

# ACT 1

<b>Gym Main Room</b>	<input type="checkbox"/> Watch cutscene (Mary finds Dunn's corpse)
<b>Blacksad's Office</b>	<input type="checkbox"/> Answer to Rhino <input type="checkbox"/> Complete the QTE (4 steps) <input type="checkbox"/> Interrogate rhino <input type="checkbox"/> Cutscene: BS sums up the encounter with rhino <input type="checkbox"/> When shadow approaches through the door, complete QTE (1 step) <input type="checkbox"/> Talk to Sonia and Jake
<b>Sonia's Office</b>	<input type="checkbox"/> Cutscene: hear BS summing up the case
<b>Ext Sonia's Office</b>	<input type="checkbox"/> Go down the stairs to the main room
<b>Gym Main Room</b>	<input type="checkbox"/> Look at rope hanging over the boxing gym <input type="checkbox"/> Look at paint steps near scaffolding <input type="checkbox"/> Go to locker room
<b>Locker Room</b>	<input type="checkbox"/> Try to open a locker
<b>Ext Gym</b>	<input type="checkbox"/> Cutscene: BS drives to his office to get his lockpicks
<b>Blacksad's Office</b>	<input type="checkbox"/> Cutscene: BS takes the phone <input type="checkbox"/> Look for lockpicks in desk drawer <input type="checkbox"/> Look at picture in desk drawer <input type="checkbox"/> Look at tequila bottle on table <input type="checkbox"/> Click under the sofa <input type="checkbox"/> Click on the hotspot under the sofa to reveal the lockpicks <input type="checkbox"/> Click on sofa side (close to door) <input type="checkbox"/> Complete QTE (1 step) to finally get the lockpicks <input type="checkbox"/> Click on door and choose to leave
<b>Yale's Office</b>	<input type="checkbox"/> Complete QTE (3 steps) <input type="checkbox"/> Answer to Wilson's interrogatory <input type="checkbox"/> Whenever enabled, enter catsenses <input type="checkbox"/> Look at clover pin on Wilson's lapel <input type="checkbox"/> Cutscene: Wilson and the rhino let BS go
<b>Ext. Gym</b>	<input type="checkbox"/> Enter the gym
<b>Gym Main Room</b>	<input type="checkbox"/> Take envelope close to main door
<b>Sonia's Office</b>	<input type="checkbox"/> Talk to Sonia after giving her the envelope with the wedding ring
<b>Ext Sonia's Office</b>	<input type="checkbox"/> Climb down the stairs
<b>Gym Main Room</b>	<input type="checkbox"/> Go to lockers room
<b>Lockers Room</b>	<input type="checkbox"/> Open Yale's locker <input type="checkbox"/> Look at chest expander box on Yale's locker <input type="checkbox"/> Look at Jake's locker <input type="checkbox"/> Look at clover label pin <input type="checkbox"/> When Jake comes enraged, answer him <input type="checkbox"/> Click deductions icon
<b>Deductions</b>	<input type="checkbox"/> Use "Clover pin on O'Leary's men".. <input type="checkbox"/> ... and "Jake's locker" idea to know he works for O'Leary
<b>Lockers Room</b>	<input type="checkbox"/> Go to main room
<b>Main Room</b>	<input type="checkbox"/> Click on Jake <input type="checkbox"/> Talk to Jake about O'Leary till he talks about Dunn and Yale's argument <input type="checkbox"/> Get out of the gym using the back door

