

**Platinum Guide for  
The Order: 1886**

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Vitamin D5 - The Fix

## **Inspector First Class**

I decided to group the trophies Archivist, Well-Read, Detailed Oriented, and Power of Observation in with this break down since you need them all to get this trophy. It is broken down by chapter for convenience.

### **Prologue: Once a Knight**

This is the very beginning of the game. It introduces players to the button mechanics of the game. It can be a little tiresome, but the awesome graphics followed by awesome story makes up for it. There are **no items to inspect** in this chapter.

### **Chapter I: Always a Knight**

Okay, so now you are bright shiny knight. There are a total of five items to inspect, and two of them can be easily missed, so pay attention closely.

- The first item is a newspaper. It's in plain sight right behind the enthusiastic man polishing the stair banister. If you have passed a portrait of woman in a white dress, you have gone too far.
- The next item in this chapter is a family photograph. Remember that guy cleaning the banister? The photograph is straight off those stairs. It's on the table with a white tablecloth and vase of pink flowers.
- Next up we have phonographic cylinder. When you walk out of the room with the last item, you will see a man repairing the elevator. Give him quick hello and move to your right. On the table is the cylinder in plain sight, so you can't miss it.
- This next item is probably the most easily missed. Once you jump down to the street, walk forward. You will pass two garbage cans on your right; look to left and there will be a red box on the brick wall. Next to that will be another two garbage cans, one with a flyer on top of it.
- The last item of this chapter is right along your path, but you could miss it. Right as you walk past the cop telling the man having an asthma attack to get a drink (wtf?), look to a barrel on the left wall. On top of it you will find a flask to inspect. If you meet with Isi, you have gone too far.

### **Chapter II: Amongst Equals**

In this chapter we do not have any items to inspect until we reach Tesla's lab. There are a total of five items to inspect, but two of them have to be done to complete the directive.

- The first item is on a table to the right as you enter the lab. It is next to what appears to be a globe of electricity. It is a flyer of Edison & Tesla.
- The next item is on the table in the middle of the lab. It is an old communicator used by the Order.
- Last voluntary item will be on a table directly to the left of the old communicator. It is a circuit diagram on the back of a flyer for Aux Belles Muses.
- The last two items are the invention by Tesla, and the marksman rifle you will test out. You have to inspect these to end the directive, so make sure to inspect the other items first.

### **Chapter III: Inequalities**

There are total of 13 items in this chapter, some of which can easily be overlooked.

- The first item to inspect is a newspaper about the first Mercedes. As soon as you step out of carriage, turn around and head down the alley to your left. The paper will be sitting atop a barrel.
- Next up we have a pipe to inspect. As soon as you follow Marquis into the room he broke the boards to gain entrance to, look to the table on the right wall. It will be sitting there still smoldering.
- After you throw an apple at a rebel's head (hehe), you will pass a guy getting beat up (no, you can't help). In the building ahead, towards the center will be a flyer for the said establishment.
- After you shimmy your way through the crack in the wall, you will help out a downed lady of the street. The game will have you wanting to go through the door ahead, but instead go to the back of the alley and there will be a newspaper on a barrel.
- The next three items to inspect are right inside the brothel.
  - o As soon as the cut scene ends, walk to table straight in front of you. There you will find a pinup photograph.
  - o Right across from the virgin and boobies (woohoo!) is some stairs. Follow them down to a roulette table that has your next item on it.
  - o Right behind the woman that will "show you things you've never seen before", is a barrel. On it is a handwritten letter to inspect.
- Once you jump across to the room to lift a net full of... well whatever that crap is, there is a phonographic cylinder on a table in the tiny room.
- After you clear the said "net of crap", you are free to climb the siding into an open window to your right. Instead of doing that, keep climbing left. You will eventually find a roof area to climb onto. There will be sitting a chest that holds another phonographic cylinder.
- Once you help Marquis with the cart, climb up to the upper level. To your left will be two small buildings connected by some boards. Walk across to the second one, and to the left will be a political drawing to inspect.

- Once you call in air support, you will jump across to an open window. Once you hop in, right next to the door out, there will be an Easter egg from “Little Big Planet” to inspect.
- The next item is right after you first get the thermite rifle. After you drag the dumbass who ran into the middle of the street into the next building. Look immediately to your left after the cut scene. On the table you will find a map to inspect.
- Next we have our final item, a newspaper, to inspect. Once you take out the bridge with thermite (official bad ass material), swing across to the next room. As you walk in, make sure to swing through the door to your left and you will find it upon a desk.

### Chapter IV: An Endless Battle

- The first item is in the hospital. After passing the carnage, take some steps up in the very back of the room to find a guest log on a table.
- All the rest of the items to inspect are in the rebel hide out. You pretty much can't progress until you look at everything, but make sure to check all nooks and crannies **before checking out the rack full of uniforms**. The only items you could maybe miss and still manage to complete the directive without are two phonographic cylinders in the room with uniforms you have to pick your way into you.

