

# **Mt. Underlook Official Walkthrough**

## **Tips**

- Bad choices can and will kill you.
- Bad choices very much can and very much will kill you.
- Inspect everything when time allows. It could literally save your life.
- You are a beaten prisoner with a broken mind. Trying to escape a mountain prison is hard as hell. Your health will occasionally drop throughout the game – keep an eye on it!
- Sometimes cannibalism is justified.
- There is a lot of optional stuff in the game, some of it may reward you. Some of it may kill you.
- Take notes! All puzzle solutions are either strongly hinted at or given to you at earlier points in the game!
- You hallucinate sometimes, it's normal to see and try to interact with things that aren't there.
- Bad choices can and will kill you.
- Deal with monsters quickly. Remember – you're weak!
- Keep morality out of your decision making.
- This game isn't meant to be easy, but it's far from impossible.
- If you can't enter an optional room due to not having a key be sure to back track when you find it.

## **Chapter One – The Open Cell**

- Go through your cell door.
- Pull the switch then search the corpse. Take the lockpick.
- Go through the northern door and press the lock panel.
- Go through the steel door then into the utility hall. Vandalize machines 1 and 6. Take the battery and the rod. Use one of the items to create a stun rod.
- Return to CIR then go through the simple metal door. Interact with the guard. Search the corpse for the key card. Pick the lock of the safe then loot everything inside. Leave the room.
- Swipe the reinforced door panel then drop the bent key card. Go through the reinforced door. Shoot Kokouson then shoot his guard. Quickly exit the room and go through the utility room. Enter the pressure room and pull the switch. Enter the

next room.

## **Chapter Two – The Caverns**

- Eat a nutrient pack to heal up.
- Go through the door with a warning sign then continue and go into the “???” room. Take the chisel and chargetape. Go back then through the warning door. Go through the sturdy metal door.
- Take the bombs. Search the desk for a bandage. Inspect the computer room door then use chargetape on it.
- Enter the computer room. Search the desk and the grenade box. Use the tinker kit to create a time bomb and a grenade.
- Interact with the old computer. Type in “Deimos” then interact with the computer again. Quickly leave the room until you're in the cavern with three columns. Throw the time bomb then continue into the next cavern.
- Continue on then enter the threatening cavern. Blow the tank up with the grenade than go through the garage door.

## **Chapter Three – Storage**

- Pull the switch then go up the ramp. Enter the storage room. Search the cooking supply box and take the can opener. Heal to full health.
- Search the weapon crate. Search the battery box until you find a working battery – you may need to drop a lot of dead batteries before you find one. Build a live battery or insulated blade to create a shockknife.
- Search the supply crate. Attack the mushroom until it dies then loot the corpse.
- Enter the other room. Hide behind the large crate then hide behind the next crate and then hide behind the third crate. Wait until the guards speak then wait until their finish their conversation.
- Search the drunk guard at least once for his keys. It is advisable to keep searching him until you loot a battery tester. Drop the other junk you loot from him.
- Return to unit V then enter Cell Block T. Take the flashlight. Search the battery box until you find a working battery. Put it in the flashlight. It is advisable to search the box again for a second battery.
- Take the heavy item. Quickly go through the storage and into the tunnel. Try to break the water pipe. Type “Yes” to confirm. Return through the storage room and into Cell Block T. Wait until the tunnel floods out.
- Return to the storage unit. Type “Yes” to heal to full. Return to the tunnel then

enter Cell Block S.

## Chapter Four – Chamber of Nightmares

- Turn the flashlight on. Interact with each cell at least once.
- Kill the ghoul and search the corpse. Continue into the sub-blocks.
- Go through the Eastern Sub-blocks and into the infirmary. You might need to do this again. Kill all ghouls that appear ASAP.
- Search the medical supply box and wash your hands. Return to the first room of S.
- Search the pile of bodies.
- Return south and open the heavy tech door and enter the warden's chamber. Search the warden. Use his bracelet. Leave the room and return East, you can enter the far-east rooms now.
- Unlock the heavy doors then enter the cell.
- Inspect your mattress. Use the bendy spring then the lockpick.
- Go through your cell door.
- Speak with the southern cell. Return to your cell and search your toilet. Return to the filth djinn.
- Go through the southern cell.
- Speak with the creature in the simple cell.
- Enter the tunnel. Cut and go through the metal wall.