<b>Alley</b>	<input type="checkbox"/> Go to where the hobo is <input type="checkbox"/> Click on his trolley <input type="checkbox"/> Look at chest expander <input type="checkbox"/> Click on hobo and talk to him till he says he's hungry <input type="checkbox"/> Go to the gym's front door
<b>Ext. Gym</b>	<input type="checkbox"/> Go to Sam's Diner (to the right of the gym) <input type="checkbox"/> Talk to enraged driver (Sam) <input type="checkbox"/> Enter diner
<b>Diner</b>	<input type="checkbox"/> Talk to Mary till she refers to Dunn as "Joey" <input type="checkbox"/> Ask for a burger <input type="checkbox"/> When in catsenses, look at burger note on wall
<b>Alley</b>	<input type="checkbox"/> Exhaust all conversation options with the hobo <input type="checkbox"/> Enter catsenses to examine hobo and paint can <input type="checkbox"/> Ask the hobo about the paint can <input type="checkbox"/> Ask the hobo about the chest expander <input type="checkbox"/> Enter the gym
<b>Gym Main Room</b>	<input type="checkbox"/> Climb the stairs
<b>Ext Sonia's Office</b>	<input type="checkbox"/> Enter the office
<b>Sonia's Office</b>	<input type="checkbox"/> Give envelope to Sonia (automatic) <input type="checkbox"/> Look at rolodex on her desk <input type="checkbox"/> Look at safe behind her, on the wall <input type="checkbox"/> Click on deductions icon
<b>Deductions</b>	<input type="checkbox"/> Use "Wedding ring in envelope with handwriting" with... <input type="checkbox"/> ... "Mary's handwriting" idea with... <input type="checkbox"/> ... "Mary called Dunn Joey" with... <input type="checkbox"/> ... "The birthday of Sonia's mother didn't open the safe" with... <input type="checkbox"/> ... "Mary put the wedding ring in the envelope" with... <input type="checkbox"/> ... "Mary and Dunn had a romance" to open the safe
<b>Sonia's Office</b>	<input type="checkbox"/> Look at Dunn's will inside safe <input type="checkbox"/> Talk to Sonia and use catsenses with her <input type="checkbox"/> Look at flash on picture
<b>Rooftop</b>	<input type="checkbox"/> Complete QTE (2 steps)
<b>Diner</b>	<input type="checkbox"/> Talk to Weekly
<b>Sonia's Office</b>	<input type="checkbox"/> Talk to Sonia <input type="checkbox"/> Exit Office
<b>Ext Sonia's Office</b>	<input type="checkbox"/> Go to main room
<b>Gym Main Room</b>	<input type="checkbox"/> Exit the gym
<b>Ext Gym</b>	<input type="checkbox"/> Go to diner
<b>Diner</b>	<input type="checkbox"/> Talk to Mary till she tells Blacksad to wait outside
<b>Ext Gym</b>	<input type="checkbox"/> Talk to Mary <input type="checkbox"/> Enter gym
<b>Gym Main Room</b>	<input type="checkbox"/> Use phone <input type="checkbox"/> Choose "Talk to Smirnov" <input type="checkbox"/> Tell Smirnov that Dunn was about to marry
<b>Diner</b>	<input type="checkbox"/> Talk to Smirnov till he goes away <input type="checkbox"/> Examine everything on Dunn's autopsy report <input type="checkbox"/> Talk to Smirnov

### Ext Gym

- ☐ Click on deductions icon

### Deductions

- ☐ Use "Something weird on Dunn's suicide" with...
- ☐ ... "Dunn's weight and height" idea to learn that he was too short to commit suicide
- ☐ Use "Dunn was not tall enough to suicide" with...
- ☐ ... "Dunn's neck had 4 marks" with...
- ☐ "Someone threw the chest expander inside the container" ...
- ☐ Use "Yale's locker" with...
- ☐ ... "Dunn was choked with the chest expander".
- ☐ Use "Dunn wanted to cancel the fight" with...
- ☐ .. "Dunn was choked with Yale's chest expander"

### Ext Gym

- ☐ Talk to O'Leary and enter his car

### O'Leary's Limo

- ☐ Talk to O'Leary
- ☐ Enter Yale's flat

### Yale's flat

- ☐ Look at Coney Island's pic near door
- ☐ Look at scarf near door
- ☐ Use door or window and choose to leave
- ☐ Click on deductions icon

