



I'm not robot



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Detroit become human survivors trophy guide

Edit Comments Share Everyone is alive at the end won in the battle for Detroit, but requires several actions in many SUPERVIVENTS chapters is a gold trophy in Detroit: Become human. To win this, all notable characters must be alive at the end of the battle for Detroit. The characters needed to be alive for this trophy are as follows:[1] Connor Markus Kara However, it is recommended to also keep Chloe and the Jerrys alive. Deviants like Daniel, Carlos' Android, Rupert, etc. and cops don't count for this trophy. Public opinion must be supportive or sympathetic at the end of the game for Markus and his friends to remain alive near the camps, it will also help Kara and her friends stay alive at the border and QTEs should generally be completed to stay alive, some QTE fights lead to the deaths of characters if there were too many misses. Connor is a special case for this trophy, as he always returns when he is killed, but it is best to prevent his deaths, as this contributes to Hank's depression that can lead him to commit suicide that nulls the trophy. Note that you can still get this trophy after detonating the bomb. Below is a guide on the orders of the chapters played and what actions should be taken or should be taken: Stormy Night[edit | edit source] Kara and Alice must escape todd's house. It is recommended not to use Todd's weapon (found in A New Home), as it could lead to his death. The interrogation[edit | Edit Source] On the Run[edit | Edit Source] Kara and Alice must do so across the highway if they are caught by police and pursued. It is recommended that Connor not die on the motorway, as this could lead to Hank's suicide in Soul Night. The quickest way to end this mission without any causality is for Kara to be discovered by the police, then Connor fails to catch up with Kara and Alice. The Eden Club[edit | Edit Source] It is recommended that Connor not shoot the Thies, this will elevate his relationship with Hank that will prevent his suicide in Soul's Night. The Nest[edit | Edit Source] It is recommended that Connor not die during the persecution and also SALVI HANK when given the option, otherwise Hank could end up committing suicide in The Night of the Soul. Russian Roulette[edit source] Connor is advised to interact with Cole's image on the kitchen table while Hank dresses up. The bridge[edit | Edit Stratford Tower[edit] Once at the top of the tower Markus must successfully ruse the two guards, simply follow the QTEs after choosing RUSE. There are two possible options then both can lead to the trophy: Choose spare when a human tries to flee the broadcast room, once Markus' message is about a SWAT team and injure Simon, choose to save him and take him to the roof and once on the roof, choose to save Simon. Public Opinion will increase significantly, which can become SUPPORT if Opting to shoot the human trying to flee and no SWAT team will come, unlocks when a plan comes together, but also reduces public opinion slightly, which can become ODIat if it is low enough. Public enemy[edit | Edit source] Go to the kitchen to interrogate the deviants, probe the left one and now run away. Remove the knife from your left hand and crawl into your bio component, then chase the deviant into the elevator where it came from. Choose RUSH DEVIANT or TAKE GUN and the deviant will die, which is necessary for Last Chance. Connor. Running the deviant will slightly lower Public Opinion, but will significantly increase software instability. Midnight Train[edit | Edit the source] When the police officer leaves, he talks to Luther and asks him to go upstairs. Follow the instructions in NOTHING TO SEE HERE to make the cop go. Capitol Park[edit | Edit Source] Meet Kamski[edit source] It is recommended that Connor not shoot Chloe. Freedom March[edit | edit source] Markus is advised to tell the Truth to the North about his past and then select NORTH'S PAST , OTHER NORTH (only available if North was interacted with inside the CyberLife store in Capitol Park) and then choose TRUST or UNDERSTANDING. North will then become Markus' lover to be used in battle for Detroit. Markus should choose to disperse at the end of the march, not attack the police, as it will affect public opinion and the choice of STAND GROUND may lead Simon to die. If John met in Spare Parts, but will sacrifice himself if Markus