



Introduction

You could learn a thing or two from Gordon Freeman, a man who speaks softly (or not at all) and carry's a big, iron stick. We don't so much care if you speak softly or not, as long as we're not around, but before you embark on your Half-Life 2: Episode Two journey, we suggest arming yourself with a big stick of some sort.

Sadly, we're fresh out of big sticks here at IGN, so take this strategy guide as consolation. Our complete Half-Life 2: Episode Two walkthrough will get you through the game's many puzzles and challenges, teach you outsmart your environment and give you the tools to bring down your deadliest enemies.

In this Half-Life 2: Episode Two strategy guide, you'll find:

- **BASICS** // Tips and strategy for Half-Life newcomers.
- **WALKTHROUGH** // Complete Half-Life 2: Episode two walkthrough with solutions for every puzzle.
- **SECRETS** // A couple of button-tap cheats plus the locations of all hidden web caches.

Guide by: Mark Ryan Sallee

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Half-Life 2: Episode Two Basics

Use the Force...

...of the gravity gun! In case you're new to Half-Life 2, we're here to stress the importance of the gravity gun. Not only is it your only weapon during the beginning stages of the game, but it's also a vital tool in solving the many puzzles of the game. If you've run into a dead-end, look for objects to manipulate using the gravity gun. You can often make new exits with the power of the handy weapon.



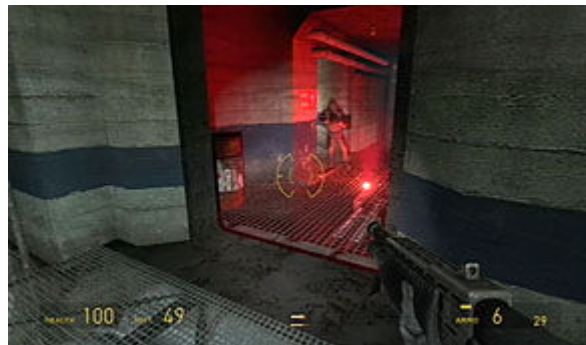
Weapon Variety

As you progress through Episode One, you'll gather more and more weapons to abet the slaughter of Combine forces. It's important to make use of *all* of your weapons. Sticking to just one gun will often drain your ammo sources more quickly. You'll also have to pass by ammo drops for weapons you're *not* using since you won't have room for them in your inventory. That's a waste of ammo.



Watch for Explosives

Many areas of Episode One are littered with explosives, including hidden landmines and enemy grenades. Most explosives are best dealt with using the gravity gun. You can quickly pick up and toss away landmines and grenades, and laser tripwires can be activated by pulling an object into the beam. Be sure to look out for these explosive traps at all times. Often times one explosion is enough to kill you.



Managing AUX POWER

An AUX POWER meter in the lower-left corner of the screen measures the amount of energy you have to spend on *extra* actions. This meter is drained by a couple of things, including sprinting and breathing underwater. Be sure to constantly watch your AUX POWER meter to ensure it's never empty when you really need it. Also keep in mind that using two energy draining actions at once will drop your AUX POWER even quicker. For example, sprinting underwater will quickly put you in danger of drowning as your AUX POWER plummets.



Duck! Cover!

Enemies in Episode One are ruthless, especially when armed with shotguns. Because enemies can drop you so *fast*, it's important to fight smart. Use your environment to your advantage, ducking behind cover and using walls to separate you from your enemies. You're also almost always better off keeping distance between you and the opposition. When you start fighting from far away, you'll notice the Combine hit percentage drop dramatically.

Half-Life 2: Episode Two Walkthrough

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Chapter 1 To the White Forest

Move down through the train car to the water, and then move into the next train car. At the end of the train car is where you'll find Alyx, who helps you out and equips you with the Gravity Gun.



Turn right and go up the hill that runs alongside the tipped train car. Use the Gravity Gun to open the doors in your way, then follow Alyx left to watch something in the distance.



The ruckus opens up a passage behind you and to the left. Go into the tunnel where you can use the Gravity Gun to knock away some boards, letting move further into the mine. Look for a bit of health and armor amid the rubble of the mine before dropping through a hole in the ground.