### Deductions

- ☐ Use "Mary is cold" with...
- ☐ ... "There's a woman's scarf at Yale's", with...
- ☐ ... "Mary went to Luna Park with Yale"

### Mary's flat

- ☐ Talk to Mary till she gives Blacksad a pic
- ☐ Use catsenses with her
- ☐ Smell her
- ☐ Smell the cherry pie
- ☐ Talk to her when she goes to the kitchen
- ☐ Pan up and click on the bedroom door
- ☐ Talk to her when she comes from the kitchen
- ☐ Use catsenses with her
- ☐ Smell her
- ☐ Talk to her
- ☐ Go to bedroom
- ☐ Go to kitchen
- ☐ Click on Mary
- ☐ Talk to her
- ☐ Complete QTE against Yale (6 steps)
- ☐ Complete QTE to reactivate Yale (rhythm QTE)
- ☐ Watch act 1 final cutscene :)

## ACT TWO

### Hospital Hallway

- ☐ Complete (false) QTE with Smirnov at the end of nightmare
- ☐ Talk to Smirnov
- ☐ Try to light Smirnov's cigarette
- ☐ Talk to Smirnov
- ☐ Talk to the (false) doctor coming out of Yale's room
- ☐ Use catsenses with doctor to find name
- ☐ Enter Yale's room

### Hospital Room

- ☐ Use catsenses with Yale to know that you can "read" his signs

	<input type="checkbox"/> Talk to Yale and use catsenses after each dialog choice <input type="checkbox"/> After he falls asleep, use catsenses with him to learn he's unsettled <input type="checkbox"/> Ring the alarm <input type="checkbox"/> Talk to the cow nurse <input type="checkbox"/> Get out of the room
Hospital Hallway	<input type="checkbox"/> Go to the nurses room <input type="checkbox"/> Use the catsenses till you find what the cow is writing <input type="checkbox"/> Click deductions icon
Deductions	<input type="checkbox"/> Use "doctor Talbot"... <input type="checkbox"/> ... with "deer nurse"
Hospital Hallway	<input type="checkbox"/> Go to Yale's room
Hospital Room	<input type="checkbox"/> Phone traumatology <input type="checkbox"/> Impersonate doctor Talbot <input type="checkbox"/> Get out of the room
Hospital Hallway	<input type="checkbox"/> Talk to cow nurse <input type="checkbox"/> Convince Jerry to let Sonia In
Hospital Room	<input type="checkbox"/> Talk to Sonia <input type="checkbox"/> Use catsenses with her to see she's got a gun <input type="checkbox"/> Convince her not to kill Yale <input type="checkbox"/> Hug her (or don't hug her) <input type="checkbox"/> When Thorpe comes in, complete (false) QTE to hide gun
Hospital Hallway	<input type="checkbox"/> Talk to Thorpe
Gym's Main Room	<input type="checkbox"/> Talk to Jake or Bear <input type="checkbox"/> Toll the bell <input type="checkbox"/> Talk to Jake
Ext O'Leary's	<input checked="" type="checkbox"/> Talk to Jake <input checked="" type="checkbox"/> --- Path A to enter O'Leary's den--- <input checked="" type="checkbox"/> Click on metal plate on ground near restaurant's backdoor <input checked="" type="checkbox"/> Click on box on wall close to door <input checked="" type="checkbox"/> Try to move container in front of box <input checked="" type="checkbox"/> Talk to Jake so he moves the container and Blacksad enters the den <input checked="" type="checkbox"/> --Path B to enter O'Leary's den--- <input checked="" type="checkbox"/> Look restaurant backdoor <input checked="" type="checkbox"/> Look at red light inside restaurant <input checked="" type="checkbox"/> Tell Jake to ring the bell on the main door
Sentry's	<input checked="" type="checkbox"/> Once inside, choose the door to the left <input checked="" type="checkbox"/> Complete two-hand QTE to open door
Stockroom	<input checked="" type="checkbox"/> Find torchlight on the upper part of a shelf before the lighter runs out <input checked="" type="checkbox"/> Complete QTE to take torchlight (3 steps) <input checked="" type="checkbox"/> Open fridge door (wheel on wall)
Fridge	<input checked="" type="checkbox"/> Look at scraps on wall <input checked="" type="checkbox"/> Push shelf <input checked="" type="checkbox"/> Find lever <input checked="" type="checkbox"/> Complete two-hand QTE to reveal entry to Bookmaker's
Bookmaker's room	<input checked="" type="checkbox"/> Look at blackboard with boxing fight bets <input checked="" type="checkbox"/> Look at accountant book to learn that O'Leary bets for Yale <input checked="" type="checkbox"/> Go to O'Leary's Office

