

# Amnesia A Machine For Pigs

## Walkthrough

### Intro

The game should not really be hard to get through and if you get stuck make sure to read the notes in the journal (J). The notes are found in the My Journal (M) section. In case you are still not sure what to do, then this walkthrough is for you! It is not detailed at all and is just meant to give an overview of the most important gameplay parts of each level. It is pretty much spoiler-free too; the walkthrough will not mention any story elements or enemy encounters. It does not contain any sort of secrets either, so do not go looking for that!

### Mansion #1

You first need to find the way to up to the attic. There is a string in ceiling that can be pulled and a staircase is brought down. Now you need to find a way through the maze like structure and get to a staircase that takes you down. Go into the corridor and enter the office. Here you pull up on one of the rifles located on the wall, a secret passage opens. Soon after an exit door is encountered.

### Mansion #2

What you need to do in this level is to start a hidden machine in a room located at the center of the level. There are two entrances, and you need to find them both. One is found by pushing the bear monitor in the trophy room. The other is in the bathroom with a tub; there is lever behind a painting that opens a secret door. In both of these is a hidden room with a wheel that needs to be turned. You then need to find the correct entrance into the courtyard and then enter the machine room. After that you will soon be outside of the house and must look for a staircase down to the cellar.

### Cellar

The basic way to progress in this map is to find and turn on generators. Each generator will open a door that lets you access more of the map and so on. Some of the generators have broken fuses and these needs to be removed and replaced with working ones. In order to find the fuse for the last generator the player needs to do some backtracking, so try and remember where the fuses are even when you do not need them. At the end of the level you encounter the game's first spray lock. To operate these, first go to the center. Pull down the power lever to the right (when facing the exit), then spin the wheel behind you, then pull the lever to the left down, then spin the wheel in front of you and finally pull up the power lever again.

### Alley

You first need to escape from the warehouse. This is done by simply pushing forward and then jumping out of a window (after climbing some boxes). You now arrive on the streets where you have no where to go and will get stuck in front of the gate leading to the church. In order to progress a truck needs fuel and then started. The fuel can be

found in a storage room next to the church entrance. Open a hatch on the wall to find it. To refuel the can, head back to where you jumped out of the window. Here is a gate that can be opened by pushing a box aside. Inside, there is a refueling machine. Once full head back to the car with the can, fill it up and then turn the crank at the front of the truck. It is now possible to enter the graveyard.

### Church

Head up the stairs and enter the main room of the church. Enter a storage room from one of the doors on the side and find a broken off candlestick. Grab the candlestick and then head to the front of the main room. Insert the candlestick next to the other one like it (behind the cross). Now turn both of them and then enter the room on the left. Start the machine and then exit and a secret entrance will be revealed. Head down and just find your way to the end of the cellar.

### Factory

Head towards the factory and enter. Walk down and then up when you come to center of the catwalk. After a car has passed, the phone will ring. When you have answered the call you can walk down again and enter the lower levels of the factory. In this part you just need to find the coal for all the ovens that are not burning, close the door and then push a small button on the front. Once all ovens are lit up, there are three levers at the center of the floor to be pulled. A path to the bottom floor has now opened up; go down here. You now need to make your way to the opposite side of the room and slide down a chute. Once down find a small elevator; open the door, crouch and climb into it.

### Tunnels

Close to where you start, and on the same floor, you will find a gate locked with a padlock. Opening this is what the map is all about. As you go down a floor, you will come across a strange machine. You will also see a bunch of pipes leading to this room; these are part of a tube transportation system. To get the lock open, you need to create a special acid in this room. Once each ingredient is found (there are two in total), put them in a nearby pipe, pull the lever and they will be transported to the room with the machine. Inside this room there are two paths available, each one leading to an ingredient. One ingredient is found in a cooling room and extracted from a cylindrical machine. The other is found on the top floor in a room with a broken elevator. Once both ingredients have been sent to the room with the machine, put them in the arms of the device and press the red blinking button to make it spin. Now extract the mixture from the arm not carrying an ingredient. Put the mixture on the padlock and then interact with spotlight to shine on it. When the spotlight's light hit the padlock it will dissolve and the gate can be opened.

### Sewers

In this map the goal is to lower the water level in order by opening sluice gates and thereby giving access to lower levels of the sewer. You must first find a wheel inside a room a bit into the level and then backtrack to sluice gate 1. After entering another room with a wheel needs to be found and sluice gate 2 can be entered. Then it is just a matter of finding to the end of the sewers. At the very end of the level the player needs to jump

down a hole in the ground and travel through some large pipes.

#### Bilge

Just continue forward until you come to large, solid gate blocking your path. You now need to climb up a ladder and enter an area above the gate. Here is a wheel to turn which will start up some machines. Climb down and now enter where the gate was blocking. Progress until you come across a room with a machine missing cogwheels. One of these are found next to the machine and the other is next to a valve. Put both cogwheels in the machine. Spin the valve in the room, head back and climb down the ladder to where there used to be water. Now just head for the spray lock and exit.

#### Reactor

Go downwards and then take the elevator down. You need to first head along the catwalk and into the lower room. Flip all switches that are possible to operate and then head down a ladder. Manually open a hatch, and then go back up. The last switch can now be flipped. Go out on the catwalk, enter the upper room and pull both levers.

#### Engine Room

Head for the control room that looks out over the big machine hall. Here you need to pull out fuses and turn off all devices. When done you can enter the machine hall. Here you need to get a ladder down at the center of the room and enter a pipe. To do this you first need to pull out a pipe, smash a glass window and turn a wheel. All of these places are found by next to the machines with spinning wheels and are marked with red lights. When ladder is down, head up and go through pipe until you come across an elevator leading up.

#### Streets

There should be nothing to be stuck at in this level. Just continue forward until you find an elevator leading down.

#### Pigline

Move forward into a big room, then into the tunnels and until you come across a room with machinery and a deep pit. Push down one of the brown containers so that the machinery breaks. Go back out through the tunnels and then find the room with the big spotlight. Operate the spotlight so it shines at the container above the water, making it electrified. Now jump down to the control room and fiddle with the controls until the machine breaks. When it is not possible to interact anymore you are done here. Now go out of the room, then straight forward and to the right through the tunnels and continue until the end is reached.

#### Tesla #1

Go across the catwalk and get to the other side. Enter the strange building and then find the ladder that leads down. Progress onwards and you will come across a room where the door opens as you get close. Once inside pull the two levers (glowing red) in order to exit. Then continue until the exit is found.

### Tesla #2

Just progress forward and you will eventually come to a large cylindrical room with a catwalk going around here. Placed along the the walls are spirals that will play music when interacted with. There are four of them and once all are turned on you need to go down by climbing a ladder. Now just continue on along the catwalk and when possible enter the center of the room.

### Temple

Just go forward until you are unable to move. When possible, press the switch. The game is now completed! Oink!