

Continue



Throughout Detroit: Become Human, there are 46 Magazines to collect find them all and you'll unlock the Bookworm trophy. However, it's not possible to find them all during just one playthrough of the many things about the game that gives it so much replay value. Some of the magazines depend heavily on choices made throughout the game with each character, so while they always show up in the same locations, they don't always contain the same articles. For instance: Article A will always remain the same regardless of choice, but Article B will change as a reflection of how you decide to play. The idea here is grab what you can during your first playthrough, and then return to clean up for any that you missed. Just remember that some of them require you to replay from the very beginning in order for your choices to count, and for the missed magazine to show up. Jumping chapters in between won't save your progress which, admittedly, makes the process all the longer. As soon as you find the magazine, you can quit out and find it in the Extras menu. These still count towards the trophy. If you're grinding for the ones you missed based on your choices, though, we don't recommend quitting out at all. With that in mind, we list all the magazines in chapter order for your convenience, numbered and titled so that you can cross-reference them with any you already have. To collect all 46 magazines, you have to scroll through both covers and articles on each one to make it register. Chapter Shades of Colour MagazineNo. 10 Tech Addict: Secrets of AndroidsNo. 19 Green Earth: Climate Change-UPas soon as you begin the chapter as Markus, look at the bench to your right (where an old man is being aided by his android) to find the first magazine. You can use R2 to scan for it they're usually highlighted with a yellow marker. Chapter A New Home MagazineNo. 22 All Sports: Android Power!No. 1 Century: Connecting the DotsAs soon as you're in the house, you'll find this one on the dining table to your right. You might not be able to look at it straight away, so clean the table first and go back to it.No. 23 All Sports: Android QBNo. 11 Tech Addict: The Price of LifeUpstairs, in Todds room, you'll find it on top of a cupboard right next to the door as you enter. Chapter The Painter MagazineNo. 2 Century: The North PoleNo. 27 Detroit Today: Life Found on TitanOn the ground floor, head into the main large living room. In front of the TV is a low table the magazine is sitting here. Chapter Partners MagazineNo. 25 Gossip Weekly: Android Sex Officially Better!No. 12 Tech Addict: Is Your Android Spying on You?At the crime scene where you must collect 10 pieces of evidence throughout the house, the magazine is in the kitchen. Chapter Fugitives MagazineNo. 3 Century: The Bee-Line to DisasterNo. 26 Gossip Weekly: Its Time to Face the MusicIf you head into the laundromat, you can find it on a cupboard next to the entrance door. Chapter Waiting for Hank MagazineNo. 28 Detroit Today: Famous Detroit Painter Dies This article is only available if Markus didn't defend himself against Leo during Chapter: Broken.No. 29 Detroit Today: The Three Laws of Robotic Parenting This article is only available if Markus pushed Leo during Chapter: Broken.No. 30 Detroit Today: Ivanoff Says Niet! This article will always be available. You can find this magazine on a desk in the middle of the precinct. Chapter On the Run MagazineNo. 31 Detroit Today: Cyber WildlifeNo Number Canada: Canada still Android-Free Zonell Kara & Alice slept in the Squat, it will be on the left side of the Squat where Alice slept. If they went to sleep at the Motel, it will be in front of the car. It doesn't matter which route you take, the magazines in either location are identical. JerichoNo. 32 Detroit Today: Android on the Run!No. 13 Tech Addict: Android AstronautsAfter Markus gets off the train, its on a bench right at the train station.> for Android on the Run! Kara must have escaped the house with Alice in Chapter: Stormy Night and in Chapter: On the Run she was seen by police and ran across the highway to escape. No. 15 Tech Addict: Cyberlifes Fortune Teller ComputerSame place as #32 & #13, in the same magazine as those two.> This spawns instead of No. 32 (in the same book, same location as No. 32) if Kara spent the night in the Abandoned Car in Chapter: Fugitives and stealthily evaded the police in Chapter: On the Run without being seen or chased (no highway chase). #32 spawns if she was chased across the highway, #15 spawns if she escaped stealthily without triggering the highway chase. You can also #15 near the end of the game in Chapter: Meet Kamski (if it doesn't spawn here already). The NestNo. 