

PENUMBRA: BLACK PLAUGE - COMPLETE WALKTHROUGH

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Introduction

Please note that some of the puzzles have more than one correct solution, and in this document we mostly only described one of these. The walkthrough also never instructs you to pick up common items or notes. Only the bare minimum needed to finish the game is detailed.

Level 01

In the top deskdrawer there is a glowstick, take it. In one of the green lockers you will also find a small coin. Take the coin and double click on it in the inventory (TAB) and use it on the vise on the desk. Turn the vise handle clockwise and the coin will be squeezed, when it clicks pick it up again. Behind a moveable shelf there is a ventilation drum, use the squeezed coin on it to open the ventilation grate. Crouch (Ctrl) and go into the ventilation system.

Level 02

Proceed through the linear ventilation system. When you enter the room with the soda machine, use the coin on the machine or smash it with a rock to make it drop a soda can. Pick the soda can and proceed into the next ventilation drum. In here you will need to place a metal beam or wooden plank over the part of the floor that seem fragile. Proceed to the damaged pipe spitting steam take and a left and exit the shaft. When you exit the ventilation go into the freezer (where 3 pieces of meat hangs from the roof) and use the soda can on the thermostat to lower the temperature reading. Go back into the ventilation system that you came from and you can now pass the area that had the steam leak before.

Level 03

Take a barrel and position it so that you can jump over the 3 laser beams. Go to the right and remove all the rubble so that you can reach the door. This brings you back to Level 01.

Level 01 - Second visit

Go into the first room on your right and pick up the medical alcohol bottle in the shelf. In one of the lockers there is a tape that can be used on the tape recorder on the small table. Go back out to the hall and proceed down, passing 2 more doors. There is a electric locker in the hall, smash the lid by using the rock that is lying in a small pile of debris. With the lid removed a red cable can be seen, grab it and pull hard to make it go off. This will turn off the lights as well as unlocking the 2 doors you just passed by. Enter the first door on your left and go to the back of the room. To the left there is a cabinet on the wall and behind the right cabinet door there is a syringe that you must pick up. Now run back to the door where you entered this level from level 03 and be quick so that you are not caught by the monster coming.

Level 03 - Second visit

Jump over the laser beams again and stand next to the dead body on the floor. In the inventory drag and drop the syringe onto the alcohol to clean the syringe. Use the clean syringe on the body on the floor to draw some blood. Use the syringe on the device located to the left of the big double door on the other side of the 3 laser beams. This will unlock it and you can enter.

Level 04

The first table to the left has a CD lying on it, pick it up. Proceed to the small room to the right, drag the barrel out of the room and position it in front of the electric cabinet. Now pull the switch on the wall and the sparks from the cabinet should light the barrel on fire. Position the barrel under one of the sprinklers in the roof. This will trigger the fire alarm and make the large door open. Proceed into the next dining area, go straight ahead to the kitchen, go to the left through a door and use the CD on the computer that is on a table. After that, interact with the computer to use the interface, double click on the CD to

see a slideshow and then also to read a document about changed passwords to the code for a locked door. The code is 1167, use this code in the security exe located on the desktop of the computer. Exit the computer and in the top drawer of the desk you find the flashlight, pick it up. Go back into the dining area after the kitchen and you can now open the door to the left. In the room there is a large wooden box, move it to reveal a passage down into the basement. Climb down the ladder and follow the only path to exit the level.

Level 05

The entrance will cave in, walk around and wait for a couple of seconds after a while you will "pass out" and be transported to Level 12.