There are some zombies and antlions at the end of the tunnel, and while you can find stuff (like the explosive, red canisters nearby) to toss at the enemies, they'll sort of finish each other off for you. The tunnel opens up to an area with a small shack. Go inside the shack and Alyx will begin tinkering with some electrics on a rafter to the left. While she does that, grab the plug that dangles below her and connect it to the plug on the nearest wall.



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Chapter 1 [To the White Forest](#) (cont.)

After some dialog, continue through another door to exit the shack and move through the tunnel to your right. Make sure to grab a rock or sumfin' so you can launch it at the black headcrab that's just inside the tunnel, around the right corner. The tunnel's exit at the base of the hill is boarded up pretty heavily. To clear the debris, go to the top of the tunnel and use the Gravity Gun to move away the boards holding up a large mine cart. Stand back and the mine cart should fly down the rails, opening the end of the tunnel.



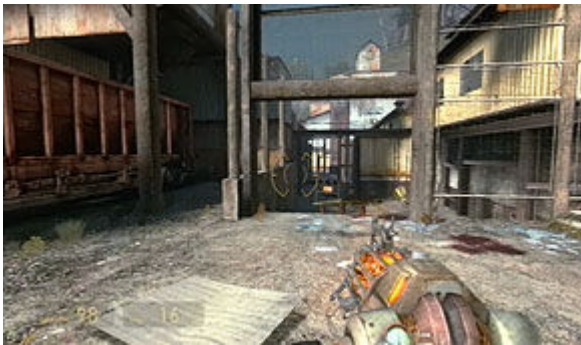
The tunnel opens up an area just outside a train yard. Go up the hill to the right so that you can pass through a gap in the chain-link fence of the train yard perimeter. Once inside the yard, Alyx suggests finding a way to open a nearby gate. Look for a ladder amid the train cars to the right and climb to the top of the structure over the trains.



From up here you can move onto the rooftop of a nearby building. Look for a roof panel that's slightly dislodged and moving it away with the Gravity Gun. Drop into the room below and hit the switch near the window to open the gate in the yard. To get out of the room, look for a hatch in the floor. You'll need to pull out the board that's holding the hatch closed before you can open the hatch, drop into it and crawl out of the building.



Once out of the building, turn right to go through the gate you just opened. Use the Gravity Gun to move various obstacles out of the way as you move through the alley. The alley turns left, then left again into an area with an elevator along one wall. Crawl into the elevator and pull out the crowbar from between the gears. The elevator crashes down, into the mine below.

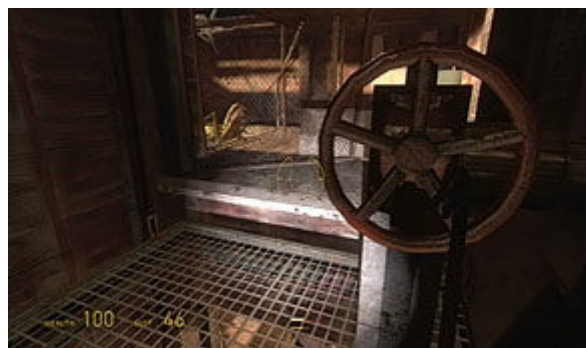
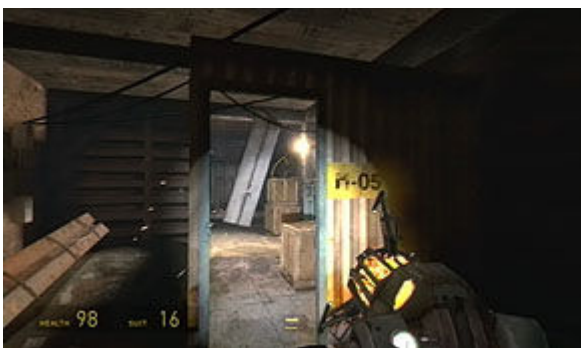


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Chapter 1 [To the White Forest](#) (cont.)

There are some boards in your way that you can bash down with the crowbar. Break your way through a nearby door with the Grav Gun and step through a red door to enter a room with a chain link wall. To the right is a platform with a crank wheel. Spin the crank to raise the platform, letting you quickly jump off onto the next level.



