



THE LONG KILL

GUIDEBOOK

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Walkthrough and hints for the IF game

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In general, I have very mixed feelings about walkthroughs. A completionist's urge drives me to ensure that, in any media I engage in, I've seen and done every little thing I deem worth my time. Paradoxically many guides help "fill in the blanks" to such a degree that the narrative can lose its sense of immersion, leaving me unfulfilled.

The Long Kill has three standard endings. In addition, the Sniper campaign (where you are engaged in deeper, more complex calculations and decision making) expands upon two of these endings with a short coda extending Mister's tale. The Civilian experience by contrast, featuring no decisions or calculations, has only a single destination.

I don't consider any of these endings traditionally "good" or "bad", instead each is simply a natural extrapolation of the decisions made along the way.

With all this in the forefront of my mind I'm providing you, the reader, with two different ways in which you might engage with this guide:

The first is my spoiler-free **Map and Compass Guide**, a clarification of the character motivations behind the different actions and choices thrust upon you in the Sniper and Spotter campaigns of The Long Kill. Using this, I will aid you in making choices that shape Mister's experience in the manner that best suits you without giving away the long-term consequences of those decisions.

Your second option is my **GPS Guide**, a more classic walkthrough, whereby I assist you in engineering the outcome you desire. Be forewarned, that the manner of this guide may lessen the impact of the narrative whilst helping you scratch the completionist itch that I myself know too well.

Please select the guide appropriate to you from the following list:

TABLE OF CONTENTS

Map and Compass SNIPER Guide	3
Outside Kandahar (ii)	3
Margate Seafront (ii)	3
Outside Kandahar (iv)	3
Outside Kandahar (v)	3
Kent Downs (ii)	3

En-route to Kandahar (i)	3
K'nan-dar (i)	3
McDonalds (i)	4
K'nan-dar (v)	4
Bellevue (ii)	4
K'nan-dar (vi)	4
Map and Compass SPOTTER Guide	6
Outside Kandahar (ii)	6
Margate Seafront (ii)	6
Outside Kandahar (v)	6
Kent Downs (ii)	6
En-route to Kandahar (i)	6
K'nan-dar (i)	6
McDonalds (i)	7
K'nan-dar (v)	7
Bellevue (ii)	7
GPS SNIPER Guide	8
Reconciliation with Annie	8
Training the Olympic biathletes	8
Turning your back on the world	8
GPS SPOTTER Guide	10
Reconnecting with Annie	10
Asking Barkley for help	10
Turning your back on the world	10

MAP AND COMPASS SNIPER GUIDE

OUTSIDE KANDAHAR (II)

Following the flashforward to the Isle of Dogs, and then back to the Kent Downs, Barkley will test your ability to read the wind:

The wind speed is about 10Kph.

MARGATE SEAFRONT (II)

After knocking down all the targets at the stall, the vendor will offer you a harder shot for a cash reward:

Choosing the elephant is to back away from this challenge and acknowledge the gentle hints that Annie is cold.

Taking the shot is to stand up to the pressure of the occasion and prove yourself a winner, whilst disregarding Annie's comfort.

OUTSIDE KANDAHAR (IV)

After your first shot narrowly misses, Barkley informs you by how much.

The correct adjustment is 3 clicks. This correct adjustment gives you a 75% chance of hitting the target.

OUTSIDE KANDAHAR (V)

Once making the shot Barkley will attempt to make you carry the rifle, despite your normal routine:

Making him take the rifle shows him that you stick to your principles and draw some amusement from his discomfort. Casual observers, however, will believe that he took the shot.

Accepting the drinks will show him that you put his comfort over your established rules. Taking the gun also earmarks you as the talent behind the trigger.

KENT DOWNS (II)

This choice demonstrates your willingness to inflict or end the pain of another creature and underlines the kind of relationship you had with your father. This choice only ripples through later dialogue and does not "steer the ship" as it were so I will give no further details.

EN-ROUTE TO KANDAHAR (I)

**Be aware that this decision compounds with the choice to carry the rifle or not.*

A private on the patrol asks whether you took the shot or not:

Telling him confirms to him, and everyone else in the truck, that you are Mister and the skilled shot that won the day. You are happy to take the credit.

Keeping it vague implies to anyone listening that Barkley may be Mister. You are uncomfortable with the limelight.

K'NAN-DAR (I)

**It is here that I must note that the few Pashto and Arabic phrases in the text are not spelt correctly. Rather they are spelt phonetically from Mister's perspective. He of course does not read or speak any Middle-Eastern dialects, and is merely imitating to you the words as he understands them.*

As you are dragged towards the farmhouse you have three different options to scan your surroundings and contemplate escape. Each of these choices presents you with a different view of the property and provides an equal chance of escape. As such I will not divulge any details here.

Following this, Ahmadullah will ask you to confirm your identity:

You've got the wrong guy is a cool and calculated response, telling him nothing whilst attempting to uncover what he knows.

I just did my job marks you out as a skilled professional, someone not motivated by malice but by an honour code.

I'm going to kill you is a display of defiance, a direct statement of intent.

MCDONALDS (I)

**Be aware that this decision compounds with that at Margate Seafront.*

Annie questions your decision to join the army and asks what motivates it:

It's a living suggests that you believe it's a financial decision. The army offers security and stability, something lacking in your life at this point. This is something you believe Annie will understand.

There's nothing else demonstrates your desperation to be free of the past, including your old friends and family. This is something you hope Annie will understand.