### Chapter V: Agamemnon Rising

- After using Tesla's nifty little invention for the first time, there will be a hatch to climb down. Before you do that, walk past it to the left all the way down to the cart at the end. Laying on it will be a music box to inspect.
- After separating from Marquis, you will pick your way through a door. You will come to a T while hearing some guards chattering. Take a left and on top of a cart will lay a phonographic cylinder for your hearing pleasure.
- Once you take out some guards, you will eventually overhear some guys that are obviously the rebels onboard. Follow the route past them, but make sure to swing a left into an open room that will have a newspaper for you to inspect.
- The next two items to inspect are in the armory. The first is a phonographic cylinder on the table right inside. The next is a directory in the room you hack your way into with all the goodies.
- Once you become separated from Sir Percival, you will head straight to the last item in this chapter. Once you come to your first T, head right to find a photo of some French chefs on a table.

## Chapter IX: An Uneasy Alliance

No, you aren't crazy. The skipped chapters just had no items to inspect within them.

- After lifting a beam for lady Lakshmi, immediately to your left will be a notice you can inspect. It is the first in the chapter.
- After moving the cart inside the tunnel up, turn to your left and walk forward to find a tunnel adjacent to one you just went down. Go to end of it to find a trunk with a phonographic cylinder in it.
- The next item can be found after distracting the guard. Before moving anything, go towards a work bench under the middle structure. On it will be a mallet you can inspect.
- After dragging yourself across the gun fight waiting for the black water to kick in (which is your own blood?) you will make your way into the foundry. Upon entering, head to the left to find a photograph on a table.
- Once you make your way out of foundry, head down the stairs to unlock the door for Lakshmi. Make sure you grab the phonographic cylinder at the bench off the stairs before that though.
- Now this next one can easily be over looked. As soon as you leave the building, head to your right and follow to the wrap around. On a workbench will be a newspaper for you to inspect.
- Again, this next item can easily be missed. Once you rendezvous with Lakshmi's daughter, you will make your way into a building. Once you head upstairs, do not follow them outside. Instead, make your way to the right into an open office. On the back desk is a photograph to inspire some nostalgia.
- Once you cross over to the next building, you will head inside a door. Go straight into the open office in front of you. To your left will be a model ship you can play with.
- After you grab the last item, traverse downstairs to find this next one. Instead of opening the door where the ladies are standing, walk past them and to the right to pick your way into an office. On the desk in the back will be a phonographic cylinder waiting just for you.
- After the dock shootout, you will find your way into a hanger. As soon as you enter, turn to your left and walk behind the shelving you see. On a desk is a boring flyer to inspect.
- Turn from where you just inspected the last item to spot a staircase. Ascend it to find a photograph.
- Once you enter into the next hanger with all the crates, turn to your right. Spot a big red drum, and look for a crate next to it. On it will be some kind of work order to inspect.
- To the back of the building (across from the crate you are searching for) is a light bulb. It is your last item to inspect in this chapter.

## Chapter XI: Brothers in Arms

Obviously the last chapter (comprised completely of cut scenes) had no items. This chapter has a few tricky ones to find however.

- The first item will be a newspaper on the wall straight across from you as you enter the old man's home.
- Turn to your right from the newspaper and walk forward. To your right in about ten feet will be a photograph of said man.
- This next one can be overlooked very easily. Once you leave the house, follow Lucan. Look carefully as once you follow him for a bit, there will be a stairway down. Descend it instead of following him to find another trunk with a phonographic cylinder to hum along with.
- Once you eliminate the six guards and get the gate key, go to unlock it. Once you find the gate, turn 180 and find a small room in which you will find another newspaper to read.
- After lock picking your way through a door you just witness someone go through, check the desk to your right. You will find a photograph in which to inspect.
- Now once you meet up with Lakshmi again, follow her out to the area patrolled by one guard. Once you eliminate him, travel back along where he was coming from to find a small set of stairs down to a tea tin you may wish to ponder over I guess. If you see the carriage on its side at all, you went too far.
- After the indoor shoot out, Lakshmi will bust through some double doors. Look to the right once through them and there is a phonographic cylinder
- Straight past the cylinder is a magnetic lock you can totally blow up. Once inside there will be lots of goodies! Including a certificate you can look over.
- The last three items in the chapter can be found in the archives. Once inside, you have to look over just about everything to trigger the cut scene, but make sure to **grab these things first before looking at anything else**. Head to the left upon entering to find an item on the first desk you come to. After that, check out the third bookcase ahead of the desk to find a fancy phonographic cylinder. The last item is all the way to the back of the room by the door. It sits in front of pretty pink flowers!

## Chapter XV: To Save A Life

After all those cut scenes, you probably forgot you were playing a game huh? Luckily they give you the previous chapter to work your way back into play. There are only four collectables left (one of each type). Hopefully if you have been following the guide

closely, you should earn a trophy when you pick up each one (well... not for the second, but two for the last one).