decides to stand up, which is not recommended to happen. Last Chance. Connor[edit | Edit Source] Crossroads[edit] Connor[edit | Kara[edit source] When Luther is shot, Kara must choose to help Luther. When Kara is running from the police, she has to choose to play dead then they don't move. Markus[edit | Edit Source] Markus is advised to take the northern trigger. When Markus finds Josh fighting a cop, he has to choose to intervene. If Markus set up the C4, North will be shot, Markus must choose to help her. Soul Night[edit] Battle for Detroit[edit] Kara[edit] Kara should not be detected by police and opt to HELP Luther on the streets (which will also save Jerry), then choose the fast but risky route to the bus station. After that, steal the mother's bus ticket with a baby on the far left of the bus station and use that ticket to reach the Canadian border. Once at the border, Kara should not select ANY SACRIFICE. The policeman realizes the Markus demonstration and will allow Kara to enter Canada and Alice, Luther and Jerry will remain alive. Alternatively, if Kara was Be sure to follow the orders of the guard and try to calm Alice down. In order to escape, you have to sacrifice two androids. This is one of a be Jerry, Ralph or the scared android. Do not sacrifice Luther and make sure you escape before he reaches the recycling machine. When you stop by the guard choose PROTECT ALICE and win the fight. Markus[edit] Markus must carry out peaceful actions throughout his demonstration, once the FBI agent enters and attempts to make a deal with Markus, reject him and complete all QTEs. Once the police have surrounded the androids, choose to sing or for KISS NORTH (only available if you became your lover) and if public opinion is supportive or sympathetic the police will stop and not kill any other androids. Once Markus is giving his final speech, Amanda will try to force Connor to kill him, find the magic stone in the Zen Garden to prevent Markus' death. Connor[edit source] In the CyberLife tower, choose SAVE HANK and THEN SHOOT or INTERPOSE, reply with SUMO and COLE (this option has an unlocked sign next to it, if your image was interacted with Russian roulette). Hank's going to kill the other Connor and your Connor can now turn on the thousands of androids. During Markus' final speech, Amanda will try to force Connor's programming for the last time, she must find the magic stone in the Zen Garden so as not to kill Markus. If Connor remained a machine he should come off the roof (only available if Hank's status is FRIEND) or lose the fight on purpose. When present during Markus' speech, choose DO NOT SHOOT and then find the magic stone in the Zen Garden in order to prevent Markus' murder. The trophy will be won during the flowchart screen. References[edit | edit source] Community content is available under CC-BY-SA unless otherwise stated. More Detroit: Become Human Wikia HomeGuideDetroit: Become a Human Trophy Guide and RoadmapThere are a total of 49 trophies in Detroit: Become a human. Follow this Detroit: Become Human Trophy Guide & Amp; Roadmap to help you get platinum and 100% completion. There are unchecked spoilers in this guide. Any questions or comments? Leave them at the bottom. Also let me know if it detects any errors you need to correct. Current status: 100% (ongoing) Total trophies: 49 Difficulty Trophy: 2/5 Playthroughs minimum: very 100% End time: TBDDetroit: Become human roadmapDisclaimer: This Detroit: Becoming a human trophy guide and roadmap is provided for free (which means it costs you nothing). It is incumbent upon you, to ensure that you have done your proper due diligence in investigating, verifying and preparing your own playthroughs. I am not responsible for any waste of time, how regrettable and intentional it may be. The information provided in guide aims for accuracy, but could contain errors (please notify me of them). If you accept this – read on. BriefingThese guide makes a lot of references to chapter flowchart. You can find This resource will help you schedule each chapter. There are no missable extreme trophies to consider, because the game has a chapter playback option. And within these chapters there are checkpoints, which can be charged to go directly to a particular point. Most trophies are related to history, autonomous to be achievable within this chapter, and will likely unlock them simply by playing. But there are a couple of trophies that require serious