20 Green Earth: Past the Tipping PointNo. 33 Detroit Today: Red Ice EpidemicWhen Hank kicks the door down to the apartment, head into the small room immediately to your right before going into the room with all the birds. The magazine is sitting on a table behind the door. Chapter Zlatko MagazineNo. 35 Detroit Today: Now Androids Alter Your Brain This article is only available if Kara was caught by the police during Chapter: On the Run and ran across the highway.No. 41 Detroit Today: AX400 Getaway This article will only be available if Kara slept in the abandoned car during Chapter: Fugitives and snuck past the police successfully during Chapter: On the Run. She must get by all of the police without being seen and make it to the train station she cannot activate the highway chase.No. 34 Detroit Today: Arctic Tensions Escalate This article will always be available. You can find this magazine at Zlatkos house in the bedroom. You can go there once Kara has been reset and you search the house for Alice. Chapter Russian Roulette MagazineNo. 5 Century: Time to Pull the PlugNo. 4 Century: Tainted LoveInside Hanks house, after you've put him in the bathroom to throw up, you can explore his house after handing him some fresh clothes. The magazine is in his bedroom. Chapter The Eden Club MagazineNo. 14 Tech Addict: The First Immortals Are Among UsNo. 36 Detroit Today: The New Super-PowersInside the warehouse, after tracking the Tracis. The magazine is on a box in the back of the warehouse. Be sure to pick it up before following the blue blood droplets to the end. The Pirates CoveNo. 37 Detroit Today: USS Iowa MissingNo. 24 Gossip Weekly: All-Android Band Tipped for Music PrizeAfter Luther kicks the door down to the pirate house, the magazine will be on the barrel where Kara puts down her flashlight. Chapter The Bridge MagazineNo. 8 Century: The Mysterious Mister KamskiNo. 40 Detroit Today: Markets Predict WarAfter Connor gets out of the car, the magazine will be sitting on a bench right in front of you. Pick it up before talking to Hank. Chapter The Stratford Tower MagazineNo. 6 Century: President Warren A Woman in TroubleNo. 38 Detroit Today: G.I. AndroidFound at floor 47 after taking the elevator to floor 47, the magazine will be a counter in the restaurant area. Pick it up before changing into the uniform in the bathroom. Chapter Public Enemy MagazineNo. 16 Tech Addict: Bleeding BlueNo. 21 Green Earth: Clean Food CrazeYou can find this magazine in the kitchen of the broadcast room (to your left as you walk in). Chapter Midnight Train MagazineNo. 9 Century: World War ThreeNo Number Treat Yourself!Its lying on the kitchen table, but you can only pick it up once Rose has left the house. Grab it before you open the door for the police officer. Chapter Capitol Park MagazineNo. 39 Detroit Today: Who Is It?No. 7 Century: An Android for President?As soon as you have control of Markus, look to your left IMMEDIATELY without taking a single step. Its on a box right next to you. If you move, it will disappear. Chapter Meet Kamski MagazineNo. 17 Tech Addict: Space Tourism on the RiseNo. 15 Tech Addict: Cyberlifes Fortune Teller ComputerIn the entrance hall, after Chloe lets you into the house, look at the picture on the right wall. The magazine will only spawn once you've viewed the picture, just underneath it on the cupboard. Chapter Freedom March MagazineNo. 42 Detroit Today: Android RiotNo. 18 Tech Addict: The Eastern Space RaceLiterally where you start the chapter, look down to your left. It only shows up if Markus freed the androids from the store and executed a violent protest during Chapter: Capitol Park. Chapter Crossroads ConnorNo. 43 Detroit Today: Detroit in ChaosNo. 44 Detroit Today: Android Terror in DetroitWhen you first enter Jericho, the magazine will be sitting on a box at the back of the area. Use R2 to scan for it. But don't head towards the staircase nearby; it'll skip ahead and you won't be able to go back. The magazine is only available if Markus charged at the police during Chapter: Freedom March. Chapter Battle for Detroit (Kara Leaving Detroit) MagazineNo. 46 Detroit Today: Civil War in DetroitOn the right side at the bus stop. This magazine is only available if Markus chose REVOLUTION.> Launch an assault on the camps to liberate the androids during Chapter: Night of the Soul. Chapter Battle for Detroit (Markus Demonstration) MagazineNo. 