

DEAD EXTRACTION

English Guide

v1.6 / 2026-10-07

A field guide for survival, progression and the final escape

Prepare. Recover. Extract.

A practical route from your first successful raid to the escape from Tokyo. Covers combat, all main raid maps, five contracts, shelter facilities, crafting, residents, the economy, casino progression, and ending unlocks.

Edition and scope

Checked against the shipped BOOTH / DLsite censored v1.6 build on 2026-10-07. Tokyo Downtown is unavailable in this edition. Layouts and drops vary. Contains story and ending spoilers; unlock requirements are described without scene illustrations.

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Your route through Tokyo

Recommended order: tutorial > short Streets raids > shelter upgrades and contracts > Laboratory floors 1-5 > Transit Broker > ESCAPE TOKYO. Night Raid is a high-risk resource route. Clearing every enemy is not required.

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First three returns

First, learn the exit and return with supplies. Next, build a reserve of medicine, food, water and spare armor. Then retain upgrade materials and improve storage or a useful production room. Keep an affordable backup loadout before risking your best gear in Labs.

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Controls and survival rules

Input	Function
W / A / S / D	Move; steer the view or vehicle in relevant missions.
Mouse / left click	Aim and fire; mark targets in drone phases.
Shift / R / G	Dash / reload / grenade.
F / Tab	Interact or hold to work / raid inventory.
1-0	Use the items assigned to quick slots.
N / U / Q	Night vision / aim mode / AC-130 weapon cycle.
B / R / Esc	In shelter construction: open build menu / rotate selected object / cancel or close. R also rotates a dragged inventory item.

Default keys, contextual actions

Core bindings can be changed in Settings. Follow the on-screen prompt for a held interaction; tapping F once is not enough for repairs or intel recovery. Item quick slots have their own setup.

Ordinary reserve ammunition is unlimited, but magazines still empty and need reloading. Special ammunition has limited charges. Standard raid death or MIA loses carried inventory and equipped gear; the stash is the place to keep reserves. Deployment requires stress below 90%.

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Streets and Night Raid

Map	Limit / normal exit	Best use
Tokyo Streets	15 min; opposite side of the start; hold 5 seconds.	Short supply runs and learning cover.
Tokyo Downtown	Unavailable in this BOOTH / DLsite edition.	Excluded from this walkthrough.
Night Raid	15 min; opposite-side exit; hold 5 seconds.	High-risk equipment and valuable loot.

Choose a return route before looting

Use short detours behind vehicles and buildings in Streets. Locate the exit before looting and reserve time to retrace interior routes. Keep an intact Mortar for shelter upgrades instead of selling it immediately. See page 17 for abandoned vehicle salvage in Night Raid.

Night survival

Equip NVG, then press N. Move out of strike warnings immediately. Break line of sight from Dark Division and elite PMCs before another group joins. The southern houses use the doorway on their lower side; approach the entry marker. Treat houses as a route option, not guaranteed safety.

Leave a generous travel margin. The raid timer includes time spent searching interiors. A normal extraction needs five uninterrupted seconds inside the zone; stepping outside resets it. At zero time, MIA ends the run.

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Laboratory floors 1-4

The room loop

Clear the room to open its doors. Explore for treasure and merchant rooms, then defeat the floor boss and walk into the central floor opening to descend. Layouts rotate or mirror, so use the current minimap instead of memorizing a single screenshot.

Floor	Rooms / exit	Tactical priority
1	10 rooms; no extraction room.	Enter fully supplied. Keep open space around the boss.
2	10 rooms; one randomly placed extraction room.	Find your exit; avoid the fast boss's charge line.
3	15 rooms; extraction room available.	Control small enemies before attacking durable targets.
4	18 rooms; extraction room available.	Preserve medicine and respect attack warnings.

Passives and special rooms

Boss passives and merchant passives strengthen the current raid and are cleared on return to shelter. Choose bonuses that support your current weapon and survival needs. Dog rooms punish stationary reloads; rat swarms reward sustained or area damage. A cleared extraction room lets you bank loot instead of committing to the next boss.

Floor 1 intentionally has no exit room. Floors 2-4 are the practical opportunities to withdraw. Floor 5 follows its own story route and has no ordinary extraction room.

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Laboratory floor 5

01 Inspect the starting room

Interact with the glowing INA's Dog Tag at the start. It records a story discovery. This is the required story pickup to follow, not an outdoor obstacle. The floor uses a fixed, connected 12-room route rather than the rotating layouts of earlier floors.

