It is possible to take an entirely different route and continue on the second floor.

In the next room, go to the tape recorder and turn it off. Then go to the soda machine and interact with it – a cassette will pop out. Pick it up and put it into the tape recorder. The soda machine will no longer be blocking the door and one can now move into the next room. Bring the box from the previous room here and push to the button at the far end while avoiding the lasers. Do not forget to pick up the key on the way.

Now one first must pick up the com-radio and then wait for the conversation to end. After that an new com-radio will be visible, pick this up too and a path will be available after going up the stairs. In the following room, jump on the boxes and go to the last key, pick it up and then head for the portal.

## **Level 3**

The path in this level will be vertical so it is important to be careful and avoid falling down. First up the player must get some anti gravity machinery going. There is a panel to the left of the player start that controls this. To get everything set up correctly first press the leftmost button, move the lever to the middle position, press the middle button, move the lever to the rightmost position and finally press the right button. Turn around and you will see how there are 3 gravity beams that increase in height towards the wall. Place one black box on each beam and build a staircase. Then take the wooden box with the key and throw it onto the ledge where the box-gravity beam-staircase leads. Take the fourth

box (in a corner of the room) and complete the stair case. Go up on the ledge, and throw down the key box – smashing it. Now get down again pick up the key and get back up.

**Alternative solutions:** There exist several ways to smash the box and one can also climb onto the ledge without using the gravity machinery.

Climb the ladder and then ride on the platform and climb the next lever. Go to the “vending machine” on your right and get a bottle. Throw the bottle at the chain and watch the bridge fall down. Run over the bridge and pull the switch, a container will come down. Stack some boxes and climb the top of the container, pick up the bottle lying there and throw it on the switch to get the container moving.

**Alternative solutions:** There are several other ways to get the container going. Other objects can be thrown at the lever and if one is skillful one can pull the lever in a normal fashion and then get into the elevator while it is moving.

Get off the container and go into the office (behind the glass). Pick up the key in here and also get the metal step. While holding the metal step (it is possible to put it down at times to making jumping simpler) climb on top of the container and then head for the ledge where a pipe runs on one side. Walk on the pipe (still carrying the metal step) and go through the hole in the fence. Go into a narrow passage straight forward and then attach the metal step into a metal step. Pull it out along with the other two steps already placed steps. The fourth and final metal step can be found next to the fence. Once all steps are in climb up on the level above.

By using boxes from level below (or the mattress) jump onto the containers and jump to the ladder on the far side. Jump and climb until the top is reached and then enter the portal.

**Alternate solutions:** This map features a teleportation system that is managed by dropping objects into a force field and choosing the spawn locations by buttons located on some floors. This can be used to more easily transport the metal step, to destroy the wooden box and much more.

## Level 4

Now the player is stuck in the sewers and the main goal is to flood the whole level in order to be able to reach a higher area where the portal is. First thing one must do is to reach the generator room which is done by following the walkway forward and to the right from the starting position. Inside the room, pick up a box and then walk out of the room and to the opposite side (seen directly forward when exiting the generator room). Place the box in the middle between the walkways and jump on it to get across. Now pull the lever that is to the left and around the corner to raise some bridges.

Jump into the water and swim as to the other end of the sewer. There should be a pipe in the ceiling and platform with a lever. Climb up on platform and pull the lever. A

teleportation system has now been activated and the water has started to flow. Now swim back to the machine room.

Here comes a tricky part that must be done pretty quickly in order to succeed. Take two boxes and place them next to the teleportation pipe. Open the pipe, put a box in it and close the lid, repeat for the second box and make sure there is a couple of seconds between the closing of the lid. These two boxes have now been teleported to the end of the sewer and will come floating towards your position. Quickly run over bridges you just lifted up and then go as far as u can on the walk way. Stand here and await the first box and when it is close by jump on it and then to the platform the front and left of the current position. Wait for the second box and then jump on it and forward and to the right. Now you should end up on the walkway in the large circular room. Flip the switch to raise two bridges and spin the wheel.