K'NAN-DAR (V)

After the flash forward to the Bellevue pub, Aarash questions the strictness of your target scoring:

Let him have it suggests his shooting was "good enough", allowing you to pump up his tyres and motivate him.

Hold your ground suggests that you are a hard taskmaster and only the best is good enough.

He will then ask you what brought you to Afghanistan:

Don't know might suggest you have experienced a great deal and, looking back, cannot identify what has brought you to this point. However, it could also suggest that you are hiding something from Aarash.

Protect [your] country might suggest that you are a proud patriot driven by a sense of moral purpose. However, it could also suggest that you naively repeat the lines fed to you in training.

BELLEVUE (II)

**Dependent on prior choices, that I will not spoil here, you may not receive any options at this juncture.*

Annie will try to discuss the war and your military service:

Did what I could acknowledges the question but plays it coy, demonstrating that you are either uncomfortable discussing it, or too humble to accept the praise.

Asking about her dismisses the question and instead deflects towards her experience since you left.

K'NAN-DAR (VI)

** Be aware that the outcome of this adjustment has a strong influence on the outcome of the story. In combination with other decisions, this will close off at least one ending to you.*

Under some pressure, you provide a scope adjustment for Aarash:

The correct adjustment is four clicks, giving him a 75% chance of bettering his previous score.

Congratulations!

At this point, with the final shot taken and the camp then liberated, you will have reached the end of your journey as Mister. In using this very singular, spoiler free guide I hope you were afforded and experience that chimed with your own character and were provided an ending that lands somewhere between "huh" and "ohh".

[Back to top](#)

MAP AND COMPASS SPOTTER GUIDE

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Congratulations!

Following the outcome of the final shot and your liberation from the camp, you will have reached the end of your journey as Mister. In using this very singular, spoiler free guide I hope you were afforded an experience that chimed with your own character and were provided an ending that lands somewhere between "huh" and "ohh".

[Back to top](#)

GPS SNIPER GUIDE

Sniper features the three “extended” endings:

- [Reconciliation with Annie](#), talking through your trauma and starting to heal.
- Taking Barkley’s offer to [train the Olympic biathletes](#), find purpose in work.
- [Turning your back on the world](#), alone.

To achieve each of these take the important steps below:

RECONCILIATION WITH ANNIE

To achieve this ending, you must ensure that you do not burn your bridges with Annie. Whenever given the chance, prioritise her feelings above all else. **Take the elephant** when offered it, tell her you are joining the army **for a living** and years later on your return home, deflect and **choose to talk about her** rather than yourself.

You will also need to help Aarash make the correct scope adjustment in K’nan-dar (vi), **selecting 4 clicks** for a 75% chance of success.

If you would also like Barkley to survive his tour of Afghanistan, you must ensure that Ahmadullah knows that you took the shot. **Choose to carry the rifle** and **confirm that you took the shot** when asked.

TRAINING THE OLYMPIC BIATHLETES

To achieve this ending, Barkley must survive Afghanistan and Annie must not be the person you turn to when in distress.

To burn your bridges with Annie, either take the shot instead of the elephant or later, in McDonald’s, tell her there is nothing left in town for you.

To ensure Barkley is not killed you must make certain that Ahmadullah knows that you took the shot. **Choose to carry the rifle** and **confirm that you took the shot** when asked.

You will also need to help Aarash make the correct scope adjustment in K’nan-dar (vi), **selecting 4 clicks** for a 75% chance of success.

TURNING YOUR BACK ON THE WORLD

To reach this ending, you must either have no-one left to turn to or decide that you are undeserving of their help.

To achieve the former, shun Annie by **taking the shot over the elephant** and later **tell her there is nothing left for you** in town. To lose Barkley, **refuse to take the rifle** and **do not take credit for the shot** when asked.

To miss the final shot and watch the private die, select **anything other than 4 clicks** for Aarash’s sight adjustment in K;nan-dar (vi) with Ahmadullah watching.

[Back to top](#)

GPS SPOTTER GUIDE

Spotter features the three “normal” endings:

- [Reconnecting with Annie](#)
- [Asking Barkley for help](#)
- [Turning your back on the world](#)

To achieve each of these take the important steps below:

RECONNECTING WITH ANNIE

To achieve this ending, you must ensure that you do not burn your bridges with Annie. Whenever given the chance, prioritise her feelings above all else. **Take the elephant** when offered it, tell her you are joining the army **for a living** and years later on your return home, deflect and **choose to talk about her** rather than yourself.

If you would also like Barkley to survive his tour of Afghanistan, you must ensure that Ahmadullah knows that you took the shot. **Choose to carry the rifle** and **confirm that you took the shot** when asked.

ASKING BARKLEY FOR HELP

To achieve this ending, Barkley must survive Afghanistan and Annie must not be the person you turn to when in distress.

To burn your bridges with Annie, either take the shot instead of the elephant or later, in McDonald's, tell her there is nothing left in town for you.

To ensure Barkley is not killed you must make certain that Ahmadullah knows that you took the shot. **Choose to carry the rifle** and **confirm that you took the shot** when asked.

TURNING YOUR BACK ON THE WORLD

To reach this ending, you must have no-one left to turn to.

To achieve this, shun Annie by **taking the shot over the elephant** and later **tell her there is nothing left for you** in town. To lose Barkley, **refuse to take the rifle** and **do not take credit for the shot** when asked.

[Back to top](#)