Level 12

In the first room, break the whiskey bottle on the table by throwing it against a wall. Then move the coffin under the table and move the barrel at the left side of the table and position it next to the other barrel to the right of the table. Finally pick up the can lying on the floor and put it on the small shelf next to the lokcer. Now the objects will have the same positions as the objects in the image on the wall above the small table. You are now transported to a new room. Open the chest and pick up the egg and place it on the image at the table. After a while a fire starts behind you and a dead dog appears, grab it and move it onto the "altar" (the two hands). The dog will get stuck on the alter and this will trigger the boat wall with 2 windows to break and a dark void is revealed. Stay in the room for a while and the opposite wall will break in a fire effect and another room is revealed. Enter it. Grab and move the second arm to the right so that it starts to burn, then take the second arm to the left, followed by the first arm to the left and then last arm is the first one to the right. All arms should now be burning and the valve at the door can be turned to make the door open. In the next room there you will find a lever on the wall, pull it to make the lights go out. Place the 3 barrels in the 3 rings that are of multiple colours(yello, green, blue) that is the rings that are not only 1 color. There are 2 blue, 2 green and 2 yellow and 3 rings that are a mix. When you put a barrel correctly a flame will appear in the noose. When you get all three barrels right the valve by the door will unlock and you can turn it to open the door by turning the valve. In the next room climb up the ladder and turn the valve, go back and enter it the red water. In the roof there is a lever, pull it to open the door located after the ladder if you climb up again. Now Jump onto the moving platform, follow it to the left, and jump up on the veritcal moving platform, jump onto the closest platform when you reach the top, then turn so that you have the entrance door to the right, and jump ontop of the platform there, follow it to the other side of the room and if you turn so that the entrance door is in your back and the exit is ahead of you, jump ontop of the platform and follow it down to reach the exit. In the final room, position barrels so that you can get over the blockades and enter the large hole of white light.

Level 05 - Second visit

Go out into the large hall with a big pit, use the ladder to go down and position the 6 boxes in a line from your side of the pit to the other. Go back up the ladder and turn the vavle on the right making the water rise. Now you can jump across the pit using the 6 boxes. At the end of the tunnel on the other side there is a big box, move it below the sewer exit in the celing and then by using the small boxes climb ontop of the box and interact with the exit to leave the level.

Level 06

Go into the room with the bed and computer. On the wall to the left of the exit there is a fuse box, open it and move the fuse from the right location to the far left location. This will turn on the computer, interact with it and listen to Dr Swanson, then exit the computer and the exit door is now unlocked.

Level 07

When you enter there will be a scene with your head spinning, stay still and wait for it to finish(1-2 min) and then go right to face the library door, right

again, right and left to get to a corridor that goes around in a square, there is a door labeled "Armory" go into it and at the opposite wall to the entrance there is a shelf with a saw on it, pick it up. Go out into the corridor again and head right, go all the way you can and then follow to the left, this will lead you to the Storage, Level 09.

Level 09

Place objects ontop of each other to get over the laser beams, or use a wooden plank to climb the shelves and then go over the beams up there. On the other side of the lasers, you have to get passed the large metal container hanging in the air. Either use objects to climb over it or place objects below it on the plate to push the plate down and trigger a release of the box, when it falls down you can use less objects to climb over. On the other side there is a switch with a red light to the left, use objects to reach the switch high up, pull it to make all the laser beams go off. You can now enter the last small room with gas in it and a body on the floor, by the body there is a gas mask. Pick up the gas mask and exit the level.

Level 07 - Second visit

Proceed forward and then left and left again to get to the air lock leading to the Machine room. Put on the gas mask and go through the gas leak after the air lock. You can now enter Level 10.