work, and they span several chapters : the I'll BE BACK trophy, and the BOOKWORM trophy. Your first playthrough of the game should simply be blind (without a guide). Make the decisions you want to make, and reach the end of the game. As mentioned above, the game has a chapter playback option, so you can easily redo anything after you've experienced most of the game. Once you've got over the game, watch their magazines (BOOKWORM trophy) to see which ones are missing. For those missing magazines, if it's simply a matter of their location, then get them. If they require certain conditions of history, then you will need to mark this down. Then take a look at the trophies in history that have not yet been unlocked. If your original playthrough was very close to unlocking the trophy, go for them at the same time, keeping an eye out for magazines. Time saving tips You should work from the last chapter backwards (to the first). If you start chronologically from the first chapter, you can unravel the threads of history and change the conditions of history. Once you are sure you have obtained most of the trophies in your current game, then you can watch a game through a new game play, to unlock the other missing trophies. If you don't plan to get 100% in Chapters Flowchart, then you may want to back up your gamesave (to USB or upload online) before some pivotal moments. This way, you can unlock a story-related trophy and restore the backup and unlock the other trophy. This tactic is for those chapters that do not have conveniently placed control points, but will have certain saved game states that can be loaded when resumed from the main menu. When you replay a chapter, you have the option to save your progress and new paths in the flowchart. Trophies will be unlocked regardless of whether or not you decide to save your progress or not. As long as you satisfy the conditions of the trophy and complete the chapter, the trophy will be unlocked. I would recommend saving your progress though; especially for trophies spanning multiple chapters. Kara's story may end as soon as the 6: Stormy Night. Let him die so you can move the story of Connor and Markus much faster. Detroit: Become Human Trophies DETROIT MASTER – Collected all the trophies! Unlock all trophies. You've become human. THANK YOU – Plays the first chapterComplete chapterComplete first chapter. The Hostage.MISSION ACCOMPLISHED – Connor saved Emma! Chapter 1: The hostage, you can save emma from the deviant. Earn the confidence of the deviant looking for clues inside the apartment. The most important clue is from the deceased father's tablet. Alternatively, you can get the gun from the fallen officer, and shoot the deviant. SECRETS – Kara discovered the contents of AliceUnlocked's box in Chapter 3: A New Home. Kara must gain relationship with Alice. Have Kara try to talk to Alice while she's on the first floor. Checking the backyard will draw Alice and there is another small interaction. When Kara has just cleaned the second floor, she ends up in Alice's room. Talk to Alice again, and choose: Friendly and diplomatic options. Ask him about his 'Interests?' and introduce yourself (My name is Kara), and this will build the relationship. Don't ask her about her mother, as this will lower her level. Only after these interactions will Alice give Kara a key in her box. DEVIANT LOCATED – Connor found the deviated in the AtticUnlocked in chapter 5: Partners. After examining all the clues, Connor must successfully reconstruct the crime scene. This will allow Connor to follow blue blood into the attic. The crime started in the Kitchen. Carlo Ortiz attacked his android with the bat. The android stabbed the victim, and the brawl continued in the living room. This is where the android killed him with the knife. For the full video walkthrough and chapter flowchart, click here. WE ARE FREE – Kara and Alice escaped from ToddUnlocked's house in Chapter 6: Stormy Night. There are many ways to escape Todd's house, and even a path you can take without ever facing Todd on the way out. Examine the walkthrough individual chapter page. Kara may die on 'Stormy Night' to finish her story here. This allows him to play through the story of Connor and Markus much faster. DEFENDING YOURSELF - Markus pushed LeoUnlocked in Chapter 7: Broken. This option to push Leo occurs after Markus frees himself from his mental palace to become deviant. AUTOCONTROL – Markus lets Leo winUnlocked in