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## Alone in the dark ps3 trophy guide

Unlock the platinum trophy by unlocking all other trophies You have earned every other trophy in the game. Complete the episode without skipping a sequence. Story related. Will unlock after you finish the first episode provided you don't use the fast-forward option. Should you get stuck at any point feel free to refer to the Walkthrough, rather than use fast-forward. Complete the episode without skipping a sequence. Story related. Will unlock after you finish the second episode provided you don't use the fast-forward option. Should you get stuck at any point feel free to refer to the Walkthrough, rather than use fast-forward. Complete the episode without skipping a sequence. Story related. Will unlock after you finish the third episode provided you don't use the fast-forward option. Should you get stuck at any point feel free to refer to the Walkthrough, rather than use fast-forward. Complete the episode without skipping a sequence. Story related. Will unlock after you've finished the fourth episode provided you don't use the fast-forward option. Should you get stuck at any point feel free to refer to the Walkthrough instead of using the fast-forward. Complete the episode without skipping a sequence. Story related. Will unlock after you've finished the fifth episode provided you don't use the fast-forward option. Should you get stuck at any point feel free to refer to the Walkthrough, rather than use fast-forward. Complete the episode without skipping a sequence. Story related. Will unlock after you've finished the sixth episode provided you don't use the fast-forward option. Should you get stuck at any point feel free to refer to the Walkthrough, rather than use fast-forward. Complete the episode without skipping a sequence. Story related. Will unlock after you've finished the seventh episode provided you don't use the fast-forward option. Should you get stuck at any point feel free to refer to the Walkthrough, rather than use fast-forward. Complete the episode without skipping a sequence. Story related. Will unlock after you finish the eighth episode provided you don't use the fast-forward option. Should you get stuck at any point feel free to refer to the Walkthrough, rather than use fast-forward. You must complete each episode without forwarding. Should you fast forward in an Episode then you will have to play the game again from the beginning of the Episode that you fast-forwarded in. The end you choose is regardless. Should you Come to sit at any point feel free to refer to the Walkthrough, rather than use fast-forward. Burn half the roots of evil. See Blazing Roots. You have to burn 14 roots for this trophy. Burn all the roots of evil. There are 38 Roots of Evil to burn. In chapter 3, full ness 4, you are forced to burn one. In chapter 7, series 4, you need to take your Spectacle Vision to 15/100. In chapter 8, followed 1, all Roots will be revealed to you and you will be made to stimulate your Vision up to 40/100 to pass through the To burn the roots, you have to set them on fire. Some will throw a simple molotov cocktail and some will be a bit more complex. Watch the following videos (credit to VidGarniaUnlockd) for the locations of all roots: See The Sticky Bomb. The bottle does not need combustible contents for this trophy. Kill 3 Humanz at once. To kill a Humanz for good, you have to use some form of fire. When you see 3 Humanz together in a group (the best place for this is Chapter 3 Sequence 4) rest a bottle and your gun. Wait until they all group together to point your bottle together and throw your bottle. When the bottle reaches all humanz press. If all 3 Humanz are killed then the trophy will unlock. Kill any Humanz with the combination 'spray + lighter'. Open your inventory with and rest a spray bottle (Fly Spray, Medical Spray etc) and then rest a bottle. Once you have a Humanz then approach them and if you are close enough to cause damage press your Portable Flamethrower fire. Insert a wick into a bottle with combustible contents. You need a bottle (explosive plastic or explosive glass) and a handkerchief. Open your inventory with, select your bottle, then press your handkerchief and press . Story related. During Chapter 3, followed 2 once you climb out of the car, you'll be confronted with a cocoon that blocks your path. To burn it to equip your gun and an explosive bottle, press your bottle and if you are satisfied with the positioning release, when the bottle close to the cocoon shoots your gun and the cocoon will burn. Throw a bottle filled with flammable liquid and shoot