Level 10

Proceed into the level and into the room with a large hole in the middle, go around it to reach the locked gate. Behind the 2 blue barrels there is a metal rod, drag it to the gate to make it stick into place. You can now grab the rod and push it to bend the gate open. Go in and forward into the small room with a computer, interact with it and in the interface start the valve status exe and switch to manual, then go to the valve control exe and switch the valve from locked to unlock. Go back out into the corridor and head left, there is a closed door with a broken hand panel to the right. Grab the door and push it to the right to open the door. Enter the room with a body on the floor, the door will close behind you and a boss battle will begin. To make the battle begin quicker, you can use the saw on the body on the floor. The worm that breaks through the wall is trying to eat you, position yourself at the big black cable and as the screen starts to shake move away from it and the Worm will break through the wall and also break the cable. Go back to the same place and as the screen starts shaking run away to the machine with the big lever on it, as the worm emerges again pull the switch to electrify it with the broken cable. The worm dies and spits out a hand, pick it up and use it on the hand scan panel next to the door. Go back out into the corridor and walk all the way back to the last passage leading to the exit(the entrance from level 07). There is a valve to the left with a green light, turn it and you will be able to exit the level again.

Level 07 - Third visit

Go out again and passed the air lock, as you get to a crossing take a left and go as far as you can, then take a right through a door(not the door that you can see through), proceed the hallway up and then a left again this will get you to Computer Room.

Level 08

Use the saw on the drawer next to the door located to the left after entering the level. This will make a guy burst out of the room, run away into the level, first past a small room and then into a larger room with 2 desks in it and some shelves. To the right is a door with a button panel, click on the panel to open the door, lure the guy into this room and when he is in it run out again and close the door by pressing the panel. You can now go back into the room where the infected one came from and pick up three computer cards (red, green, blue) that are lying behind books, in a locker and on the desk. Go back to the room with the 2 desks and this time go to the left, at the end of that room is a computer rack on the left. remove the 3 burnt cards in it and then go back to the 2 desk room, on the first desk put one of the three cards you have in the inventory into the small rack unit and then interact with the computer next to

it. You will now be able to transfer programs from the computer onto the cards.

RED: Circuit Setup, Disk Info Setup, Hardware locator

BLUE: Circuit Setup, Socket Protocol, Firewall, Antivirus, Net Locator

GREEN: Circuit Setup, CMD Interface, File Streamer, Admin Tools

As each card is formatted correctly take it and put it into the 3 rack unit, Red card into red slot and so on. When all three cards are formatted and put correctly there will be a beep and the lights will go on again. Now go back to the room where the infected guy came from and use the computer there. In the computer start the security program and unlock the door with ID 3061. Go back out into level 07.

Level 07 - Fourth visit

Head to the infirmary, which should be accomplished by following the path to a crossing, taking a right, going through the door, then through the metal door with a green light and beyond it is the Infirmary entrance (level 11).

Level 11

To the left is a bed and a chair beside it, pick up the blue arm strap on the chair. In the inventory double click on it to put it on. Go further into the room and enter the last door on the right. Pick the bucket from below the autopsy table and throw it on the cabinet to break the glass. Pick up the chemical (big grey bottle) and in your inventory drag and drop the syringe onto it. This will give you a purple syringe, double click on it to use it on yourself. This will make you pass out and as you have you can now enter through the glass doors in big room. Behind them is a room with a metal container next to a desk, pull the switch on the wall to open the container. There is a head, grab it and pull it up until it comes off. Pick it up after you drop it and exit the level.

Level 07 - Last visit

Head for the Library, which is done by following the path back through the double metal door with a green light, through the door and then to the right. As you enter the area where the Library door is supposed to be, it will not be there. This is an event and you will have to run down any corridor you wish and as you enter a dead end run back again. This will reveal the door at the location where it should have been from the start. Use the head and the hand on the device to the right of the door as this will unlock the library door and you can enter the Level 13.

Level 13

In the library, to the left you go to the 3rd of 4th bookshelf, and if you look closely there is a book that is a bit farther out than the rest (you can also hear a draft) pull the book to reveal a secret room. Enter this room and to the right is a button panel on the wall, click on it to unlock the door leading out of the library. Go back and out through the door leading to the cave.