Chapter 7: Broken. To let Leo win, Markus must opt for 'Obey Carl', after freeing himself from his Mind Place.CONFESSION – Connor made The Unlocked Android confess in Chapter 8: Interrogation. The android will confess whether Connor succeeds in his 'Convince' or 'Pressure' approach. Keep your stress level at around 50-70%. For more tips, see the walkthrough individual chapter page. REFUGI – Kara and Alice slept at the motel or squatterUnlocked in chapter 9: Fugitives. Sleeping inside the Motel requires: 1) change of clothes, and 2) money. Clothes can only be found on the mat and Kara must steal successfully. The money is obtained by stacking the cash register the supermarket. The squatter requires wirecutters, which can be stolen from the supermarket, or found in the abandoned car area. MEET YOUR PARTNER - Connor found all the clues about HankUnlocked in Chapter 11: Waiting for Hank. Clues about Hank can be found on his desk. Finding all dialog options for a conversation later. RUN KARA RUN – Kara and Alice escaped policeUnlocked in Chapter 12: On the Run. Almost all the endings of this chapter will meet the requirement of the trophy, except for 'Kara & amp; amp; Alice died on the highway'. This would require missing many of the fast time events. CATCH IT - Connor got up to date with RupertUnlocked in Chapter 14: The Nest. Investigate the apartment to find Rupert's hidden place. A chase will begin. When Rupert pushes Hank, Connor has to choose the 'Follow Rupert' option. SAVE HANK - Connor saved HankUnlocked in Chapter 14: The Nest. This is the same as the previous one, except when Rupert pushes Hank, Connor must choose 'Save Hank'. You can play the chapter at the Search Rupert checkpoint. This will save you time to find the clues in the apartment again. ESCAPE FROM THE STALELY HOME – Kara and Alice escaped ZlatkoUnlocked's house in chapter 16: Zlatko. Find enough clues to recover Kara's memory (if Kara didn't escape being reinstent), and avoid getting caught during the escape. Releasing the caged bear into the storage room can help if Zlatko has kara anchored during the escape. RUTHLESS – The Thies were murderedUnlocked in chapter 19: The Eden Club. If you have already completed, you can choose to load the Enter in store checkpoint. Investigate the deflected blue hair and win the fight against them. Connor will then have the option to shoot or save them. Connor's choice here is as shocking of a decision as with Chloe in Chapter 26: Meet Kamski. This is one of the most emotional scenes in the whole game. DOUBTS – The Thyx escaped Without blockade in chapter 19: The Eden Club. Same as the previous trophy. Load the checkpoint to get into the warehouse, to save a lot of time. Let Connor save the deviants, to allow them to escape. HERO OF JERICHO - Markus has enough partsUnlocked in chapter 18: Spare parts. When John arrives the security android, do not hide or hide. This will force the group to immediately attempt the escape. You must choose the Option Attack or Grab Android and Hide. That's going to make John a deviant. He will then ask to join the group, and Markus must accept. Afterwards, he will mention a key in the Control Room. Accept the mission, and retrieve the key from the truck, which is full of spare parts. Only one machine - Hank killed ConnorUnlocked in chapter 21: The Bridge. Connor must have taken negatively negatively affected to this point. Hank should be in a hostile state to unlock the way for Hank to shoot Connor. The hostile state must be active during Hank's last two questions, when he has his gun pointed towards Connor.A SMILE ON HER FACE - Alice enjoyed a ride on the cheerful-go-roundUnlocked in Chapter 20: Pirate Creek. This cannot be missed. WHEN A PLAN COMES TOGETHER - Markus conveyed his message without raising an alarm or having a teamUnlocked victim in Chapter 22: Stratford Tower. To avoid raising the alarm, Markus must 1) remember to close the door when in the server room, and 2) incapacitate security (Ruse option) before the broadcast room, and 3) shoot the operator trying to escape. This should allow the group to enter and leave without a team sick leave. A vision of JERICHO - Connor connected to SimonUnlocked in chapter 23: Public Enemy. Simon must be left behind in Chapter 22: Stratford Tower. To get out of Simon, you need not shoot the human operator who makes a run for it (or raise the alarm by any other method). This guy's going to set an alarm, and the police