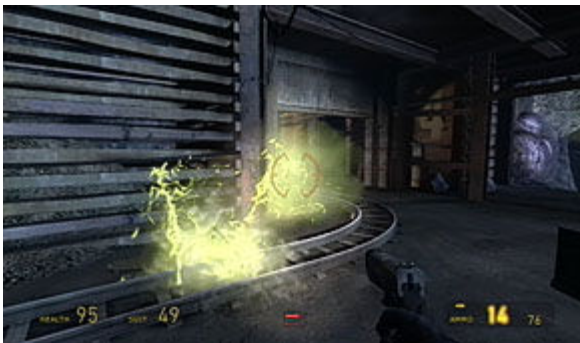
Be sure to grab the nearby pistol before dropping through the hole in the adjacent room. You'll crush the small antlion as you fall into the room below. Look for a passage at the end of the room that's covered in debris and move the stuff out of the way so you can drop into another hole. Continue moving downward until you fall into a flooded cave.



Swim to the surface of the water to reach the cave entrance. You can blast the worms on the walls with the Grav Gun (they drop health), and even blast through the webbing that covers the tunnels to get through. You won't spend too much time in this cave, though. Eventually, you'll drop out to another part of the mine where you'll need to worry about an enemy to your left.



Around the corner to the left are three acid antlions spewing their toxic projectiles at you. Chase after 'em, side-stepping left and right to avoid the acid spit. Your pistol is plenty power to bring 'em down, but there's also a shotgun amid the turned-over mine carts down the hall that'll help you in the clean-up process.



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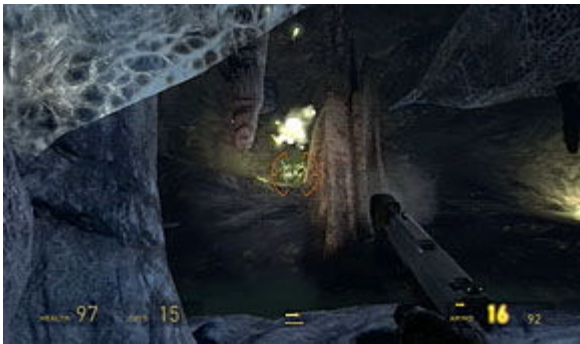
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Chapter 1 To the White Forest (cont.)

Along the left wall near the remains of the antlions is an alcove with more shotgun ammo, some grenades, and a poorly covered pit. Uncover the pit with the Grav Gun and follow the tunnel down and backup to a fenced-off area of the mine you were just in. There's another covered-up hole in the ground. Move away the debris to find another tunnel that leads to a much more substantial underground tunnel.



Immediately watch for another acid antlion in the cavern. Make your way along the spiraling path to the right to reach an upper ledge from which you can jump over to the next section of the cavern. Move through the cavern, looking for an underwater tunnel that'll bring you up to the next section of the cave.



As you come out of the underwater tunnel, you'll spot an antlion that dives into the water, only to drown. Turns out antlions can't swim, which is useful information when dealing with the upcoming batch of antlions in the next cave. Many of the antlions will get gobbled up by the barnacles hanging from the ceiling, though a few will get through. Just dive underwater and the antlions will kill themselves in the water.



Just beyond the barnacles is a narrow tunnel that leads you into another section of the cave. Expect a pair of acid antlions, but nothing else. Just push forward through the cave to reach the next chapter.

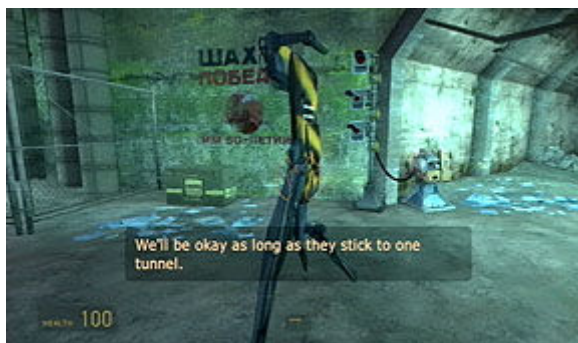


Chapter 2 This Vortal Coil

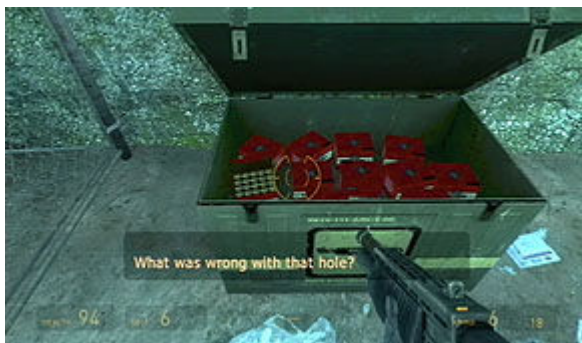
You'll soon emerge from the antlion caves and meet up with some fellow humans in an underground bunker. As you first arrive, your comrades explain the antlion detection system; there are lights near each of the four passages that lead into the bunker. When a light switches on, antlions will begin pouring into the bunker through that passage.



