

# Overblood Any% Guide

\* You can skip FMV cutscenes by pressing start and circle. Especially do this on the opening cutscene or it will crash to the intro movie and main menu.

\* You will usually have to crouch to grab and use items.

## Cyropods

1. Run right two gaps and go between pods 3 and 4.
2. Crouch down and use machine.
3. Inspect door in front of pod 4.
4. Crouch in front of closed chest and get **Jacket** and **Memory Chip**.
5. Crouch in front of Pipo and use Memory Chip.
6. Switch to Pipo and leave room.
7. Use machine between pods 1 and 2.
8. Go through door in front of pod 2.

## Hallways

1. Check wreckage with Pipo to get **Silver Card Key**.
2. Switch to Raz and climb ledge, go through door.
3. Go through door at the end of walkway.
4. Go left around corner and through the door.
5. Go to the door at the other end of the hallway and use the panel, code 61891; go through door.
6. Go through door on right.
7. Push long container to the left, push the unblocked container forward, until next container is unblocked, push that container, then turn right and push the last container.

8. Switch to Pipo and use power switch.
9. Switch to Raz and use the Silver Card Key on the panel on the opposite side to open shutter and grab the **Laser Knife**.
10. Switch to Pipo and leave the room.
11. Switch to Raz and go down right hallway through the door.
12. Push statue, then crouch and get **Anti-Gravity Device**.
13. Leave room and go straight until the fork, then down the right hallway to the hole in the floor.
14. Use Anti-Gravity Device to jump gap and go through door.
15. Use the consoles on the far right.
16. Select Door, Air Conditioning, Lighting, Door.
17. Leave and jump the gap with the Anti-Gravity Device.
18. Go down right hallway and through the door on the right.
19. Go around circular hallway to opposite door.
20. Go through door on the opposite side of the hall.
21. Go around the hall through the other door.
22. Go left and use the Anti-Gravity Device to jump the gap.
23. Go to the other end of the hall and use Anti-Gravity device on door.
24. With Pipo, use the panel on the left and lower the left and right levers.
25. Go to other end of walkway and cross the girders; run across after cutscene.
26. Drop down to pipe on opposite side of ledge and go into the black abyss.
27. Cross pipe and drop down to the right module.
28. Carefully jump your way across the gaps and climb up to the ledge.
29. Use console and drop back down after cutscene.
30. Jump across to the right and climb up the ledge to Pipo; exit via the door.
31. Go through door on other side of circular hallway.

32. Go to near the end of the hallway until you reach the grate in the wall.
33. Crouch down and use Laser Knife, sending Pipo through to use the control panel.
34. Go through nearby door after cutscene.
35. Go through door on opposite side.
36. Go through door on opposite side of circular hallway.
37. Go through door in the middle; go through door at other end of short hallway.
38. Skip FMV scenes; go through door in front of you.

## Labs and Subway

1. Switch to Pipo, use panel on the wall. Run through the door as Raz, then run through the door as Pipo before it closes.
2. Go down the hall and go right and through the door at the end.
3. After cutscene, go down to other end of the hallway and around the corner, following it until a cutscene occurs, skipping the FMV afterwards.
4. Mourn Pipo and return to the opposite end of the hallway, going through the door.
5. Go through the door at the opposite end of the hall.
6. Jump up into the duct on the right.
7. Waddle your way down and then turn right, continue until you drop down.
8. Take the right (character's left) passage to the end.
9. Fight the monster with your impressive hand-to-hand combat skills.
10. Grab **Broken Thermostat** from desk.
11. Run forward and grab the **Silver Key** from the shelf.
12. Crouch and check on Millie.
13. Skip the FMV and exit the room.
14. Go through the door on the opposite end of the hall.
15. Go through the door at the opposite end of the hall...again.

16. Go down the elevator.
17. Use elevator panel to raise the elevator.
18. Crouch in front of brown object and check for **Oil Container**.
19. Run to the right of the object and use the Silver Key on the crate on top of the boxes to get **Sample Case**.
20. Use the Oil Container on the raised elevator; use the elevator panel to lower the elevator and go up it.
21. Go through the door opposite of the elevator.
22. Jump down the ledge and run forward until you see the crumbled wall.
23. Use the Broken Thermostat and Sample Case on the wall.
24. Run back to the ledge you dropped down and climb up before time expires.
25. Go to the newly created path and run right until a cutscene.
26. After the cutscene, press crouch or action immediately to duck down to avoid death.
27. Go into the subway car and inspect the panel to get the **Handgun** and **Red Card Key**.
28. Exit the car from the opposite side, climb up the ledge, and go through the door.

## Sterilization Area

1. Use the Red Card Key on the door on the opposite side.
2. Go down the left hallway through the door.
3. Try to go through the door on the opposite side for a cutscene.
4. Raz may want kids, so go through the door you came in from.
5. Go through the door at the straight end of the junction.
6. Jump up into the vent on the right (Character's left).
7. More waddling down the vent, go up (Character's left) at the first junction and examine the shutter.
8. Switch to Millie and leave the room.

9. Go through the door at the straight end of the hallway.
10. Use the computer on the right (character's left).
11. Select left and right vents.
12. Switch to Raz and go through the open vent, turning down (character's left) at the junction, continue to the end.
13. Crouch down and move up until you reach the panel; use it and return to the ladder and back up to the vents.
14. Go forward until you can take a right, follow the path until you can take a left, then forward until you stand up. Jump up to the left ledge and waddle to the end.
15. Run across the fan to the other vent opening.
16. More silly walking to the other side.
17. Run right (character's left) to the machine and use the Capsule.
18. A little over six minutes of cutscenes; feel free to stretch, grab a drink, nap, whatever.