force will storm up after the broadcast. Simon will be shot and wounded in the run to the roof. Markus must choose to help Simon to the roof. On the roof, the group will have to make a decision to kill Simon or leave him. Markus must leave Simon alive. In Chapter 23: Public Enemy, Connor investigates the broadcast room. Take Connor to the roof, and follow the tracks to locate Simon. When the shooting occurs, Connor has a pivotal choice. He has to charge towards Simon successfully. The scene plays out, and the trophy will be unlocked during the post-chapter flowchart upgrade. Connor's accusation towards Simon was unsuccessful. After being discovered with no way to escape, the cornered Simon then commits suicide. SEND A MESSAGE – Markus carried out a pacifistUnlocked riot in chapter 25: Capitol Park. Tagging and piracy are considered pacifist actions. Focus only on these to carry out a pacifist riot. BURN THE PLACE – Markus carried out a violent Unlocked riot in chapter 25: Capitol Park. Destroying and burning are considered aggressive and violent actions. Focus on these acts to carry out a violent riot. NOTHING TO SEE HERE - Kara got the cop to leave Without a Lockdown in Chapter 24: Midnight Train. There is 5 evidence that Kara has to deal with once the policeman arrives. Hide blue blood and Android clothes. Tell Luther and Alice to hide somewhere, and close the laundry door. And finally don't forget to change the magazine cover if you're on the android. Once the cop hears the noise, you can choose any option; it won't be suspicious. CONFRONTATION – Markus policeUnlocked in chapter 27: Freedom March. Towards the end of the march, Markus has three options Attack, stand ground or dispersion. Choose to attack them, then another option to upload. The trophy is unlocked at the end of the chapter after the police withdrawal. STAND YOUR GROUND – Markus confronted the PoliceUnlocked in chapter 27: Freedom March. Towards the end of the march, Markus has three options: Attack, Stand Ground or Disperse. Choose to hold your ground. You may also have to choose the 'Sacrifice me' option, for the trophy to be unlocked. PRIORITIES – Connor killed ChloeUnlocked in chapter 26: Meet Kamski. Choose to kill Chloe in Kamski Test.KINSHIP – Connor refused to kill ChloeUnlocked in chapter 26: Meet Kamski. Choose to save Chloe in the Kamski Test.BLOODHOUND – Connor got Jericho's location by himselfUnlocked in chapter 28: Last Chance, Connor. At the police station, Connor must find Jericho's location in the evidence room. Connor's success here depends on how thorough he was at finding important clues in previous chapters. One of the most important clues is a map that is inside the Android statue of Carlos. This statue sits in the bathroom behind a shower curtain in Chapter 5: Socis.Si both Thyrcis are here, you can use the head of the red to trick the Blue Hair Stroke. The Android broadcast operator and Simon can be tricked by impersonating Markus through speech evidence. If Rupert committed suicide, Connor can get his decryption code to analyze the paper. Daniel & amp; amp; Carlos' android will be no help to you, other than providing the component needed to activate others. The description of the trophy implies that Connor did not obtain information about the Jericho by any means other than to discover it in the Evidence Room. Connor can't get this information from android Chloe in chapter 26: Meet Kamski.Rupert won't say a word. That dead look at Connor says it all. THREE IN JERICHO – Bring the three characters to CrossroadsUnlocked in chapter 29: Crossroads. You have to make sure that all the characters are alive up to this point. Kara should be driving to Jericho with Alice & amp; amp; Luther. Markus and his group should be in the cockpit of the Jericho's captain. Connor should be in Ferndale having successfully found the clues leading to Jericho.Markus may die in Chapter 27: Freedom March, preventing him from being on the Jericho. Connor may stop finding the clues leading up to Jericho in chapter 28: Last Chance, Connor. Kara may have been reinstated in chapter 16: Zlatko.SCORCHED EARTH – Markus or Connor detonated the ship Unlocked in chapter 29: Crossroads. To set the conditions for this, Connor must find jericho's location in chapter 28: Last Chance, Connor. If it doesn't, then there will be no attack on the boat. When the attack begins, Markus will rush to find the North. Then he decides that to blow up the