**O'Leary's Office**

- ☒ Climb on step
- ☒ Click on button on lamp so the wall opens
- ☒ Click on Stone's folder
- ☒ Choose to read Smirnov's folder (or not)
- ☒ Click on Yale's folder
- ☒ Close archive
- ☒ Open archive on \*\*\* lamp to open G to M folders
- ☒ Click on Helen Moore's folder
- ☒ Click on up-right drawer on O'Leary's desk
- ☒ Click on pistol
- ☒ Click on left-down drawer on O'Leary's desk
- ☒ Click on envelope

**Stockroom**

- ☒ Complete QTE to when O'Leary comes (3 steps)
- ☒ Cutscene: watch O'Leary and thugs enter with Jimmy
- ☒ Do not try to save Jimmy for the first time
- ☒ Do not try to save Jimmy for the second time
- ☒ Do not try to save Jimmy for the third time
- ☒ Walk stealthily to the fridge door avoiding creaking floor

**Ext O'Leary**

- ☒ Choose to ring the bell when the sentry appears

**Office O'Leary**

- ☒ Do not interrupt O'Leary for the first time
- ☒ Do not interrupt O'Leary for the second time
- ☒ Do not interrupt O'Leary for the third time
- ☒ Use catsenses with O'Leary
- ☒ Look at O'Leary's wife in picture
- ☐ Click on deductions icon

**Deductions**

- ☒ Use rhino's picture with...
- ☒ ... O'Leary's wife picture to learn that they have a romance

**O'Leary's Office**

- ☒ Choose to give the rhino away... in which case O'Leary kills him
- ☐ ... or corner him, in which case you must talk your way out of the situation
- ☒ Accept or decline O'Leary's money (or use it to bet)
- ☒ Talk to O'Leary about Avenarius poetry
- ☒ Answer O'Leary about this late night visit

**Alley**

- ☒ Complete the QTE so the two thugs don't kill you (only knock you out)

**Tennis Court**

- ☒ Talk to Helen Moore
- ☒ When she takes her cigarette case, find the three hotspots with your cat senses
- ☒ Light her cigarette

**Blacksad's Office**

- ☒ Talk to Colbert's wife on the phone

**Hotel**

- ☒ Talk to Farnham to earn his trust

**Barber Shop (ext)**

- ☒ Choose "Try to remember"

**Hotel**

- ☒ Find a note close to the telephone

**Barber Shop (int)**

- ☒ Choose "Try to remember" when it's available

**Hotel**

- ☒ Talk to Farnham
- ☒ Find Cassidy's card on Farnham's pocket

**Barber Shop (int)**

- ☒ Choose "Try to remember" when it's available

**Hotel**

- ☒ Open the closet of your choice
- ☒ Take Farnham's address book from inside the closet