Level 14

Proceed to the big open cave. Use some objects to reach the area in the middle of the scaffold. Behind the metal sheet there is a switch, pull it and a ladder will fall down to the left. Climb up the ladder, up on the next level there is a piece of wood/metal board leaning against the scaffold, push it over to make a walkway so you can walk to the other side. Now climb up the ladder and as you reach the top of it turn 180 degrees and then push forward and jump to jump over to the cliff. Here push the big rock so that it falls onto the scaffold and you can then jump up on it to get onto the very top. Move the mattress and boxes out of the way and interact with the computer, talk to Swanson and exit the computer. The door is now unlocked and you can leave the level and enter Level 15.

Level 15

Head to the right, over the narrow passage. As you pass it, it will break and you have to go into the shelter, in the shelter there is a shelf with

painkillers and a Zippo Lighter. Use the zippo lighter on the barrel to make a fire that will keep you warm (this can be done in all shelters) go back out and if you follow the rock wall to the left you can see that there are small protruding rocks going over the gap, walk/jump across them to get back to the "main land". Go forward and you will get back to the entrance, this time go past it and there is another shelter. Inside the shelter, pick up the spray can on the shelf and combine the spray can and zippo lighter in the inventory by drag and drop. Now go back out and to the control panel with a stick, use the "flamethrower" (zippo and spray can combination) on the stick to loosen it. Then pull it to extend the bridge. Go over and to the left is a shelter which has a piece of cloth. Take it and go back out proceed to the left to find an exit blocked by ice. Use the cloth on one of the three barrels and move the barrel close to the ice. Then use the medical alcohol on the barrel/cloth and finally use the flamethrower on the cloth/barrel to set it on fire. Run away and soon after it will explode. You can now exit the level and enter Level 16.

Level 16

Go the only way you can, pass the door where dr swanson starts to talk, on the ground is some blood stains follow them to the right and as far as they go. In the corridor where they end keep going forward to reach the entrance to the Kennel (Level 17).

Level 17

Go through the door and take a right, there will be a flash and another event where the whole screen is black. When it is over go into the small room with 2 big metal boxes, take the boxes and push them out into the hallway, proceed to the right with them and you will see 2 holes in the walls. Position a box in front of each of the holes, then go further down the hall and to the left is a room. In the room there is a control panel to the right (with a glowing display) interact with it. This turns off the lights in this part of the kennel and on in another part of the kennel. Go back all the way through the corridor and out into the room where you entered the level, proceed to the other side of that room and in this dark corridor the lights are now being switched on and off. Wait for the light closest to you to go on and then follow the lights as they go on through the whole corridor until you reach the end. Enter the room and by the body in front of you there is a key card, pick it up and go back through the corridor by timing the lights on/off again. Exit the level.

Level 16 - Second visit

Head back to where dr swanson spoke to you, Research Room, use the key card on the door or panel to unlock it. Now enter Research room.

Level 18

Go to the other side of the room and through the door, as you enter the next room the door will slam behind you and another infected/monster will appear. By the wall is a device with a wheel and a lever, turn the wheel around a couple of times to raise the metal box in the center of the room. Avoid the infected and try to knock him by throwing boxes at him. When the infected is below the big metal box that you have raised, pull the lever to make the box fall down and kill the infected. Now go to the body and interact with it to pick up a key. Go back to first room you entered in the level, head to the left and you will find a locked room. Use the key on it to enter and then use the computer. In the computer use the security program and unlock the locked door. Go back to Level 16.

Level 16 - Third visit

Head to the Chemical Laboratory, use the maps on the walls to find your way. It is in the opposite side of the base from the Research room.