ship. This is beyond the cargo hold, in the old engine room. Markus will have to fight some soldiers (or Machine Connor) before detonating the bomb. If Connor deviated from this mission, he can take over the task if somehow Markus killed himself on the way to the Motor Room.LIBERATION – Markus came to camp and released the AndroidsUnlocked in chapter 31: Battle for Detroit – Markus Revolution. Markus must decide in chapter 30: Soul Night to fight for his people. Then Jericho's androids will launch an attack on the camps. And, of course, the Markus revolution will have to succeed. MORAL VICTORY – Markus got the soldiers to stay behindUnlocked in chapter 31: Battle for Detroit – Markus Demonstration. Markus must decide in Chapter 30: Soul Night to protest his people. In the barricade, reject Agent Perkins' agreement. Police will attack, cornering Markus and his group. There are only two options that will make soldiers lay behind: 1) Sing, or 2) Kiss North (available if Markus's relationship with her is in lover status). Public opinion of androids now comes into play here - if favorable, then the president will order soldiers to stand up. Connor kisses the North to win the freedom of androids. #freedomkissesESCAPE DEATH – Kara and Alice escaped from the Recycling CenterUnlocked in Chapter 31: Battle for Detroit – Kara Captured. Kara must be captured in Chapter 30: Crossroads - Kara. Remember that Connor must find the evidence in the Jericho to allow police raid on the boat, or so this is not possible. Once captured, Kara and Alice will be sent to the recycling center. Kara will need a distraction to be able to rejoin Alice online. You'll need another distraction to pass the barbed wire fence. Read more about the many ways to escape to the individual walk page. SAFE HARBOR – Kara and Alice passed the Unlocked border in chapter 31: Battle for Detroit – Kara Leaving Detroit. Kara has two options to leave Detroit: 1) via bus, or 2) crossing the river. Although the chapter's flowchart will tell you that it's possible to pass the Canadian border by river, I haven't tested whether this counts to unlock the trophy. There are many different ways to unlock this trophy. Please refer to the individual chapter walk page to see the flowchart. AN ARMY OF ME - Connor turned AndroidsUnlocked into Chapter 31: Battle for Detroit - Connor at CyberLife Tower. Connor must have become a deviant in chapter 29: Crossroads for that to happen. Then, during chapter 30: Night of the Soul, he will propose to the Jericho leader to undertake a mission to convert androids cyberlife installations. Depending on your playthrough, Hank Hank or it can't be taken hostage here by New Connor. Either way, New Connor will be here to stop Deviant Connor's mission. Connor can prioritize converting androids, especially. That means Hank can die, and even Connor himself. Check the individual walkthrough page to examine the chapter flowchart. FULL MISSION – Connor killed the leader of the deviantsUnlocked in Chapter 31: Battle for Detroit. Deviant Connor needs to release the androids at CyberLife Tower, and Markus must succeed in his demo. Once these two conditions are met, a scene will occur in the Zen Garden with Amanda while Markus is giving his victory speech. If Connor does not find the magic stone, he will be taken and killed the leader of the deviants (Markus). There are also other scenarios in which Connor can kill the leader. Machine Connor can track Markus or North during its retreat in a store. Here he is able to accomplish his mission. Connor can also become the leader of the deviants, and commit suicide himself. Although it technically kills the leader of the deviants (himself), I'm not sure this scenario will rank and unlock the trophy. MY TURN TO DECIDE - Connor resisted CyberLifeUnlocked's hacking attempt in Chapter 31: Battle for Detroit. Deviant Connor needs to release the androids at CyberLife Tower, and Markus must succeed in his demo. Like the previous trophy, once these two conditions are met, there will be a scene in the Zen Garden with Amanda while Markus is giving his victory speech. Connor needs to find the magic stone and activate it. This is the unsafe Kamski installed. I guess even though Amanda likes to go out to the Zen Garden, she's not aware of the magic stone. Connor interacts with the Magic Stone. Amanda has no idea.Fulfilling - Connor stayed with a MachineUnlocked in chapter 29: Crossroads – Connor. Markus and Connor