**Barber Shop (int)**

- ☒ Choose "Try to remember" when it's available

<b>Hotel</b>	<input checked="" type="checkbox"/> Wait for the timer to end (don't worry, Billy-Bob won't kill you now!)
<b>Barber Shop (int)</b>	<input checked="" type="checkbox"/> Choose "Try to remember" when it's available
<b>Hotel</b>	<input checked="" type="checkbox"/> Open the closet you didn't open last time <input checked="" type="checkbox"/> Look at the big ornated box (with a gun inside)
<b>Poker Room</b>	<input type="checkbox"/> Choose "Try to remember" when it's available
<b>Hotel</b>	<input checked="" type="checkbox"/> Find the big casino token on the toilet
<b>Poker Room</b>	<input checked="" type="checkbox"/> Talk to Cassidy to gather information <input checked="" type="checkbox"/> Choose either "Play to win" or "Play to lose" <input checked="" type="checkbox"/> Choose "Try to remember" when it's available
<b>Hotel</b>	<input checked="" type="checkbox"/> Talk to Farnham
<b>Poker Room</b>	<input checked="" type="checkbox"/> Talk to Cassidy to gather information <input checked="" type="checkbox"/> Choose "Try to remember" when it's available
<b>Hotel</b>	<input checked="" type="checkbox"/> Complete the QTE so Farnham doesn't choke on his puke <input checked="" type="checkbox"/> Find Farnham's wallet on the bed
<b>Poker Room</b>	<input checked="" type="checkbox"/> Talk to Quince, choose cat senses when available <input checked="" type="checkbox"/> Look at his sleeve with your cat senses to find the hidden ace <input checked="" type="checkbox"/> Choose either to give Quince away or not
<b>Sonia's Office</b>	<input checked="" type="checkbox"/> Talk to Sonia <input checked="" type="checkbox"/> Find the footprint on a paper on the ground <input checked="" type="checkbox"/> Look into the bin to smell of sardines
<b>Sonia's Office (ext)</b>	<input checked="" type="checkbox"/> Look into the purse on the ground <input checked="" type="checkbox"/> Find the nail with a bit of cloth close to the roof stairs
<b>Gym's Rooftop</b>	<input checked="" type="checkbox"/> Explore the corpse with your cat senses
<b>Dunn's Flat (ext)</b>	<input checked="" type="checkbox"/> Complete the QTE to enter the flat
<b>Dunn's Living Room</b>	<input checked="" type="checkbox"/> Look at baseball book <input checked="" type="checkbox"/> Look at pic of the five friends inside an open cardboard box
<b>Dunn's Bedroom</b>	<input checked="" type="checkbox"/> Look at the painting of a tree <input checked="" type="checkbox"/> Look at the window
<b>Sonia's Bedroom</b>	<input checked="" type="checkbox"/> Look at the music box <input checked="" type="checkbox"/> Look at the baseball glove
<b>Sonia's Kitchen</b>	<input checked="" type="checkbox"/> Look at the contract on the table <input checked="" type="checkbox"/> Look at the empty can of sardines
<b>Deductions</b>	<input checked="" type="checkbox"/> Use sardine-smelling napkin... <input checked="" type="checkbox"/> ... with can of sardines
<b>Thorpe's Office</b>	<input checked="" type="checkbox"/> Talk to Thorpe <input checked="" type="checkbox"/> Select each one of the characters in the pic <input checked="" type="checkbox"/> Talk to Thorpe
<b>Gym's Rooftop</b>	<input checked="" type="checkbox"/> Talk to Sonia
<b>Deductions</b>	<input checked="" type="checkbox"/> Use tree and tyre in Sonia's childhood memory... <input checked="" type="checkbox"/> ...with music box
<b>Gym's Rooftop</b>	<input checked="" type="checkbox"/> Complete the QTE till Randal falls from the rooftop
<b>Hospital Room</b>	<input checked="" type="checkbox"/> Talk to Smirnov <input checked="" type="checkbox"/> Explore Randal with your cat senses to find out he reeks of sardines <input checked="" type="checkbox"/> Look at Randal's shoes in the closet <input checked="" type="checkbox"/> Look at Randal's jeans in the closet
<b>Deductions</b>	<input checked="" type="checkbox"/> Use Sonia'sOffice + Dunn's Flat with...