Thankfully you've got the help of your fellow gunmen as well as the assistance of a pair of turrets that you can pick up and move around. Things start out pretty calm as you only have to defend one passage at a time. You can pick up and move the turrets around, though we suggest using only one per hall. As the infested passage tends to switch on you quickly, it's best to already have a turret set up.

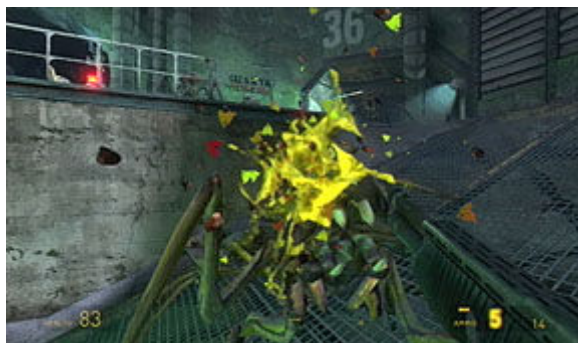


The more important thing to remember throughout this ordeal is that there are infinite ammo supplies in two crates on either side of the bunker. One crate holds shotgun ammo while the other holds sub-machinegun ammo (if you haven't already, be sure to grab the sub-machinegun from next to the Vort that's workin' on Alyx). We suggest using the sub-machinegun for most of the shooting.



Chapter 2 This Vortal Coil (cont.)

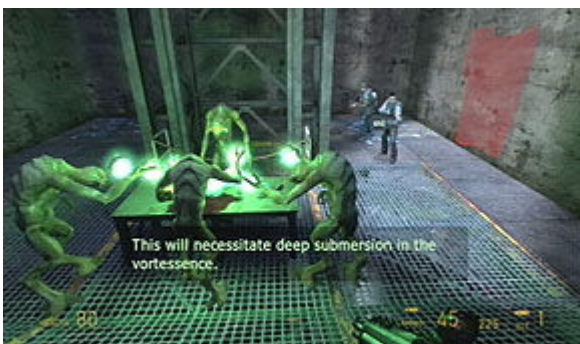
Eventually, antlions will be coming out of every possible crevice. We suggest setting up the turrets to their own passages and letting the fellow fighters have their own passage while you cover yet another. Some antlions will invariably skip past the turrets and/or your comrades, so always watch your back. If you get overwhelmed, backpedal away the enemies while firing.



Soon, a pack of Vorts will show up to help you out, which is convenient as the antlion rush intensifies soon after. The Vorts don't so much cover any specific passages—rather, they spread out and lay an amazing beat down on most every antlion that dares enter the bunker. You'll still need to watch your back and pick off any enemies that get through the cracks of the Vort defense.



Soon the antlion attack ends and the Vorts gather around Alyx. Follow the lone Vort that takes off into one of the adjacent passages. He'll clear the immediate way, but it's up to you to lead him into the tunnel to the right.



Chapter 2 This Vortal Coil (cont.)

Early in the cave you'll chance upon a group of antlions that the Vort quickly zaps. You can finish 'em off with your guns before moving further into the tunnel. Watch your back as you do, though, as a couple of acid antlions start firing at you from behind.



As you push through the cave, look for small web caches in the ceiling and on the walls. You can open up these caches with a zap from the Grav Gun, letting loose small supplies of health and/or ammo. There are, naturally, more antlions as you push through the cave. And while you'll be responsible for most of the killing, your Vort companion will help you through. Eventually you'll exit the tunnels to a more civilized area of the mine.