02 Rebuild your loadout in the preparation room

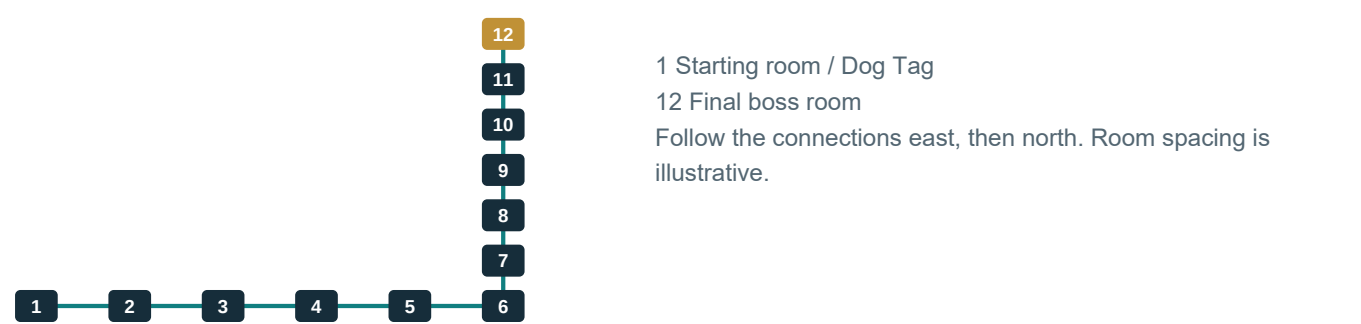
Search the armory cabinets and supply containers before entering the boss room. The authored stock includes AP, FMJ, RIP and other special rounds, grenades and field gear. Equip compatible ammunition and restore health before crossing onward. Free inventory space by discarding only expendable loot, not your healing reserve.

Encounter	Response
INA: first phase	Respect projectile, grenade and evasion sequences. Reload after a pattern ends and keep a clear lateral escape path.
Wall boss: second phase	Watch the whole arena for spikes and barrages. Move to a safe lane before resuming fire; the first phase's defeat is not the end.

03 Complete the interaction after the fight

After the wall boss is defeated, approach INA's body in the center and press F. Before the second phase is defeated it cannot be collected. Finish the scene to unlock the Transit Broker and the escape route. Merely reducing the final boss's HP to zero is not the final progression step.

Fixed room route (schematic)



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Contracts: convoy, gunship, sniper

Completion rewards

Contract	Money	XP
APC Escort	JPY 5,000	5,000
AC-130 Support	JPY 6,000	5,000
Sniper Overwatch	JPY 7,000	5,000

APC Escort

Stay with the two APCs and six allied PMCs. Survive the ambush, then hold F at each of the four repair points for about 2.5 seconds. Replenish ammunition at the rear APC when prompted. Clear the 30-Scav objective, board the turret with F for the next 30-Scav stage, then escort the convoy east to the exit. Check the current objective before moving on.

AC-130 Support

Protect the barricade line until 1,500 kills. Use WASD to move the view, Q to cycle weapons and left click to fire. Use 25mm for sustained cleanup, 40mm on medium groups and 105mm on the largest clusters near threatened barricades. Spread your attention across the line; chasing distant targets while a barricade collapses can lose the mission.

Sniper Overwatch

Use N for NVG and U for sniper mode. The six black-armored soldiers on the left are allies; identify IR strobes before firing. Follow the patrol sequence and the 36 / 30 / 36 support objectives. Once exposed, move east to extraction and hold for 60 seconds. Leaving the zone reduces progress. The issued sniper kit is temporary; the original loadout is moved to the stash at deployment.

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Contracts: helicopter and assault

Contract	Money	XP
Heli Support	JPY 8,000	5,000
Forest Assault	JPY 9,000	10,000

Heli Support: three phases

1. From the Black Hawk, attack raider vehicles pursuing two allied Humvees. Read the incoming RPG warnings and adjust the aircraft's position while firing.
2. A scripted hit forces a crash. Continue on foot and defend the crash site for 30 seconds.
3. Defeat the monster-truck boss. Leave its charge line early, then fire during recovery. Surviving the crash alone does not complete the contract.

Forest Assault: complete every objective

1. During drone reconnaissance, move with WASD and mark mortar grids with left click. Finish the required marks and wait for the barrage.
2. Advance after support fire, sweep the compound and repel the waves shown on the HUD.
3. Stand in the intel marker and HOLD F until collection completes.
4. Enter the C4 marker and press F to begin planting. Remain inside while it progresses, then get clear when ordered.
5. Defeat the final abomination to complete the mission.

The training contract is safe practice for controls, combat, rescue and extraction, with no completion reward. For paid contracts, use the mission's own objective and extraction rules; the normal five-second raid exit is not a universal rule.