it into the air. Story related. In Chapter 3, Series 2 once you've patched up your wound you'll be forced to destroy the wall in the bathroom to progress through the story. Press your bottle focus, if you are satisfied with the positioning release and when the bottle is close to your target, shoot the bottle with. Take a bottle filled with combustible contents or a spray and combine it with a glue. You need some tape and a bottle, any shape will do including spray. Once you open both of these your inventory with scroll over to your bottle and then press select your tape and press. This time, the bottle must contain some combustible contents. Make a fireball by pouring flammable liquid on it. You need some bullets and some combustible contents. Open your inventory with select your bottle and press and select your gun and press . Combine a taped bottle filled with combustible contents or a spray with a glowstick. You need a combustible bottle, some tape and a Glowstick. Once you open all these your inventory with, select your combustible bottle, press, scroll over to your tape and press, go back to your bottle and press again then go to your Glowstick and press again. Combine an empty taped bottle with a wick and an emergency torch. You need an empty bottle, a handkerchief and an emergency torch. a bottle to empty you need to all your liquid on your ammo (if you do it any other way Edward will chuck it on the floor) select the empty bottle and press, go to your tape and press, go back to your bottle and press again, scroll to your handkerchief and then press back to the bottle, press again and select your Emergency Flare. Make all possible combinations in the inventory. To create a combination that opens your inventory and press the first item, go to the second item, then press back to the first item (which is now your first and second item combined), and then press again and then press the third item. You have to do all the complete combinations. Below is a full list. Thanks to SwatJ for the list. Explosive plastic bottle + double-sided tape + handkerchief + Emergency Flare Explosive Plastic Bottle + Double-sided Tape + Handkerchief + Glowstick Explosive Plastic Bottle + Double-Sided Tape + Handkerchief Explosive Plastic Bottle + Double-Sided Tape + Bandages + Emergency Flare Explosive Plastic Bottle + Double-Sided Tape + Bandages + Bandages + Sided tape + bandages + box ammunition explosive glass bottle + double-sided tape + handkerchief + Emergency flare flare explosive glass bottle + double-sided tape + handkerchief + Glowstick Explosive glass bottle + double-sided tape + handkerchief + box of Ammunition Explosive Glass Bottle + Double-sided Tape + Bandages + Emergency Explosive Glass Flare Bottle + Double-sided Tape + Bandages + Glowstick Explosive Glass Bottle + Double-Sided Tape + Bandages + Box ammunition Spray Can + Double-sided Tape + Emergency Flare Spray + Double Sided Tape + Glowstick Spray Can + Double Sided Tape + Box of Ammunition Blood Pack + Double Sided Tape Glowstick + Double Sided Tape Emergency Flare + Double Sided Tape Box or Ammunition + Gun (empty your clip and open your inventory and then combine a box of ammunition with your gun) Transfer liquid from one bottle to another Finish from a Humanz by shooting bullets at his crack. Open your inventory and combine an explosive bottle with your gun. Then if you see a Humanz target for the cracks in their bodies. This is their crack. The more you shoot, the redder it gets and eventually it will cause Humanz to explode. Build the most destructive weapon. You need some tape, a box of ammunition and an explosive bottle. Open your inventory and combine the 3 items as before. One crack is the cracks in the trap that suck you in. When you see a Fissure coming at you, you rest a bottle and your gun. Throw your bottle with and when the bottle is near a point in the crack shoot with. Story related. In Chapter 5, Volgescône 3 you are confronted with the Museum Monster. To beat it throw explosive bottles at it. It requires 4 bottles to be thrown for it to be destroyed. After each successful attack take cover behind pillars and wait for it To complete it is attack. Ratz are the little creatures spawn from the nests. To kick a Ratz, approach it and press. Ratz can't be killed by kicking them, so it's only going to need one Ratz for this trophy. Story related. In chapter 3, followed 3 in the section with the Black Goo and the ladder there will be a Ratz nest. Use the Portable Flamethrower, Flame Bullets or an Explosive Bottle to burn it. Until you burn the nest, Ratz will continue to respawn. Equip a portable flamethrower or an