Notice an explosion at the end of the sewer. Jump into the water and pick up the key at the bottom and then swim to the end of the sewer. At the bottom is a battery, pick it up and swim with it to the generator room. Place the battery in the slot on the floor and pull the switch, the sewer will now be flooded. Swim up in the large circular room and wait for the water level to peak. Then dive down and pull a lever. This will make some platforms go up. Swim quickly to the surface, climb the ladder and then jump on the platforms, follow the walkway and pick up the key. Now go back and enter the portal.

**Alternate solutions:** All levers can be activated by throwing a box at them. You can also place all the boxes in the water and make your own temporary bridges. This allows for many different ways to complete the level, with or without the teleportation system.

## Level 5

Philip is now transported to the snowy outsides and the main goal here is to get the satellite dish working. First go to the right and enter the storage shed, pick up the key hidden in a corner and then pick up the steel pipe. Go out of the shed and head straight forward to the satellite station. Enter the station.

To the left is a generator that must be started, to do this pull down the three large switches and notice how the one closest to the door gets stuck. Place the steel pipe between the handles of the switch to close the circuit. Now push the red switch and then pull the lever that is located opposite of the generator. After a few seconds a fuse will blow. Exit the station and start the search for the fuse.

Go to the right and into a tunnel, at the end there is panel with two buttons. Press the “door” button, turn around and head for the large hangar.

Inside the hangar go straight forward and take some boxes from the shelves and stack them to get up on the lowest one. Now jump on the shelf to get over the electric fence. Once over, pull the switch in a corner then pick up the battery. Carry the battery to the little house inside the hangar and place it in the slot. Go back inside the area behind the

fence and pick up the fuse (it is on a shelf behind the containers) and go back to the station.

Place the fuse in the fuse box and start the generator once more. Also pull the lever again and then return to the hangar.

Go into the little house inside the hangar and start the computer. Choose the “calibrate” option, execute and then choose “send message” and press execute again. Now go outside and climb on top of the hangar. Pick up the box found there, take it to the satellite station and throw it on the spinning machinery. It will break and a key can be picked up.

Now head back to the hangar and get some objects of the shelf. Use these objects to block the lower part of the doorway so that the door can not close. Make sure it is possible to exit still though. Next up go to the control panel with two buttons and press the hatch button. Return to the hangar, go down the hatch and exit through the portal.

## **Level 6**

As the level starts there is a metal ball in front of the player. The ball is impossible to touch as long as it is in the electric field and one must throw a crate at it to get it down from the pedestal. When down, the ball must be rolled to the left. After a few meters some lasers are encountered and to bypass these the ball must be rolled along the wall to the left while making sure that the laser is off when doing so. Pass the next laser by rolling forward (and timing the laser correctly) then passing the last by rolling on the wall again (timing the laser again). Note that the player can walk through the lasers without anything happening.

After getting through the laser roll the ball up the ramp ahead and into the hatch. Head back through the hall and go left over the bridge and enter the tower. Pick up the com-radio by the door, wait for the conversation to end and the door will open. Go through the doorway and jump on the large pistons to get to the other side.

When on the walkway, turn left and head for the pistons going horizontally in and out of the wall. First jump across and pick up the key, then jump up as far as it goes and jump into the tower.

When inside the tower look for in the ceiling for a box connected to a wire, push the large crate below it and then pull the lever next to the wheel. If the box misses the crate then one needs to spin the wheel and then quickly place the large crate correctly while the box is coming down. Now jump on top of the box with chain by placing the metal box next to the large crate. It is now possible to reach the ladder by jumping and grabbing on to it. Once up pull the lever and the ball will continue rolling down.

Leave the tower, jump onto the walk way and go left as far as possible. There should be a box here and pushing it aside will reveal a lever; pull it and a bridge will fall down. Head back a few meters and on the right side there will be a ladder leading up and inside

another tower, climb up and enter the tower. One can see through the glass floor that the ball is stuck here and three gates need to be lifted for it to pass. Do this by pulling first the left lever, then the middle and finally the right.