45 - Detroit Today: They Defy US! Markus chose the peaceful demonstration instead of the violent approach, the magazine will spawn on the right side of Markus camp on a bench. You can pick it up after you sit or kneel down in front of the soldiers and have barricaded the area. Choose DEMONSTRATION during Chapter: Night of the Soul to activate this magazine. Congratulations! That is all the magazines of the game. When you collect the final one, finish the chapter. The Bookworm trophy should ping during the flowchart screen (it may not unlock right away). Detroit Become Human has 46 Magazine Locations (Collectibles). Finding all Magazines unlocks the Bookworm trophy. Its impossible to locate all magazines on the first playthrough because they depend on your choices. Some reflect on events in the game, what this means is if you chose Decision A you will get magazine A (you chose decision B you will get magazine B (in the exact same location a different magazine will spawn). The requirements are all pointed out in the thecollectibleguide. Grab what you can and clean up the rest in chapter select. Some of these will require partial replays. If you did miss a choice-specific magazine you must replay all chapters from the point where the important choice takes place. You cannot jump/skip the chapters in between as it doesn't save your progress this way. After finding a magazine you can quit out immediately and it will show up in the extras menu which is enough for the trophy. However, if you're going for 100% flowchart completion you must play the chapter until the end to make it register in the flowchart (cannot quit out to the main menu immediately). Make sure you have the Save Feature enabled when searching these through chapter select if you want 100% flowchart completion. This guide lists them in chronological chapter order as well as the numbers and names that the magazines have in the Extras Menu. In the Extras Menu you can check at any time which ones you are missing. You can also check the flowchart of each chapter, they are listed there too. Important: You have to read every page and check both covers of each magazine. They usually have two cover topics. Swipe down on the touchpad to scroll through the pages and swipe right to view the other cover. Even though they are in the same magazine they count as separate collectibles! Magazines Video Guide Magazines Text GuideShades of ColorNo. 10 Tech Addict: Secrets of AndroidsNo. 19 Green Earth: Climate Change-Up When you first take control of Markus, you can find this magazine on the bench on the right side of the park. Use to scan for it (it will get marked by a yellow icon). As with all magazines, be sure to read all pages and check both covers (swipe touchpad to the right). Remember: every magazine has two covers and you must read both of them for the Bookworm trophy. A New HomeNo. 22 All Sports: Android Power!No. 1 Century: Connecting the DotsOn the living room table, after Kara enters the house. No. 23 All Sports: Android QBNo. 11 Tech Addict: The Price of LifeUpstairs, in the master bedroom on a cupboard. The PainterNo. 2 Century: The North PoleNo. 27 Detroit Today: Life Found on Titan!Downstairs, this magazine is located on the living room table in front of the TV. PartnersNo. 25 Gossip Weekly: Android Sex Officially Better!No. 12 Tech Addict: Is Your Android Spying on You?In the kitchen of the murder house, where you must collect 10 pieces of evidence and investigate the dead body. FugitivesNo. 3 Century: The Bee-Line to DisasterNo. 26 Gossip Weekly: Its Time to Face the MusicInside the laundromat, on a cupboard next to the door through which you entered. Waiting for HankNo. 28 Detroit Today: Famous Detroit Painter DiesNo. 30 Detroit Today: Ivanoff Says Niet!On a desk in the middle of the police station, use to scan for it.> Famous Detroit Painter Dies is only available if Markus did not attack Leo in Chapter: Broken. No. 29 Detroit Today: The Three Laws of Robotic ParentingReplaces No. 28 if Markus did push Leo in Chapter: Broken (exact same magazine in the police station now shows a different page). You will have to replay all chapters continuously from Chapter: Broken. It won't update your decisions if you skip chapters in between.> only available if Markus did push Leo in Chapter: Broken. On the RunNo. 31 Detroit Today: Cyber Wildlife(Not Numbered) Canada: Canada still Android-Free Zonell Kara & Alice slept in the Squat, it will be on the left side of the Squat where Alice slept. If they went to sleep at the Motel, it will be in front of the car. It doesn't matter which route you take, the magazines in either location are identical. JerichoNo. 32 Detroit Today: Android on the Run!No. 13 Tech Addict: Android AstronautsAfter Markus gets off the train, its on a bench right at the train station.