Level 19

There is a gas leak as you enter. Put on the gas mask and pick up a piece of a pipe-turn in a pile of trash. Use the pipe to smash the leaking pipes to pieces and then smash the lid over the other pipe to allow pipe-turn to be positioned between the two pipes and mending it. As the gas disappears you can enter the

previously locked door. In the next room there is an infected guarding a switch, lure him away and pull the switch to open the doors (light goes green) at the opposite side of the room from where you came. Go through the doors and now you must avoid the cameras scanning the area with a green light. At the opposite side of the corridor maze there is another locked door that is unlcoekd with a lever close by, when the door unlcoekd the light above it fades to green. In the next area it is the same thing but there are two switches that needs to be pulled. Having gotten throguh the room you enter a lit corridor and get chased by two infected. Run into the room at the end and close the door. To the left of the door is a server rack, tip it over to block the door. Behind the desk to the left lies a container, pick it up and on the other side of the large glass chamber is another machine, insert the container there. Use the control sticks to pick up the green substanbce in the glass chamber and drop it down the hole. The substance is transfered to the container you inserted and as it glows green/blue you can pick it up. On the other side of the glass chamber there is a valve, turn it around and an alarm will start to sound, there is also a security door opening. Enter the narrow hallway and make your way through it before 2 minutes have passed. The steam will deal some damage but in general you can run through it, turn the valve to make sure the large pipe does not explode and release steam as well. When through the narrow tunnel you are back to the level entrance room, now exit the level and head back into Level 16.

Level 16 - Fourth visit

Head for the Examination room, there is only one way to go but it will be difficult as the infection in your body is trying to stop you. Find the only way and as you do you will be teleported away from the exit so you will have to navigate back to the exit a second time. Enter The Examination Room.

Level 20

In the first room there is a file cabinet to the left, in the bottom drawer there is a bottle. In the next room there is a bottle on the desk to the right behind some books. Go into the small storage room and on the third shelf there are some white containers than behgind them has another bottle. Go back into the room and remove the painting from the wall, climb into the ventilation and out on the other side. Go into the other small storage room to your right directly after exiting the ventilation, on the shelf behind some containers there is another bottle. Go to the last room with the big yellow machine, there are one bottle on the floor to the left and one to the right on the shelf, pick them up and you now have a total of 6 bottles. Pour them all into the machine through the round hole at the top, then take the substance container from Level 19 and put it into the slot down to the left. Everything is now loaded and you can input in what order to mix the chemicals, the correct order is 214653, this means middle top button , left top button , right bottom button, left bottom button, middle bottom button, right top button. The hand mark starts flashing, press it and will be rid of the infecttion. Exit the room and head for the exit of the level, as you do the infection takes over another body and chases you. Move the metal junk out of the way so that you can open the door and reach the exit.

Level 16 - Last visit

Sit and wait for the cutscene to end

Level 21.1

Listen to the dialog

Level 21.2

Pick the iron bar on the floor, in the wall is a loose rock, move it away and after the prisoner next cell finishes talking give him the iron bar through the hole. Exit the level as he opens your door.

Level 21.3

Run down the corridor, as you come across the infected run by him down to the wodden door, go to the right, right again and in the small dead end there is a lever. Pull it and hide and wait for the infected to come and knock down the

wooden door, as he finishes go after him and exit the level.

Level 21.4

Proceed down the corridor, take the big square block and push it back in the direction you came from. At the very end of the corridor is a mark on the ground, place the rock on it to make the door behind you open. Enter the room and pull the switch, go back out to the corridor, take the rock and push it into the room, place it on the other mark located on the floor. If the door has closed, pull the switch again to open it again. Now go back into the corridor and proceed further into the level, as you reach the 4 holes spitting fire walk into the fire and "die", you will no reincarnate in another room, move the block onto the mark on the ground to open the door. Go out into the corridor and look at your own dead self, proceed past it, take the next block and put it on the mark on the ground and finally push the hand panel to open the last door. Enter the white light to exit the level.

Level 21.1

Listen to the short dialog

Level 22

You are now back into a darker version of level 20. Listen to the dialog and go into the next rooms as the doors open. In the final room interact with the computer. As you are done with the text sequence interact with the doors in the room, the walls will disappear. The interact/examine with the notes on the desk and then with the calender on the wall to make the walls disappear as well. You can now interact with the computer again, do so and you'll reach The End.