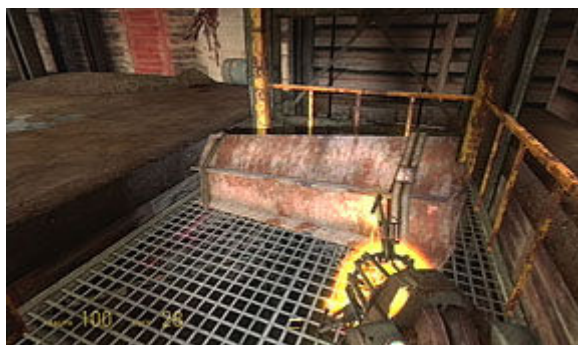


There are some ammo boxes on a dangerously weak row of boards that you're best off moving to solid ground before breaking into. As you approach the chain link fencing to the right, a few zombies on the other side of the fence will animate. Hang back and let the Vort take 'em out before using the Gravity Gun to blast away the boards covering up the doorway in the fencing.



Once through the fence door, look left and watch for a pair of enemies lying on the floor. They'll reanimate as you approach them. From in the next room, look left. On the other side of another chain link wall is the area where you need to get to. Unfortunately, the crank that opens the fencing is on the other side of the fence, so you'll have to find a way

around. At the other side of the room is a lift platform that's stuck in the up position. Place all of the heavy objects in the room onto the lift and then jump around to move the lift down.

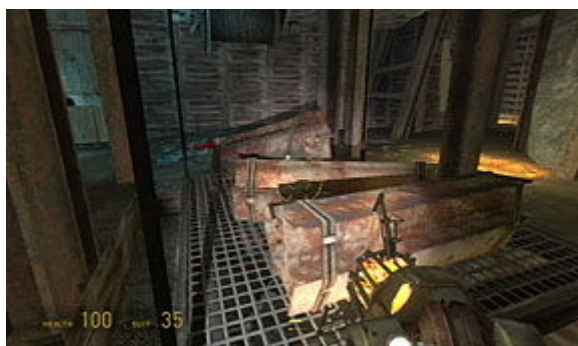


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Chapter 2 This Vortal Coil (cont.)

Watch for a few zombies in the lower area and make your way to the far end of the underground room. There's another lift platform, but this one's actually operational. A lever nearby operates the lift and sends it upward, but without you. Look for a trio of heavy metal beams in the area, two of which are under the platform and one of which is nearby. Place them all on top of the platform, then push the lever to operate the lift. The weight of the beams will hold the lift in place so you can hop onto the platform. Once you're in position, move away some of the beams to allow the lift to rise with you on top.



Once topside, look out for a few zombies that the Vort is probably already zapping. Operate the nearby crank to open the gate and let the Vort through, where he can power the generator at the end of the hall and open the passage. In the next room you'll find some carts with ammo boxes. Take what you can get, but be careful; the carts will soon slide down the tracks and into oblivion.



You'll spot a zombie or two as you progress through the mine before reaching a half-hearted barricade that you can knock away with the Grav Gun. As you clear the path, step out of the way of the mine cart that comes barreling down

the tracks beyond the barrier. A few zombies follow the errant mine cart, but they get caught in a fight with acid antlions that are stationed in a loft directly over your head. Let them fight it out, then move up the hill to clean up any stragglers.



Look for a ladder further into the mine and climb up. In the next room, jump over a railing to enter a small room with a large metal dispenser hanging from the ceiling. Use the Gravity Gun to push the metal thingy out of the way, letting you drop into the hole in the ground. You land on a mine cart of sorts that rolls down its tracks and dumps you into a pool of water.

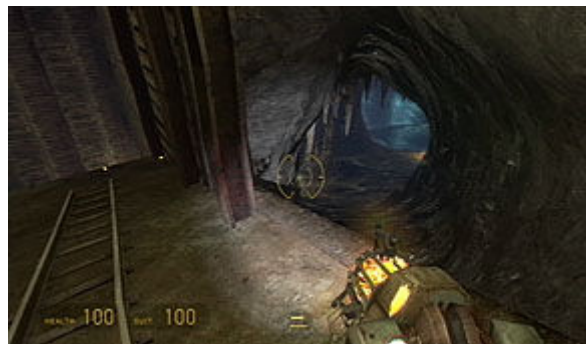


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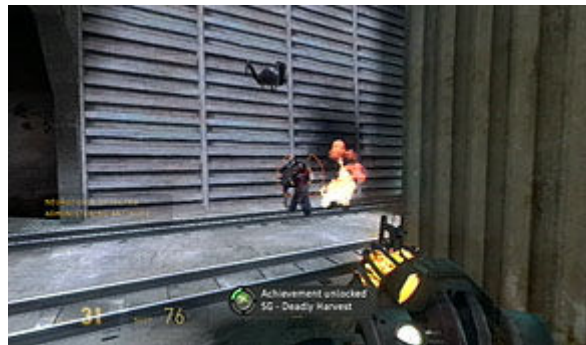
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Chapter 2 This Vortal Coil (cont.)