Combat, equipment and recovery

Threat	Practical response
Gunfire and elite PMCs	Break sight with solid cover. Isolate one shooter; armor penetration is useful against protected targets.
Dogs, Chargers, Jockeys	Keep a lateral escape lane and dash diagonally before contact. Do not reload in a dead end.
Spitters and ranged infected	Strafe away from projectiles and remove ranged pressure before fighting a large horde.
Exploders and dense groups	Trigger explosions at range. Save grenades for clusters and avoid the blast area.

Upgrade the whole loadout

A manageable rifle or SMG, usable armor and ready healing often beat a powerful gun with no recovery. Check weapon and armor condition, magazine behavior and compatible attachments. AP supports penetration; RIP favors unarmored damage; FMJ boosts direct damage. Special-round charges can expire during a long fight. Refill magazines before opening another room.

Health is only one resource

Carry medicine, food and water in reachable quick slots. Low hunger and hydration can undermine a run even with good armor. Reduce stress below 90% before deployment; rest between repeated contracts. Manage infection before it reaches the story threshold. Short protection after a hit is not a substitute for cover, and moving out of a firing lane remains essential.

Support radios

Support radios can request air support, mortar fire, supplies or extraction where the area permits it. Follow the targeting prompt and stay clear of strike markers. Labs is outside the supported outdoor modes, so do not plan an underground escape around a radio call.

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Shelter facilities and upgrades

Upgrade what limits your next raid

Open the relevant shelter facility and check its upgrade panel. Facilities progress from I to III; the listed upgrade durations are 30 minutes for II and 60 minutes for III. Materials differ by facility. Reserve rare components before selling loot and leave room for production output.

Facility	Why invest
Shelter I / II / III	Resident capacity: 20 / 30 / 40. Upgrade the shelter shell and its integrated services.
Storage	More room for loot and retained construction materials.
Workbench	Craft equipment and improve access to advanced recipes.
Medical room / Kitchen	Convert stored supplies into useful treatment and meals.

Materials worth reserving

Shelter upgrades consume building blocks, rebar, wiring, power components, filters and farming supplies. Shelter III requires an intact Mortar; a support radio or ordinary parts cannot replace it. Use the raids available in this edition to collect supplies. Reserve CNC Control Module and Weapon Mod Blueprint for Workbench III, Sterilization Unit for Medical III, and Refrigeration Compressor for Kitchen III.

Suggested priority: reliable recovery supplies > storage room > your most-used crafting facility > Shelter II / III. A helipad becomes available at Shelter III; complete the helipad before constructing the AH-6. Do not spend all upgrade reserves on decorative furniture.

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Crafting reference

Use the recipe level shown in the facility

The table lists selected practical recipes, not the complete catalog. Item names below retain their English form for identification. Quantities are ingredients consumed for one craft; keep the resulting item and enough free storage space. High-rarity output does not always require the highest facility level.

Room / level	Result	Ingredients
Medical I	IFAK	AI-2 Medkit x2 Bandage x2
Medical I	Field Surgery Kit	IFAK x2 Saline Bag x1 Antivirus Injector x1
Medical II	Antiseptic	Sterile Gauze x2 Chemical Solution x1
Medical III	Antibiotics	Antiseptic x2 Chemical Solution x2 Saline Bag x1
Kitchen I	Cooked Rice Bowl	Rice Pack x1 Water Bottle x1
Kitchen I	Comfort Soup	Noodles x1 Soup Base x1 Water Bottle x1
Workbench II	x400 flashlight	Circuit Board x1 Battery Pack x1 Plastic Scraps x2
Workbench III	AP Ammo	Ammo Crate x1 Gunpowder x3 Steel Plate x1

Keep matching material grades. Mid-grade and High-grade Firearm Parts serve different recipes; do not assume similarly named machine parts are interchangeable. Use the facility's missing-material list to plan the next raid.

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Residents, construction and defense

Bring survivors home alive

Recruitment follows a successful rescue extraction. Finding a survivor or leaving a raid by failure does not add a resident. Keep the follower alive and reach extraction together; ordinary rescue rewards include money, and recruitment also respects the shelter population limit. Some rescued followers can betray you, so avoid stretching an escort into an unnecessary tour.

Food, water and useful work

Deposit food and drink into the shared resident supply pool; items merely sitting in your personal loadout are not that pool. Monitor health, hunger, hydration and morale. Assign suitable jobs and prepare equipment before using residents as companions or defenders. Farming, logging and scavenging support the shelter, but preserve accessible paths to work sites, beds and supplies.