## Chapter Five – Safe, For Now

**TIP: If you used your flintlock already the vents puzzle solution was written down in the surveillance office hallucination. The solution is GJEHIFGSQONPSM.**

- Go through the breaker closet and maintenance tunnel.
- Break the rusty rail then pounce.
- Search the desk then try to enter the generator room.
- Shoot at Bellonadaughter then enter the generator.
- Click through all the options of the generator parts then speak with Bellonadaughter again. Enter the Xport Garage.

## Chapter Six – Somewhere to Go

- Grab a key then search the fuel rack. Take EP-3 and EP-2. Fuel the Mamba with

EP-2 then Xport #1 with EP-3

- Enter the vehicle. Interact with the dash and drive twice.
- Shoot a rocket, thrust, thrust, pull up, thrust.

## **Chapter Seven – Filth**

- Take the fuel can. Enter the truck and take the expired rations. Eat one or two now for a delayed health buff.
- Go to the beach then into the junkyard. Inspect the third Xport that is listed. Return to the trench.
- Go to the piles of junk. Search through the boxes until you find matches.
- Return to the trench. Damage the sewage pipe until it opens then enter the sewers.
- Look into the channels then enter them. Wait until a mutant enters the room. Hide behind the rubble ASAP! Wait for it to leave the room. Leave the rubble then enter channel 7.
- Enter the drainage. You may need to return to the sewers – if so repeat the steps to avoid the mutant.
- Climb to the hangar.

## **Chapter Eight – The Grand Admiral**

- Climb the ladder.
- Take the key card and the fresh rations. Heal if needed.
- Go to the gun room then wait. Use the gun controls to shoot the guards. When guards come west fire west. When east fire east.
- Go up the ladder and across the loading dock.

## **Chapter Nine – Somewhere Else to Go**

- Exit the cave and hop on the hoverbike.
- React according to where the guards appear. Shoot if they move in front.
- Go to the valley exit when it appears (usually after 3 – 4 bikers attack).

## **Chapter 10 – A Man Can Dream, Can't He?**

- Go to freedom.
- Look at your cell door then smash your toilet. Go into the latrine then into Cell 13Q.

- Inspect the toilet then loot the dode. Wedge the cracked wall and wiggle the pipe and go through.
- Go through the open door and to the showers.
- Inspect the corpse then return to 59Q. Look into Cell 11Q.
- Return to the showers. Take a shower then change your clothing.
- Go to the patrol chamber then west to the intersection.
- Go east then to the infirmary.
- Talk to Kokouson until he leaves the room.
- QUICKLY take the serum then search the counter. Take and eat the hand. Go through the Eastern block and through the intersection to the western block. Enter the office and attack the guard. Drench the computer then override the locks.
- Go to the elevator.

## **Chapter Eleven – Back to Life**

- Use the brown button and enter the dorms.
- Enter room AT. Look at the desk then read the note.
- Inspect the bomb then enter the hallway.
- Enter the lounge.
- Pull the switch. Search an armchair for a lighter. Take the vodka.
- Douse and ignite the bookshelf. Wait until it burns away.
- Enter the secret passage and into the leadership quarters.

## **Chapter Twelve – The Final Test**

- Enter the offices and the Tier 2 office.
- Use the computer to unlock the arena.
- (optional but advised) Push the glass chest for a mummified pheonix feather.
- Return to the hall then the intersection. Enter the sparring room.
- Accept Devson's challenge. Dodge his attacks and strike when possible. Use his dagger when it becomes visible.
- Loot his corpse then return to the itnersection.
- Go to and activiate the elevator. Enter the vaults.
- Take and throw rocks until you break the pipe.
- The combination (you need to enter one number at a time each time you interact with the lock) is 4, 5, 22
- Go to the stairs
- Climb up, climb up, enter the trophy hall.
- Go to the generator.

- Unlock the generator.
- Vandalize it.
- Wait
- Sign the recruitment document.

You have beaten the game – now try beating it without a guide and explore the many other rooms and items not necessary for the quest!