- ☒ ... Randal's face
- Hospital Room**
  - ☒ Talk to Smirnov (give him 4 reasons to decide Randal is Dunn's killer)
  - ☒ Choose either "good cop" or "bad cop"
  - ☒ Stick to your cop role while talking to Randal
  - ☒ Complete the QTE and save Smirnov from the sniper
  - ☒ Find the sniper's hiding place with your cat senses
  - ☒ Complete the QTE till the sniper flees
- Dunn's Bedroom**
  - ☒ Look at the mark of a big picture on the wall
  - ☒ Click on the ground below it
  - ☒ Complete the QTE to remove the baseboard
  - ☒ Click on the ground plank to find Dunn's notebook
- Sam's Diner (ext)**
  - ☒ Talk to Sam
- Deductions**
  - ☒ Use Spannow's image on diner
  - ☐ ... with cover of baseball book...
  - ☐ ... and Spannow on five friends pic
- Cemetery**
  - ☒ Look at "the father of baseball"'s tomb
  - ☒ Look at angel tombstone
  - ☒ Look at Celtic cross (the one with the circle)
  - ☒ Find the ball close to it
  - ☒ Explore the tree with your cat senses till you see Spannow
  - ☒ Talk to Spannow till he climbs down from the tree
  - ☒ Talk to Spannow while playing baseball

## ACT THREE

- Dark Room**
  - ☒ Talk to Weekly
- Deductions**
  - ☐ Use Mitchell in hospital...
  - ☐ ... with Yale's "anxiety attack" on report...
  - ☐ ... and Ferguson's signature on Yale's report
  - ☐ Use Mitchell in hospital...
  - ☐ ... with five friends pic
  - ☐ Use Mitchell in hospital + Mitchell in five friends pic...
  - ☐ ... Spannow scared in cemetery
  - ☐ Use Randal with a shadowy picture behind him...
  - ☐ ... with O'Leary firing his gun down in the basement
  - ☐ Use Quince dead...
  - ☐ ... with Dunn hanged + chest expander
- Tennis Court**
  - ☒ Talk to Moore & Stone and take some pics of them
  - ☒ When she talks to her "fan", take some pics of Stone and some of her
- Dark Room**
  - ☒ Talk to Weekly
  - ☒ Pan the pics till Mitchell appears
  - ☒ Click on the first pic of Mitchell
  - ☒ Click on the second pic of Mitchell
  - ☒ Click on the third pic of Mitchell
  - ☒ Click on the fourth pic of Mitchell
  - ☒ With your cat senses, click on the matchbox on Mitchell's hand
  - ☒ With your cat senses, click on the matchbox on Mitchell's face
- La Iguana**
  - ☒ Talk to Paulie on the counter
  - ☒ Talk to Paulie while playing pool

## Docks

- ✓ With your catsenses, hear what Mitchell is saying
- ✓ Click on the fence to your left
- ✓ Walk till you find a forklift
- ✓ Drive around the warehouse (always to the right)
- ✓ Click on the corner of the warehouse (the small rooftop)
- ✓ Climb to the small rooftop
- ✓ Climb again till you're on the highest rooftop
- ✓ Click on the welding shield
- ✓ When you're above Gill, select "Jump"
- ✓ Complete the QTE to knock Gill down

## Warehouse (up)

- ✓ Talk to Gill
- ✓ Look at his necklace with your cat senses
- ✓ Climb the ladder (left to the truck)
- ✓ Look at the totem
- ✓ Click on the woman's picture

## Deductions

- ✓ Use Indian woman pic...
- ✓ ... with Gill's necklace

## Warehouse (up)

- ✓ Talk to Gill till he gives you a key
- ✓ Use the centrifuge number 3
- ✓ Click on the console
- ✓ Click on the lock
- ✓ Click the ON button