Swim back to the surface and climb the ladder on the wall. When you reach the top, the Vort'll be waiting for you. Move up the hill along the tracks for a bit until you spot a tunnel that splits off on the left. Follow the tunnel to another cave area with a linear path over a chasm.



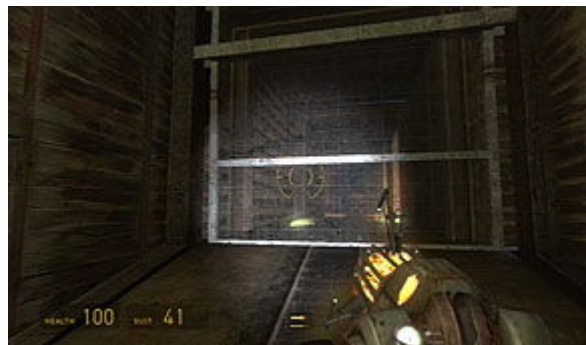
The path eventually leads you to another part of the mine that's overrun with antlions. The antlions, however, are distracted by the giant vibratory device. Stand near the device and the antlions will stay at bay, giving the Vort time to zap the buggers for you. You'll have to make a bit of a stand here, as more antlions (including acid spitters) and some zombies come at you from near the lift at the far end of the room. Vort takes care of most things for you, but watch out especially for the black headcrab spawning zombie in the room.



When things settle down, look for a button near the lift at the far end of the room. Press the button and the lift will start slowly making its way down to you. At that moment, more enemies fill the room in greater numbers than before. Fend 'em off until the lift touches down, then quickly hop onto the lift to ride it up while the Vort continues battling alone. He'll eventually follow you to the upper catwalk where he can power a generator to open a door for you.



Go down the hall and you'll need to use the Gravity Gun to move away a table from a doorway. Don't sweat the enemy you can see through the boards in the next portion of the mine. Just continue down the linear path and drop through a hole in the floor. In the lower section of the mine you'll run into some large fencing that's propped up by boards. Use the Gravity Gun to knock down the boards and the fencing will go down with them. When you reach a dark tunnel with some mine cart tracks, you can go left for some ammo and a dead-end before continuing the other way down the tunnel.



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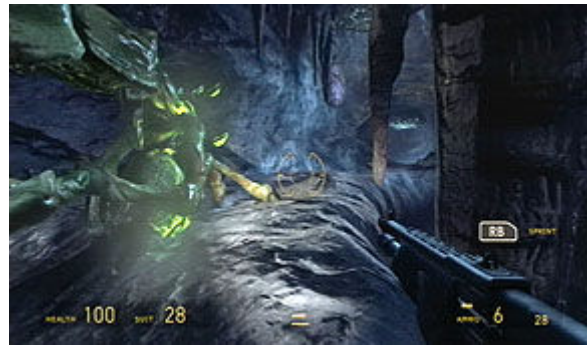
You'll soon reach an elevator shaft that's not functional. However, from the other side of the elevator you can see an open tunnel below. Jump across the narrow chasm to get into the tunnel, and then use your Gravity Gun to remove the debris from the large fan blade in the tunnel. Be prepared to fight the surge of wind from the fan, which quickly subsides. When the fan's done spinning, use the Gravity Gun to spin the blades a few notches so that you can duck through the section that's missing a blade.



The tunnel to the left soon drops down to a messy path through a bunch of grubs. The Gravity Gun will destroy the webbing in your way, and allow you to drop into a watery cave below. Look underwater for another set of webs you can blast through, giving you a path to another section of the cavern. In this next section of cavern, look for a white tunnel that leads to the next area.