will meet in the ship's cockpit, after the Jericho meeting is over (if Connor found the location of the Jericho in chapter 28: Last Chance, Connor). Connor's actions throughout the game determine his rating of software instability, which remains hidden all this time. While the conversation with Markus allows for some opportunity to affect the instability of Connor's software, it is almost already set in stone. One from the US - Connor became divertedUnlocked in chapter 29: Crossroads – Connor. Like the above, there is not much to change the instability of Connor's software at this point. However, here are the answers that affect you: Dialog options that increase the instability of Connor's software (most deviant): Reason, Discouragement, Convincing, Appeal, Our Cause, Doubts, Question, Undermine, RiallyDialogue options that decrease the instability of Connor's software (more machine): Shooting warning, enough INVICTE – Don't lose any Before you get to the end All the fights you encounter in your game must be won. Examples include The Tracs in Chapter 19: The Eden Club, or Fighting James in Chapter 28: Last Chance, Connor. Check the chapter flowchart as they will tell you the fighting encounters. The flowchart branch will always say: 'Win Fight/Lose Fight'. BOOKWORM – Find every magazine in the gameThere are 46 magazines in total. Most of them are collected have 2 journals (in a single tablet interface). You'll need to use your touchpad to swipe for the other magazine. You don't need to scroll down to the other pages. The display of the cover page is sufficient. For a guide to all magazines, click here. PARTNERS – Hank and Connor were friends until the endUnlocked at the end of the game, after the roll of initial credits. There will be a half-credit scene with Hank waiting for Connor next to the burger stand. Prioritize Hank's security at every opportunity, follow his orders and save any deviant androids. Connor also needs to become a deviant in Chapter 29: Crossroads.Hank was waiting for Connor at the burger stand. HAPPY FAMILY - Kara, Alice, Luther are together at the endLuther can die in Chapter 24: Midnight Train If Kara wasn't able to fool the police. Kara and Alice will have to save Luther in chapter 29: Crossroads - Kara if police raid occurs. After helping Luther to safety, Kara and Alice leave him here, but it's fine because it will be displayed later. Kara and Alice may also die in this chapter, so be aware. There are many ways in which all three can stay together, even if Kara is caught. As long as you don't sacrifice Luther at any point and tend to Alice, you can keep the group together. I will return - Connor died and returned to every opportunity before reaching the endConnor must die during a chapter and return in an upcoming chapter. Connor may die in the following chapters: The Hostage (1) – Deviant Shot Connor, Connor Died protecting Emma, and Connor jumped by Emma and dropped The Interrogation (8) – Android Shot Connor and ItselfOn the Run (12) – Connor is hit by a car chasing Alice & amp; Kara on HighwayThe Nest (14) – Connor Died chasing RupertThe Bridge (21) – Hank Shot ConnorPublic Enemy (23) – Connor Connor sacrificed itself for Hank, Connor died running towards SimonLast Chance, Connor (28) – Gavin Destroyed ConnorCrossroads – Connor (29) – Machine Connor was destroyed, Deviant Connor was destroyed in ShipEven if Connor decided to become diverted in Chapter 29: Crossroads, CyberLife will send a New Connor and this will be a machine, from Chapter 3 The trophy will be unlocked in chapter 30: Soul Night - Connor, after the scene Connor finds hid in Amanda. The checkpoint is titled 'Thin Ice' leading to The Last Assignment.The trophy will be unlocked at chapter flowchart summary at the end of chapter 30: Soul Night. You can force it to unlock immediately by pausing the game and going to the main menu at the very moment the scene begins with Connor and Amanda. My approach to unlocking the I'll Be Back trophy: Play the game normally, but remember to die in the chapters mentioned above. Key things to remember: Connor must make decisions that will turn his relationship with Hank to hostile, before Chapter 21: The Bridge. Plan it in advance, so the road is unlocked and Hank kills Connor. You have to solve the case and find the deviant in Chapter 5: Partners. This is so Chapter 8: Interrogation happens, to allow Connor to die there. This means you can't decide to take shortcuts