## Warehouse (down)

- ✓ Go to the lab (door on the left)
- ✓ Click on the wooden box on the left (with a cinema projector inside)
- ✓ Click on the wall in front of the projector to unfold the screen
- ✓ Click on the movies near the projector
- ✓ Click on the movies in a shelf on the furthest corner of the lab
- ✓ Click on the shelf with little pill bottles
- ✓ Click on the flammable sign
- ✓ Click on the sheets of papers with a list
- ✓ Leave the lab
- ✓ Go to the door on the right and meet Brunhilda
- ✓ Take the sock puppets under the table
- ✓ Create a story without conflict for Brunhilda

## Deductions

- ✓ Use pill bottles...
- ✓ ... list of athlete names
- ✓ Use Mitchell + briefcase...
- ✓ ... fucked-up Spannow

## Warehouse (down)

- ✓ Talk to the doctor
- ✓ With your cat senses, look at the pill bottles -- then Mitchell will knock you out
- ✓ Try to headbut Mitchell (no problem if you don't do it!)
- ✓ Complete the QTE to cut the strings that hold you
- ✓ Go to Brunhilda's bedroom to take the gas mask
- ✓ Complete the QTE to fight Mitchell
- ✓ With your cat senses, see Spannow escaping by the trapdoor
- ✓ Go to the trapdoor
- ✓ Complete the QTE to climb it
- ✓ Complete the QTE to cross the tunnel



**Docks**

- ☒ Try to save Spannow (or don't: he'll die anyway)
- ☒ Talk to Smirnov

**Deductions**

- ☒ Use Mitchell shooting Blacksad...
- ☒ ... with sniper on rooftop
- ☒ Use Gill sad...
- ☒ ... with sniper on rooftop

**Docks**

- ☒ Talk to Smirnov

**Deductions**

- ☒ Use Superman...
- ☒ ... with Spannow stopping the fan...
- ☒ ... pill bottle with Spannow's name...
- ☒ ... and Spannow dead

**Docks**

- ☒ Talk to Smirnov

**Stone's Car**

- ☒ Talk to Stone

**Yale's Room**

- ☒ Talk to Yale

**Diner**

- ☒ Talk to Weekly

**Thorpe's Reception**

- ☒ Talk to Julie
- ☒ Look at the pictures on the wall (to your left)

**Deductions**

- ☒ Use Thorpe + athlete pics...
- ☒ ... with names of athletes on list

**Thorpe's Reception**

- ☒ Talk to Julie
- ☒ Look at her agenda with your cat senses

**Deductions**

- ☒ Use Julie's agenda...
- ☒ ... with Thorpe + Mitchell

**Thorpe's Reception**

- ☒ Ask Julie about the first day you came to Thorpe's office
- ☒ Look at her agenda with your cat senses will you see Dunn's name

**Thorpe's Hallway**

- ☒ Go to the door that leads to the photo studio

**Thorpe's Photo Stud**

- ☒ Look at the zillion pics on the table
- ☒ Go through the window

**Thorpe's (ext)**

- ☒ Go into the other window

**Thorpe's Meeting R.**

- ☒ Go to the office door

**Thorpe's Office**

- ☒ Look at shooting trophy
- ☒ Open desk drawer
- ☒ Look at "boss" pill bottle
- ☒ Open the other desk drawer
- ☒ Look at gun
- ☒ Look at magazine article on wall

**Deductions**

- ☒ Watch your beautiful deductions break. Sorry.
- ☐ Use Thorpe seating...
- ☐ ... with "boss" pill bottle
- ☐ Use "surgeon" article...
- ☐ .. with sniper shadow
- ☐ Use Thorpe as sniper...
- ☐ ... Spannow scared in cemetery
- ☐ Use Thorpe's gun in drawer...
- ☐ ... with Blacksad + Thorpe

**Thorpe's Office**

- ☐ Talk to Thorpe
- ☐ Acuse him at the 1st, 2nd or 3rd chance you have (at the latest!)

- ☐ Throw him all the shit
- ☐ Try to complete the QTE in order to save Sonia (it's a non-repeatable QTE)
- ☐ If you've saved her, try to convince Smirnov about her fate
- ☐ Don't press X to pay respects
- ☐ Choose wisely :)

Cemetery

Alley