Exit the tower, climb down and go right and enter the tower where the com radio was found. Pull the switch that is on the right wall and return to the walk way by jumping on the pistons. Now go right until a ladder is encountered. Climb it and then get on to the bridge and take a left when over. It is now possible to go through the tower, do so and follow the half-pipe down to the bottom.

**Alternate solutions:** It is possible to get on to lower part of the half pipe by jumping on the pieces sticking out from the middle tower.

When at the bottom, take a metal sheet and place it next to the pedestal with radio tube, creating a make-shift ramp. Roll the ball up the metal sheet and make it touch all tubes destroying them. A key is now revealed and one will have 5 minutes to collect the last keys and exit the map.

There is one key missing, and it is found by following the half-pipe all the way to the top. Now it is possible to exit the map by going to the portal which is located in by the large pistons going up and down.

## Level 7

Start the level by going forward and pick up the cogwheel in front the ring of lasers. Turn around and throw the cogwheel down the hole. Climb down the ladder and pick up the cogwheel again. Get out of the short tunnel and then go right. After a few meters there is a special part of the wall with three pins, place the cogwheel in hand on the left most pin. Go forward and look behind the pipe to find another cogwheel, this shall be placed on the right most pin. Continue forward, turn left and before the large steam blocking the path a third cogwheel can be found next to the wall. Pick it up, go back and place it on the middle pin.

Now press the red button at the left of the pins and a ball will drop down from the pipe. Push the ball towards the place where the largest (second) cogwheel was found and then to the left down into the hole. Track back a few meters and go down a ladder to the right.

When down, head to the right/with ladder behind you) as far as it goes, head left and then left again and into the tunnel. Go forward while avoiding the crushers (one can go through the ring while they are going up) until a room is reached. Push the crate blocking the door aside, pick up the key and then pick up the lever piece. Exit the room, go left and then put the lever piece into one of the slots (next to the glass). Enter the room again and go right and wait until the crusher is going up, now crouch and enter the vent to the left. After crawling the vent turn the wheel and pick up the second lever piece. Go back and put the final lever piece into slot. Now the sloped cylinders (where the ball is at) must be raised / lowered in a pattern that moves the ball forward. Raise and lower by pulling the

levers. Once the ball is at the end a laser will be shot to the laser circle where the level started.

Now go back to the place where the smallest (third) cogwheel was found and notice how the steam has disappeared. Continue forward and push the switch which will make the large pistons move. Now jump across these pistons to the other side, do not forget to pick up the key on the way though. The key is located to the left and one needs to jump on 2 extra pistons to reach it. A tip when going from piston to piston is not to jump but rather to just walk when the piston in front of the player is low. That way it is much easier to control the jump but it is not possible for all piston jumps.

When at the other side one must be careful, from the top of this building burning barrels come rolling. Check the pattern they follow and try to avoid by walking beside them. Do not climb the ladders until a barrel has just rolled past it. Once up on the building pick up the key and go down again. Head back to where the player started the level and enter the portal which is straight ahead.

## **Level 8**

To get anywhere on this level one must first get down from the floor that the player starts on. Once down go right, then follow the turn to the left, go forward until there is a T-crossing, now go a quick left and then a quick to the right right, continue a bit forward in the deadend hall and then go to the right (need to jump a bit here). Now one has come to a room with 2 boxes. Push one of the boxes on the large ramp and then push it on top of the other. Push the lower box on the small ramp and up against the wall. Now push the upper box out of the hole and into the corridor from where one came. Push the box to the left and then to first right, push until a T-crossing, push to the right and then push to the first left. The box should now be in a room with 3 buttons on the ground.

Put the box on any of these buttons, go outside of the room and to the left there is another box. Push this second box on to any of the other button. Now stand the player on the remaining button and a crash should be heard. Go to the opposite side of the room (a sloped wall blocks the view) and one will find the door to a shed blown open. Go into the shed and pull out the metal box revealing a hatch, open the hatch and get the key in there. Click on the com-station and note the numbers "6 4 9 7". Next take a piece of wood and head to the room where the two boxes were found.