## Waterway

1. After the scenes, run and check the panel between the two trees to grab a **Clip**.
2. Continue left to the second white door and crouch to use the button to drain the water.
3. Go down the ladder in the tree trunk.
4. Follow the path to the end and crouch to go through the grate.
5. Go right (character's left) to the valve behind the waterfall; use the Oil Container on it.
6. Go through the newly opened passage.
7. Follow the path until a cutscene; after the cutscene, immediately jump to get out of harm's way.
8. Run forward until a battle ensues. Smack him up and go through the door afterwards.
9. Use the elevator panel for more cutscenes.

## Labs and Dark Passage

1. Skip the FMV and, after the cutscenes, leave the elevator room.
2. Run straight and use the panel next to the lasers – 91861.
3. Switch to Millie and go through the door.
4. Perform a running jump towards the bit of ledge sticking out on the right.
5. Proceed through the door and engage in another battle.
6. Enter door R38-2 that's down the right hallway.
7. Skip the cutscene, then go to the right and crouch down to get the **Iron Rods**.
8. Crouch down and get the **Stun Gun** from the filing cabinet and then leave the room.
9. Go down the same hall to the next door (R38-6) and crouch next to the bed to get a **Clip**.
10. Leave the room and continue down the same hall to room R38-5.
11. Run to the other end of the room and crouch, grabbing the **Metal Grate**.
12. Leave the room and down the hall, going left and back to the broken bridge.
13. Crouch at the end and use the Iron Rods, and then the Metal Grate for Millie.
14. Some more cutscenes. Leave the room and go back into room R38-5; drop down the hole.
15. (It's advised to use the behind the back camera here to help navigate due to the wildly changing camera angles when using the fixed camera mode.) Run straight ahead to the light and jump up.
16. Use the Stun Gun on the box to open it and get the **Bumer**. Drop back down into the hole.
17. Take the left path and run straight until you can turn right and jump up into the light.
18. Go through the door on the right and check the laptop in the next room to get the **Compact Data Disc**.
19. Leave the room and exit via the other door.
20. Turn left and go forward a few steps, then take the hallway on the right (or take a line diagonally left, the hallway looks to be in front of you right around the corner).
21. Cross the makeshift bridge and through the door.
22. Take the hall on the character's right and through the door.

23. Turn to the character's right and run forward to a coffee table (small, rectangular one), and crouch to grab a **Clip**.
24. Leave the room and take a few steps forward, then use the Burner.
25. Drop down the hole, grab the **Gold Card Key**, and jump back up.
26. Run down the hall a few steps and skip the FMV cutscene.
27. After the cutscenes, go through the sliding door and grab the **Allen Wrench** on the table across from the sliding door. Exit the room.
28. Return to the broken bridge and cross it back into the plus shaped hallway.
29. Return to Room 38-5 and back down the hole.
30. (Use the behind the back camera again for easier navigation); Take the right passage and go forward until you can go left to a vent on the wall.
31. Use the Allen Wrench to remove the vent and go through it.
32. Run forward, turn right, and run forward until you can turn right again and then run through the hole in the wall.
33. Go through the door.
34. Push the closet until it drops down the hole; go through the now accessible door.
35. Go up (character's left) and crouch to check the station next to the stairs for a **Clip**.
36. Go up the stairs to the disc player and use the Compact Data Disc.
37. Skip the FMVs and watch the cutscenes.
38. Leave the room.
39. Walk across the closet into the room and go through the door.
40. Exit via the other door.
41. Go straight all the way down the hall to the door at the other end that's now unlocked.

## Escape

1. Go right (character's left) and check the suit second from the right for a **Clip**.
2. Exit through the other door.

3. Follow the path until you reach the machine in the middle; check it for a **Clip**, then continue to the end into the darkness.
4. Run forward and through the door on the opposite side.
5. Take a few steps until another fight engages. This enemy is harder than the others, but still show it our knuckles and boots until it's defeated. 6. After the fight, crouch in front of Skimmer 01 and get the **Charged Battery**. Leave the room.
7. Go to the Skimmer by the water, crouch and get the **Dead Battery**, then use the Charged Battery.
8. For the sequence, stay all the way to the left and jump the rocks until it's over. Easy.
9. Go through the door and forward for the final regular fight of the game. Same tactics as always, beat it up until it's dead.
10. Follow the path to the end for more cutscenes.
11. Enter the door behind you for more scenes.
12. Run down to the door at the other end; repeat for the next room.
13. Run down and take the first door you come across.
14. Check the body slumped over by the wall for a **Clip**.
15. Check the body laying down on the opposite side for the **Identification Card**, then leave.
16. Run to the character's left until the scene with the red Pipos.
17. Use the Identification Card and enter the door, switch to first person view.
18. More FMVs and Scenes.
19. Quickly equip the gun and shoot the boss. Make sure each shot counts as you have very limited ammo.
20. After the boss goes down, run to the computer and use the Memory Chip annnnd PIPO!
21. Go into the elevator for more scenes.
22. Run straight ahead and slightly right and inspect the cockpit for a scene and the final boss battle.
23. Same as before, get as many shots in as fast as you can to stun the boss and avoid damage. Make every shot count or else you'll have to finish him off via hand-to-hand.

24. After the scene, run to the back of the plane to bait the boss behind it. Once he's behind the plane, the game ends and the final scenes play.