Build routes before walls

Press B in the shelter world to open construction. Rotate eligible objects with R and use the placement preview to choose valid space. Keep gates and a walkable repair route rather than sealing every edge. Construction can be worked by residents and the player. Farms need time to mature; rain collectors produce water during rain, so stored reserves still matter.

Shelter attacks are part of progression. Keep defenders supplied, repair damaged structures and retain a fallback position. Growing combat power changes raid pressure, so expand defenses alongside population. Check resident needs and community notifications after returning from a long operation.

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Traders, currency and mining

Sell deliberately

Keep your next facility's materials, a recovery reserve and an affordable replacement loadout. Trader requests provide affinity and other listed rewards; take tasks that overlap your next raid. Weapon, armor and medical trader events unlock at affinity 333 / 666 / 1,000, and completing the corresponding events grants 5% / 10% / 20% discounts.

Currency route

Exchange / equipment	Current rule
Physical Ethereum x20	Trade at the pawnshop for Physical Bitcoin x1.
Ticket out of Tokyo	First purchase: 10 Bitcoin. Later purchases: 1 Bitcoin. One ticket is consumed on departure.
ZTX 6090 / ZTX 6080	Mining progress per card per hour: 5 / 3.
Mining Rig I / II / III	GPU capacities: 15 / 30 / 50.

Mining is a long-term supplement

Install GPUs in the rig, not just the stash. Each 1,000 progress produces one Physical Ethereum, including offline progress. With 50 ZTX 6090 cards, 250 progress per hour means one Ethereum every four hours. Mixed cards are slower. Collect output before its space fills; a full output blocks further production.

The pawnshop exchange consumes 20 Ethereum to give 1 Bitcoin. Do not read it as a guaranteed reverse exchange. Pawn discounts exclude both physical currencies and the two ZTX GPUs. For the first ticket, direct Bitcoin loot and contracts can support progress while the miner runs.

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Casino progression

Debt and optional games

Each raid departure adds 10% interest to outstanding debt, rounded up. Additional borrowing is blocked at JPY 100,000, and new borrowing cannot push total debt above that amount. The departure-interest check triggers the debt ending only when total debt exceeds JPY 200,000, not at exactly JPY 200,000. The separate cash ceiling for JOB 1-5 remains JPY 50,000.

Jobs must be completed in order

Job	Reluctance	AP	Pay / base stress
SERVING	No threshold	1	180 / +5
JOB 1	< 630	1	240 / +10
JOB 2	< 500	1	320 / +15
JOB 3	< 440	1	420 / +20
JOB 4	< 370	1	560 / +25
JOB 5	< 200	2	760 / +30

Additional gates

JOB 1-5 require cash of JPY 50,000 or less; SERVING has no cash ceiling. Complete earlier jobs first. JOB 4 consumes an Okamoto 001 Condom Box from the stash. JOB 5 can add 13 percentage points of pregnancy risk unless protected. Reluctance checks are strict: < 630 means 629 or lower, not 630. Stress gains can be modified by character bonuses.

Forbidden Bet: with cash below the JPY 10 minimum, choose it at blackjack and lose six consecutive forbidden hands. A win or push resets the streak. The final event requires 2 AP; with insufficient AP, a later loss rechecks the condition. Gambling is optional and has no guaranteed profit route.

Rest, Recall and ending unlocks

Use AP and the unlock hints

AP has a maximum of 5 and regenerates one point per real-time minute. SLEEP costs 1 AP and reduces stress by 30. Other Rest Area actions have their own item, AP and reluctance requirements; use the displayed hint for the selected action. Recall replays viewed scenes without granting their original rewards or repeating their gameplay penalties.

Story spoilers below

Entry	Unlock route
ENDING 1 / 2	Die to an ordinary enemy in Labs; one of the two scenes is selected.
ENDING 3 / 4 / 5 / 6	Die to the boss of Labs floor 1 / 2 / 3 / 4 respectively.
ENDING 7	Reach 100% infection to set the pending event, then successfully return through extraction.
Pregnancy event	At 100% pregnancy risk, complete five successful raid extractions.
Trader scenes	Reach the affinity thresholds and play each event; see page 13.
Casino scenes	Follow job order, Forbidden Bet or debt conditions on page 14.
Tokyo escape	Finish Labs 5's final interaction, obtain a ticket and complete the final mission.

Labs death scenes are location-specific. Deaths on other maps do not satisfy ENDING 1-6, and the floor-5 bosses do not have those boss endings. Infection and pregnancy events are checked on return, with infection taking priority if both are ready. Replaying Recall does not advance these counters.