In a corner of this room (on the large ramp) there is a hatch. Open it up and throw down the piece of wood and then climb down. Open the lid into the boiler, put the piece of wood inside and then flip the switch. Head for the other side of the boiler and turn the wheels 2 and 3 (a number is next to each). After that is done, head to the level start.

At the start of the level, go left after climbing the ladder and one will find a platform that now goes up and down. Ride along with it to the second floor, run down the corridor and then go to the right. Run this corridor to the end (jumping over the hole in the floor) and enter "6 4 9 7" on the panel. The lid to the locker next to it will open, look inside and

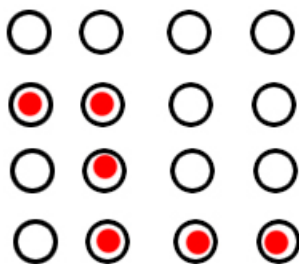
grab the chemical bottle. Turn around, jump over the hole again and go forward until there is a lid (maintenance hatch) on the right side, open this and throw the chemical into the hole. Now head back to the hole in the floor and go down (platform or ladder). Push the box on to the platform and push it on the second floor and then all the way down the corridor past the maintenance hatch. Here is also a key, make sure to pick it up. After that, put the box on one of the floor buttons and let the player stand on the other. The locker will open and one will find a second chemical inside. Throw this down the maintenance hatch too and then head down to the boiler.

At the boiler turn wheel 3 off and wheel 1 on. Make sure there large steam plumes coming out of two pipes only (else the pressure is too low!). Head back up the maintenance hatch, go right and then left into a narrow corridor. Here another platform is found, ride it up to the third floor. On the third floor go forward and jump on the moving platform to the other side. Once on the other side enter the portal to exit the map.

## Level 9

Pick up the gas canister or something else that is heavy and throw it on the padlock to open the fence door. Enter the fence area and remove the vent lid, then enter the vent. After a while the vent will crash down and one ends up in a flooded room. Jump on the furniture and onto the staircase. Go up the stairs and into another room with computers and a non-working vending machine. There is a fuse box in this room, open it and place the fuse in the rightmost slot. Now go back to the flooded room and pick up the key to the left. Go back into the room with the vending machine and look for a vent lid behind a shelf. Pull off the lid and enter the vent, continue to the end and the player will end up in a corridor where there is a pool of water to the left and large door to the right.

Press the red button to open the door and then enter the room and take some boxes. Use these boxes to build a bridge over the water pool and cross the water. Once over the water head to the right until a new room is reached. Enter the room and go to the right, six circuit cards can be found here and they shall be placed at the opposite side of the room. The correct placement is like this:



Now look for a vent lid in this room, remove it and crawl through yet another ventilation shaft. At the end of the shaft the player will end up in a storage room. Remove the crate blocking the door, exit the room and enter the corridor. Now go left to the end of the corridor and then to the right entering a control room. Plug in the contacts in the slots and then push the button on the panel. Exit the room and head for the storage room.



In the storage room, find the nitroglycerine barrel and pick it up. Go back into the corridor, go left and then take the first right. Jump on the platform and when on the second platform jump off when it is at most left position and pick up the key. Jump back on then jump off when it is at the center position. Remember to bring the nitro barrel.

Run down the stairs, and then enter a new corridor with a cave in at the end. Place the barrel at the cave in (it should snap into position) and then head back to the end of the stairs. Here search for a rope, go back to the cave in and then place one end of the rope on the barrel and the other end in the pool of oil. Now pull the switch, make sure the rope starts to burn and run to the start of the corridor.

**Alternate solutions:** One can also start the fire by throwing one of the lamps found on the stairs to the oil.

After a while the rocks will blow up and one can continue

Go down and then to left, enter the room and pick up the key in the closet. Turn around and go as far as possible until a portal is reached. Enter the portal. The player will now end up in new room. Wait for the dialogue to end and then press the “enter” switch.

The End!