> for Android on the Run! 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In that small side room the magazine sits on a table hidden behind the door, easy to miss. *Credit toYuutsuZlatkoNo. 34 Detroit Today: Arctic Tensions EscalateNo. 35 Detroit Today: Now Androids Alter Your BrainUpstairs in the bedroom of Zlatkos villa. You can go there after Zlatko resets Kara (while you search the house for Alice).> No. 35 only spawns if Kara was detected by the police in Chapter: On the Run and fled across the highway (where you had to push buttons to not get hit by cars). No. 41 Detroit Today: AX400 GetawayUpstairs in the bedroom of Zlatkos villa. You can go there after Zlatko resets Kara (while you search the house for Alice). Exact same magazine as #34 & #35 but spawns under different conditions.> No. 41 replaces No. 35 if Kara stayed at the Abandoned Car or at the Motel in Chapter: Fugitives (not the Squat) and then stealthily sneaks past the police in Chapter: On the Run without being seen. Kara isn't allowed to trigger the highway chase. She must sneak past all the police patrolling the street unnoticed and make it to the train station without being chased. Only then this magazine will spawn. You will need to do two partial playthroughs, one for No. 35 and one for No. 41. You cant jump/skip chapters in between. You must replay in one continuous run with the Save Feature enabled. Russian RouletteNo. 5 Century: Time to Pull the PlugNo. 4 Century: Tainted LoveInside Hanks house, in his bedroom (after you lead him to the bath and bring him clothes). When you freely explore the house while he pukes, you can grab this magazine. The Eden ClubNo. 14 Tech Addict: The First Immortals Are Among UsNo. 36 Detroit Today: The New Super-PowersInside the warehouse, after tracking the Tracis. The magazine is on a box in the back of the warehouse. Be sure to pick it up before following the blue blood droplets to the end. 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After picking up your last one make sure you finish the chapter and the Bookworm trophy will unlock during the flowchart overview after the chapter is complete. The trophy does not unlock instantly. Magazines in Detroit: Become Humanserve as the games primary collectibles, offering deeper insights into the world, its socio-political tensions, and the role of androids in society. With 46 unique magazines scattered throughout various chapters some with multiple covers collecting them all is a must for both lore enthusiasts and trophy hunters alike. This spoiler-free guide walks you through where and how to collect each magazine, including tips on when actions in previous chapters may affect their availability. Keep in mind that while you can replay chapters via the Chapter Select function to recover missed magazines, some require you to replay multiple chapters due to critical branching decisions. Important Notes Before You Begin Use Chapter Select Freely: You dont need to save your progress to count a magazine. Pick it up, view all its covers, and quit to the main menu. Final Magazine Caveat: The last magazine you collect must be followed by completing the chapter for the trophy to pop. Check Both Covers: Most magazines have two covers (some three). Swipe with the touchpad to view each one. Choice-Dependent Covers: Several magazines appear only under specific narrative conditions or choices made in earlier chapters. Early Game Magazines 1. Shades of Color Found at a bench at the very beginning. Very easy to spot using R2. 23. A New Home One in the dining room (interactable during first-floor clearing). One in the master bedroom on the second floor. 4. The Painter On the central table in Carls house. 5. Partners (Crime Scene Investigation) In the kitchen to the right of the sink during the investigation segment. 6. Fugitives Found in the laundromat, also the location where you can steal clothes. Branch-Sensitive Magazines 7. Waiting for Hank Depending on your choice in Broken (push Leo or not), you'll receive magazine #28 or #29 alongside #30. 20. To obtain both, replay Broken with each decision and continue through to Waiting for Hank. 8. On the Run (Variable Locations) Motel room (# by the TV), squat (near Alices bed), or abandoned car (in front of the vehicle). 9. On the Run (Highway Escape Required) To get #32 and #13, Kara must have escaped Todds house and crossed the highway. Midgame Magazines 10. The Nest In a small side room near the birds, before entering the main investigation room. 11. Zlatko Either #35 or #41, depending on whether Kara was spotted in On the Run. #34 is found regardless of choice. 