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The final escape from Tokyo

01 Unlock and buy passage

Complete both Labs 5 boss phases and interact with INA's body. Visit the Transit Broker and exchange 10 Physical Bitcoin for the first Ticket out of Tokyo. Have the ticket in your owned inventory or stash and keep stress below 90%. Select ESCAPE TOKYO. Departure consumes one ticket; there is no additional Bitcoin entry charge.

02 Hold the line for 3,000 kills

Fight with allied Dark Division soldiers, fixed turrets and barricades. Watch both approach lanes and eliminate explosive enemies before they reach the defense. Use turret fire when it is safe, but relocate when a lane collapses or enemies reach your position. Boss pressure joins the horde after 1,200 kills. At 3,000, follow the objective to the far-left evacuation passage and press F.

03 Reach the western extraction zone

Advance west through the escape route with your allies. Entering the final zone begins a 30-second survival countdown. Time counts down only while you are inside; leaving pauses it rather than resetting it. The ship continues arriving while you are outside, but boarding still needs the full hold time. Clear enough space to re-enter if forced out.

After the final scene and credits, free exploration remains available. Replacement tickets cost 1 Physical Bitcoin after the first purchase, including after a failed attempt. Prepare recovery and a backup set before retrying; the discounted ticket does not make a failed raid free.



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Abandoned tank and IFV salvage

Search Night Raid in this BOOTH / DLsite edition. The dedicated wrecks do not spawn in normal Tokyo Streets. Look for one tank or IFV, break enemy lines of sight, then press F at its cargo.

Wreck / component	Chance / space
Abandoned Type 10 Tank	Tank cargo: 6x6.
Type 10 Tank Engine	10% in a tank; item: 6x6.
Abandoned IFV	IFV cargo: 4x9.
30mm Cannon	10% in an IFV; item: 3x9.

10% is conditional on the matching wreck

An engine is not guaranteed in every raid. A discovered tank rolls its engine once. Failed rolls place 4-7 military supplies such as ammunition, food and medical items. When an engine appears, that one item fills the complete 6x6 tank cargo.

Reserve storage and a return route first

The engine needs a contiguous 6x6 empty area. Enough empty cells in total will not help if they are scattered. The 30mm Cannon needs a long 3x9 area and can be rotated with R while dragging. After recovery, prioritize extraction over additional combat.

Closing and reopening the same cargo does not reroll loot. A claimed, empty wreck remains empty. A 10% chance is not a guaranteed success once in every ten attempts.

Inventory and edition essentials

Situation	Practical action
Inspect effects	Hover or use right-click details to check effects and equipment compatibility.
Arrange storage	Drag to move and press R to rotate. Reserve contiguous space for large items.
Equip and assign slots	Use the correct equipment slot; put consumables in quick slots. Default use keys are 1-0.
Secure an exit	Check the actual exit location and remaining time before committing to loot.

House funds and a cash reserve

Raid recovery refills the house toward a ceiling of JPY 300,000. Player losses can increase its balance beyond that figure; it is not an absolute balance cap. Net winnings are paid only up to the current house funds. Retain crafting and ticket money separately and check the displayed balance.

Install and navigate this guide

Extract the complete distribution ZIP and run Dead Extraction.exe. Do not move only selected game files or rename media. Use the linked contents and PDF bookmarks to reach a chapter. The censored edition uses the images supplied with this release, including its CG.

This guide covers survival, crafting, economy and event unlocks. Casino, Laboratory floor 5 and final-escape sections contain spoilers. Check the current objective, missing materials and input prompts before relying on remembered numbers.

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Troubleshooting and final checklist

Problem	Check this first
Labs 1 has no exit	Defeat the boss and descend. Normal withdrawal is on floors 2-4.
Boss dead, route still blocked	Floors 1-4: walk into the central hole. Floor 5: finish phase 2 and press F at INA's body.
Night vision fails	Equip NVG, then use N or your rebound key. Owning an NVG in the stash is insufficient.
Craft or upgrade unavailable	Check facility level, exact ingredient names and grades, required amounts and output space.
Casino job stays locked	Previous job, cash cap, strict reluctance threshold, AP and JOB 4's stash item all matter.
No new resident	Finish extraction with a living follower and check population capacity.
Escape won't start	Finish INA's interaction, own a ticket and lower stress below 90%.

Before every deployment

Reload. Check equipment condition and attachments. Fill medical, food and water quick slots. Keep space for valuable loot. Choose an exit and a return-time margin. Store irreplaceable materials. Check residents and debt before starting another run.

Updated for v1.6: Downtown restriction, Night Raid optimization, abandoned tank/IFV spawns and component rolls, 6x6 engine/cargo, and current casino debt/house-fund rules. Values apply to this edition. Follow the on-screen prompts if you change key bindings.