- One you start the chapter, you will be taking a left bend. Once you descend some stairs, walk across the concourse to a desk in the left corner. There you should find your last newspaper.
- Once you follow the route for a while, you will call through to Nikola on the communicator. **Do not move once talking to him.** After the conversation, look to your left for a cubbyhole in the wall. Here you will find a diagram.
- After some brawling, continue on route. Once you hear Tesla on the communicator, stop. Turn to your left and follow the hall to a trunk. Here you will find your last phonographic cylinder (As well as the last time I have to type it, woohoo!).
- The very last item of the game is found past the final two shoot outs. Once you come up to the area where it wants you to break some board blocking your path, head down the path to the right. At the end you will find a photograph, the very last item to inspect of the game! (This should give you two trophies)

### **A Knight No More**

- This Trophy is for completing the game at any difficulty. I suggest playing through without the guide on Hard (just feels right), then go back through with the guide on medium to already have work done on the rest of the trophies. Each play through takes less than 10 hours.

### **The Marksman**

- This trophy is earned for getting five headshots during black sight. I suggest using the auto-loading pistol for this. Although it takes a few more shots, it seems to eventually aim up towards the head, while the other one-shot kills hit the chest.

### **Well Rounded**

- Earned for using every weapon in game, so pick them all up!

## **Modern Marvels**

- You need to get 40 kills with science weapons for this trophy. These guns include: Arc gun, Thermite rifle, and Falchion rifle.

## **Collateral Damage**

- This trophy is earned by killing three enemies with one explosion. The easiest place I found to do this is in chapter XV. Right before you break down some boards in your way to get to Tesla, you have to tussle with some guys on a U-shaped area. Once you start on one side, let them flood the area. By the door they spawn from is a powder keg. Shoot it and Bingo!

## **Between the Eyes**

- You need 100 head shots for this trophy. It really isn't that bad. I suggest picking the self-loading carbine (2 shot kill), and go for the head. It gets pretty good results. Also, even though when you are sniping you can kill with one body shot, go for the head anyways. The crosshairs just make it so easy.

## **Undivided Attention**

- This trophy calls for 25 kills during black sight. Personally, I suggest picking up the "Dragoon" any chance you get. Its one shot kills make best efficiency of your limited black sight time.

## **From the Hip**

- Probably the most awkward trophy to get (not the hardest) in the game. You have to kill 25 enemies without aiming (L2). This is a little tricky, but the easiest way to knock these out is to get them while carrying lamps. They keep you steady and from swaying up and down too much. The lamp just also gives you another anchor point for line of sight.

## **Box Your Ears**

- This trophy is probably the only one I had to consciously change by gameplay to obtain. This game just doesn't give a lot opportunity for fist fighting. What I suggest is when there is two levels of cover, hide behind the first. This will make the enemy(ies) take cover ahead. With the stun burst of the combo rifle, or a smoke bomb, stun any other enemies not the target of your attack. Then run up to the second cover and perform the prompt for a melee attack. With smoke bombs you can get multiple melee kills in. Get 15 and you're golden (well technically silver)

## **Snuffed Out**

- This trophy requires 7 stealth kills. It is highly unlikely you won't earn this by just playing the game. If you don't want to take chances though, don't use the crossbow in chapter XI. The guards are never close to each other, and are super easy to sneak up on.

## **Gunslinger**

- 75 pistol kills sound intimidating, but honestly I felt like using the self-loading pistol was easier than the rifles half the time. Just take cover and pick off the standard enemies with the pistol.

## **The Hunter**

- If you finish the game, it is impossible not to earn this trophy. Just kill all the Lycans your way.

## **Up In Flames**

- Incinerating 15 enemies is very easy, but only if you use the thermite rifle more than when you get it the first time. There is a point in chapter XV where you have to fend yourself against several goons. A grenade launcher a-hole and a douche with a thermite rifle are among them. Once you kill them all like a bad ass, pick up the thermite rifle. Ahead is an area that is easy pickings for this trophy.

## **Brilliant!**

- Alright, so this is either going to really easy for you, or very hard. You have to shoot a grenade that is in mid-air while in black sight. It is **all about timing**. I do not suggest it on areas that have tons of grenadiers. The battle on the bridge is where I got mine. Do not try to look for the grenade. There is a sound (like a chain clink mixed with a rope being pulled loose) right before one is thrown. This is your moment; as soon as you hear that sound, go into black sight. Once you do, push the joystick all the way up. The aim will be locked on the grenade, and you will earn yourself an awesome trophy.

## **Discombobulated**

- For this trophy you have to stun with the combo rifle (M2 Falchion) 30 times. This gun can be found just about everywhere, and the stun is super useful when there are a lot of enemies. It does count when you stun the same enemy more than once, so grind if you feel the need to.

## **Highly Volatile**

- This is earned by detonating 10 powder kegs. Just keep an eye out for those fun red barrels and have some laughs.