12. Russian Roulette Found in Hanks bedroom after helping him with clothes. 13. The Eden Club In the room with the deviant Traci, before any interrogation. 14. Pirates Cove Automatically found in the tavern after a cutscene ends. 15. The Bridge On a bench to the right at the start of the scene. Must collect before speaking with Hank. Late Game Magazines 16. Stratford Tower (Markus) Upon reaching the 47th floor, double back to the right before doing anything else. 17. Public Enemy (Connor) In the break room. Collect before any interrogations or investigations. 18. Midnight Train In Roses dining room after she leaves. Includes one numbered cover (#9) and one unlisted cover. 19. Capitol Park Immediately to the left upon gaining control of Markus. 20. Meet Kamski Look at the photo on the wall to unlock interaction with the magazine. Contains #17 and an alternate version of #15. 21. Freedom March To get #42 and #18, Markus must have led a violent riot in Capitol Park. 22. Crossroads (Connor) Found early in Connors session. Requires Markus to have attacked police during Freedom March. 23. Battle for Detroit (Markus) If Markus chose a peaceful demonstration in Night of the Soul, the magazine appears in the camp area. 24. Battle for Detroit (Kara) Appears if Kara is heading to the border and was never captured. Markus must have chosen the revolution path. Final Tip Once you've collected all 46 magazines (including alternate versions through branching choices), check your Extras menu to confirm completion. Remember: the final magazine must be followed by completing the chapter for the trophy to unlock. Dont skip completion you're enjoying even deeper into the world of Detroit. Become Human! Subscribe to get the latest posts sent to your email. June 2, 2018 by Donnie PatrickWhere where to find all 23 magazines in Detroit: Become Human.Detroit Become Human is all about choices and it certainly seems that there will be a ton of them to choose through within the game. In fact, there are so many choices that each will alter the narrative storyline and can have grave consequences with your characters. Choices is also a big part in what ending you get at the end of the title. Along the way, players can pickup a variety of magazines to collect. Weve supplied a video guide on where you can collect every magazine above along with timestamps for each magazine below. Find More Detroit Become Human Guides Featured Below: All Magazine Locations(00:49) Mag #1: Shades of Color Start of the game the magazine is on the bench.(1:01) Mag #2: A New Home On kitchen table.(1:12) Mag #3: A New Home Within Todds bedroom.(1:25) Mag #4: The Painter On coffee table in front of television.(1:39) Mag #5: Partners On kitchen counter.(1:56) Mag #6: Fugitives On table within laundromat.(2:05) Mag #7: Waiting For Hank Changes if Markus defended himself against Leo and Karl dies / lives. Replay to get both versions.(2:25) Mag #8: On the Run The same magazine appears in all three locations (Abandoned Building, Car Lot, and Motel Room).(2:33) Mag #9: Jericho Changes if Kara was caught by police and had to escape on the highway / escaped without getting caught. Replay to get both versions.(2:45) Mag #10: The Nest Within side room before entering area with the pigeons.(3:08) Mag #11: Zlatko Changes if Kara was caught by police and had to escape on the highway / escaped without getting caught. Replay to get both versions.(3:28) Mag #12: Russian Roulette In Hanks bedroom.(3:41) Mag #13: The Eden Club At warehouse in rear location box.(4:03) Mag #14: The Pirates Cove On the barrels within the pirate house.(4:25) Mag #15: The Bridge On bench where player gets out of the car.(4:37) Mag #16: The Stratford Tower Floor 47 within restaurant.(4:59) Mag #17: Public Enemy Within the kitchen.(5:19) Mag #18: Midnight Train On kitchen table.(5:41) Mag #19: Meet Kamski Near the picture of Amanda.(6:08) Mag #20: Freedom March The magazine will only appear if Markus used violent tactics in the Capitol Park chapter.(6:27) Mag #21: Crossroads Connor The magazine will only appear on Jericho if Markus attacked the police during the Freedom March.(6:46) Mag #22: Battle for Detroit Kara Leaving Detroit The magazine will only appear in the Bus Station if Markus has chosen Confrontation and attacked the police during the Freedom March.(6:59) Mag #23: Battle for Detroit Markus Demonstration Markus will only access the barricade if you select Demonstration instead of Confrontation at the Recall Center. 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