

How to Plan Your Callisto Protocol Complete Run for Maximum Impact

When I first booted up The Callisto Protocol, I was ready for a tight, linear horror experience. What I didn't anticipate was how much the game rewards a deliberate, thorough approach. After three playthroughs and plenty of trial and error, I can say that a well-planned Callisto Protocol complete run is the best way to experience everything this game has to offer. Whether you are a speedrunner looking to optimize or a completionist hunting every collectible, the decisions you make before you start matter just as much as the ones you make under pressure.

The Core of a Complete Run

A Callisto Protocol complete run means more than just rolling credits. It means seeing all the audio logs, finding every schematic, upgrading every weapon, and understanding the full narrative through optional dialogue and environmental storytelling. The game is deceptive in its linearity. You can easily miss key items if you rush through corridors or skip side rooms. The first time I played, I missed the GRP schematic entirely. That mistake meant I had to rely on less effective melee weapons for a long stretch. A complete run fixes that by forcing you to slow down and search every corner.

One of the first things to know is that the game does not have a chapter select or a New Game Plus mode in the traditional sense. If you miss a collectible, you have to replay the entire campaign. That is why planning a [Callisto Protocol complete run](#) from the start is critical. You cannot just clean up missed items after the credits roll. You need a checklist and a mental map of where everything is hidden.

Difficulty Settings and Your Playstyle

The game offers three difficulty levels: Minimum Security, Maximum Security, and Hardcore. For a complete run, I recommend Maximum Security. It is challenging but fair. Enemies hit harder, dodge timing becomes more important, and resources are scarce. That scarcity actually helps you explore more thoroughly because you need every credit and every item you can find. Minimum Security is fine if you are new to survival horror, but it removes some of the tension that makes the exploration feel rewarding.

Hardcore mode is a different beast. It locks the difficulty to the hardest setting and only gives you one save slot. One death sends you back to the main menu, and you lose all progress since your last manual save. That is not ideal for a complete run because one mistake can erase

hours of collectible hunting. I would save Hardcore for a second or third playthrough when you know every enemy placement and every jump scare.

Weapon Upgrades and Resources

Your most important resource in The Callisto Protocol is credits. You find them in lockers, on dead bodies, and in hidden containers. Every schematic you find unlocks a new weapon or upgrade at the Reforge station. There are only a few Reforge stations in the game, so you need to be strategic about what you upgrade first. I always prioritize the GRP damage and the Skunkgun. The GRP is your bread and butter for melee combat, and the Skunkgun handles distant threats without wasting precious ammunition.

Another hidden resource is the audio logs. There are over 50 audio logs scattered across Black Iron Prison. They fill in backstory about the outbreak and the characters. Some are easy to miss because they are tucked away in side corridors that look like dead ends. I recommend checking every corner and every desk. If you see a glowing blue light, that is an audio log or a schematic. Do not skip it.

Combat Tips for a Smooth Run

Combat in The Callisto Protocol is deliberate. You cannot just spam attacks. You have to time your dodges, manage your stamina, and use the environment. For a complete run, you want to avoid unnecessary deaths because each death costs you time and resources. The best strategy is to always keep your back to a wall. That prevents enemies from flanking you. Also, use the GRP to grab enemies and throw them into spikes or off ledges. That one-shots most basic enemies and saves you health packs.

Boss fights are the real test. The final boss and the two-headed monster require pattern memorization. I died four times on the final boss during my first complete run because I kept trying to use the Skunkgun. The trick is to use the environment and the GRP. Wait for the boss to lunge, dodge, then attack its weak points. Ranged weapons are almost useless in that fight unless you have upgraded the Skunkgun to its maximum level.

The Role of Exploration

Exploration is the heart of a Callisto Protocol complete run. The game is not open world, but it does have plenty of off-the-beaten-path areas. In Chapter 4, for example, there is a side room with a locked door that requires a security key. That key is easy to miss if you rush past the guard station. Inside that room is a schematic for a weapon upgrade that makes the final chapters much easier. I cannot stress enough how important it is to check every locked door and every vent.

I also recommend using the map in the pause menu frequently. The game does not have a minimap, but the map screen shows you which rooms you have visited and which doors are still locked. If a door is locked, note its location and come back later when you have the right keycard. The game gives you three keycard levels: blue, green, and red. Each opens specific doors. The red keycard is the rarest and opens the most valuable rooms.

Dealing with Missables

There are a few missable achievements and collectibles. The most notorious is the "Reversal" achievement, which requires you to kill an enemy by throwing it into a fan. You only get one chance at that in the entire game, during a specific encounter in Chapter 6. If you miss it, you have to start a new game. I suggest saving your game manually before that encounter and reloading if you fail. The same goes for the audio logs in Chapter 8. There is a log that only appears if you take a specific dialogue path with the character Cole. If you skip that dialogue, the log does not spawn. Plan your dialogue choices carefully or look up a guide for that section.

Final Preparations

Before you begin your Callisto Protocol complete run, I recommend doing a quick inventory check. Make sure you have a notepad or a checklist app open. Mark off every audio log and every schematic as you find them. The game does not track collectibles by chapter, so you have to keep your own records. I also suggest playing in a single session as much as possible. The game loads quickly, but closing the game and coming back can make you forget which rooms you have already searched.

One more thing: do not ignore the environmental storytelling. The graffiti, the posters, and the dead bodies all tell a story about the prison and the outbreak. Taking a moment to look at these details enriches the experience and sometimes reveals hidden paths. In Chapter 3, for example, a poster on the wall hints at a ventilation shaft that leads to a hidden cache of credits. Little touches like that make a complete run feel rewarding rather than tedious.

After my first successful Callisto Protocol complete run, I felt like I had finally seen the full picture. The horror was still there, but it was accompanied by a sense of mastery. I knew every corner, every enemy spawn, and every secret. That is the real value of a complete run. It turns a terrifying journey into a personal achievement. If you take the time to plan, explore, and upgrade wisely, you will walk away with a deeper appreciation for what Striking Distance Studios built.

So load up your save, check your checklist, and get ready to dive back into Black Iron Prison. With the right preparation, your Callisto Protocol complete run will be the definitive way to

experience the game.