to finish the story early in the hope of continuing to unlock this trophy. In Chapter 8: Interrogation, just probe Carlos' android and then interrupt it when they're removing it. This will cause the android to kill Connor, but be sure to check the chapter flowchart. Kara must survive the escape from Todd's house in Chapter 6: Stormy Night. No matter where you sleep in Chapter 9: Fugitives – just go to the abandoned car immediately to finish this chapter. In Chapter 12: On the run, allow Kara to get caught on purpose to start the chase on the highway. Connor must disobey Hank and pursue them. QTEs fail for Connor and he will die on the highway. Find Rupert as fast as you can in Chapter 14: The Nest. Examine the bathroom, then the bird cage, then the roof. Connor dies trying to leap into a building window, not breaking the button indicator to climb from the ledge. Allow Kara to kill her in Chapter 16: Zlatko. We no longer need your story, and it will make finishing the game faster. My Connor died saving Hank in Chapter 23: Public Enemy after questioning the android broadcast operator. You can fail / be caught Chapter 25: Capitol Park to finish early. Make the decisions you want in Chapter 26: Meet Kamski and Chapter 27: March for Freedom (you should keep Markus alive here). Get Connor in the evidence room in Chapter 28: Last Chance, Connor. When Gavin approaches, you can ignore him by choosing 'Leave' dialogue option. Or you can be narcissistic and choose 'Ironic'. This will make Gavin appear after he has found the location in the Jericho. Connor should lose the fight to Gavin and die here. For chapter 29: Crossroads, I chose to make Connor a deviant. He died trying to protect Markus and North. You don't have to take any damage like Markus during this chapter, or so Markus will be unable to rescue the North, and so Connor won't have a chance to die. Or, remain a machine like Connor, and do to Agent Perkins' men. Carl was alive during my playthrough, so the start of chapter 30: Soul Night begins with Markus Markus back home to meet him. After that, the scene with Connor and Amanda to play. The trophy will be unlocked if you stop the game and return to the main menu. All this is accurate from game version 1.08. THIS IS MY STORY – Finish the game once you complete the game once. If you're in a hurry to complete the game, remember that Kara's story can be cut very early. THESE ARE OUR STORIES – Spend 20,000 bonus points Once you've completed the game once, you should have almost 20,000 bonus points. If not, you'll need to play some chapters and unlock other paths. You pass the dots on the 'Extras' of the Game Main Menu. SURVIVORS – Everyone is alive in the endAll the main characters must be alive: Kara, Connor and Markus. In addition, these other characters must also be alive: Alice, Luther, Hank, Simon, Josh and North.A key point to remember is that Josh will not live if Markus decides to continue with a Revolution. It's also probably a good idea not to sacrifice anyone (androids like Jerry or Ralph). This means that Kara must avoid being captured, as she is obliged to sacrifice others to save herself and Alice. And let's not forget Todd. Don't risk this trophy killing it in Chapter 6: Stormy Night. Markus will also have to avoid letting his friends die for him too, as he is their leader and they are willing to protect him with their lives. The only exception I think can be taken is with John, the security android in Chapter 18: Spare Parts. If Markus decides to sacrifice himself in Chapter 27: Freedom March, then John will make his own decision to intervene and save Markus.Again, I'm not sure about whether John counts, but if you don't want to take any risks, Markus may choose to flee or fight the police to avoid victims. He definitely doesn't want Markus to sacrifice himself if John wasn't accepted into Jericho, because then Simon is going to intervene. Detroit: Become a human trophy guide – Conclusion That concludes the Detroit: Become a human trophy guide (achievements). If you found the guide useful, consider donating a small donation. This helps keep us going (and as a full circle - we help you back in the future). Share this guide with others, and they'll thank you for helping you back to help help you back again for more game guidesSubscribe on our YouTube channel for more GamesFollow us content on ▶TwitterFeel free to leave a question or comment below. I'll try to answer them when I can. Can.