explosive bottle and look for the Flying Things (the ones you attack in Chapter 4, Sequence 1) when you see it on fire and it will die. Once you burn the Cocoon in Episode 3, watch Sequence 2 in the pool below. Keep an eye out for the Goldfish swimming around. As soon as you see it, focus your Red Dot on it. If you close enough will lock on automatically, then shoot with. Call all contacts in your address book. Open your phone at the touch of Contacts. Then press all your contacts. You don't have to call Dr. Hartford anymore, as you'll call him in the course of the story. If the key is missing from a car then look under the steering wheel and select the wires logo. Edward will then start with Hotwire the car. Move the same colored threads together, then press when the indicator is in the green zone. If there are 2 wires then it is the 2 Yellow Wires that will start the car. If there are 3 wires then it is the 2 Blue Wires. If there are 4 wires then it is the 2 Yellow Wires. Unlock a car door after smashing the window. Story related. In Episode 2, Sequence 3, you'll need to get in the car before the Humanz eats you. Shoot the window and unlock the car to get the trophy. Pierce a gas tank and fill a bottle with the fuel. You need a screwdriver or a knife and an empty bottle. Find a car and rest either a knife or a screwdriver and your bottle. Go to the gas tank and press when you see the option on the screen. Edward will pierce the tank and then collect the fuel. Find a car key in the sun visor. After you've shot the window in Episode 2, series 4 goes into the car and looks up so your camera looks at the sun visor. When you see the option, press and there will be a key, press the key to get the trophy. Drive at least 10 miles with a vehicle. You drive a car in Episode 2, Sequence 4 and 5. Episode 3, Series 4, Episode 4, Series 1. Free roam in Episode 7, Sequence 4 and 5 and Episode 8, Sequence 1. Keep driving around until this trophy unlocks. This should unlock by the time you complete the game. To kill a Humanz for good, you have to set them on fire. There's no way to track your progress. There are many Humanz in Episode 7 Sequence 2 and many while wandering around Central Park. While searching for Roots, you will have to kill Humanz to reach the root. Bandage 5 deep bleeding If you get too close to an explosion or hurt yourself in a short time then a Heartbeat sequence and countdown will start at the bottom of the screen. You 7 minutes to cure it. Find a bandage and press you will be taken directly to the Bleeding Wound. Press to heal your wound. There are plenty of bandages in larger buildings, kitchens and toilets. Drive all the way down 59th street in Cockpit view. In Episode 2, Sequence 5 press and you will be taken to an in-car view. Do this before you leave the garage. Once in the car, leave the garage and follow Sarah's directions without changing views. If you die press again to change back to Cockpit view. Complete the Wake Up sequence without blinking. Complete Episode 1, Series 1 without pressing your view, will be blurry, but you'll still see where you're going. Don't press until your sight corrects itself. Stop your wound from bleeding. Story related and cannot be missed. See Bloody Mary for more information. Destroy the Vampirz's nest. Story related and cannot be missed. In Episode 4, Sequence 2 equips an explosive bottle and your weapon and walks to the big heart of the nest. Throw a bottle at it until it burns. Where Sarah hides, there are plenty of bottles. Be careful not to close as the Vampirz will kill. Meet Theophile in room 943. Story related and cannot be missed. In Episode 6, series 1 closes your eyes and follows Theo's directions until you're brought down by Sarah. Story related and cannot be missed. In Episode 5, Sequence 1 shoots the nest that sarah hides and follows the QTEs and you will revive her. Jump over the hole using the tow truck. Story related and cannot be missed. In Episode 4, Sequence 3 drive the Tow Truck as far as it will go against the hole, get out, raise the ramp, shoot the lock off so that it becomes a jump then in the car and make the jump. Discover the secret of Central Park. Story related and cannot be missed. In Episode 8, Sequence 2, you climb through the rope and into a cave, after which the trophy is unlocked. In Episode 8, Sequence 4 when given the chance stand there until you see a cutscene. Reload this sequence and shoot Sarah for the other end. In Episode 8, Series 4 when given the chance, Sarah shoots. Story related and cannot be missed. You deserve this in Episode 3, Sequence 4. See Blazing Roots for more information. Information.