There are a few acid antlions waiting for you just outside the white tunnel. Blast 'em with your shotgun, then continue to the other end of this circular tunnel. The path soon drops down a bit, at which point you need to quickly take cover behind the tall stalactites in front of you. The guardian antlion makes an appearance and charges into the stalactites. While the guardian is stunned, quickly run by to enter another white tunnel ahead.



Tread slowly when you reach the end of this white tunnel. After using the Gravity Gun to destroy the webbing at the end of the tunnel, wait a second and the guardian antlion will charge by from the right. After the guardian is gone, quickly run out of the white tunnel and book it going left, the same direction as the guardian. Look for another white tunnel on the left that you can retreat into. If you continue too far down the larger, brown tunnel, you'll run headlong into the guardian. Not good.



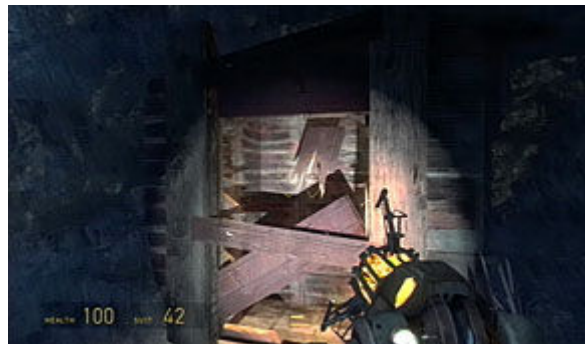
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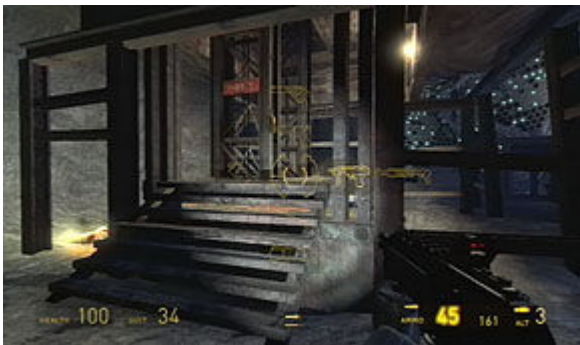
You'll see the guardian run by again as you reach the end of this white tunnel. After he's gone left, exit the tunnel and run right towards another white tunnel. The tunnel leads to a section of the cavern that splits left and right over narrow walkways spanning a deep chasm. The guardian is waiting at the point where the two paths convene—lure the massive antlion down one of the paths and then quickly turn around and make your way across the chasm via the other direction.



Run down the cave tunnel ahead and look for another white tunnel entrance on your left that you can escape into temporarily. This white tunnel doesn't lead anywhere, so when the coast is clear you'll need to exit and continue left through the cave. After making a short drop into some water, quickly turn right to find another white tunnel you can escape into. Continue through the white tunnel to another section of the cave that soon leads to a boarded-up passage. Use the Gravity Gun to clear the passage and drop into the mine area below.



Follow the cart tracks into a section of the mine that's at the base of the elevator you earlier saw. The Vort is at the top of the elevator and you need to find a way to get him down to your left. Watch for the barnacles on the ceiling as you search the room for some rubble on the right side. Look for a large gear that you can grab, and then take it over to the inactive elevator.



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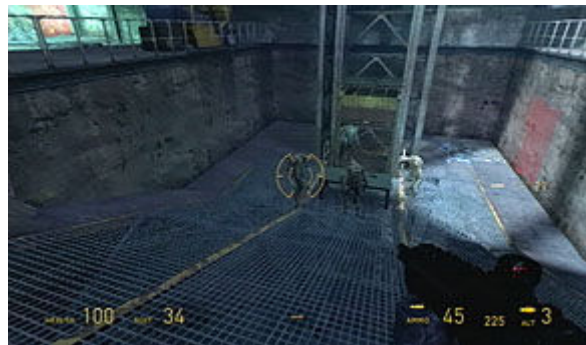
At the base of the elevator is a lever that pushes together some gearing and directly overhead is a barnacle. Tag the barnacle with a couple shots, then place the gear you've collected in the middle of the two gears already connected to the machinery. When the gear is in place, pull the lever to feed power to the elevator. You can now press the button at the bottom of the elevator shaft to call the lift to you, bringing the Vort with it.



Follow the Vort through the mine cave and he'll power a generator that opens a door to the next cavern. The Vort does his own thing and collects the needed extract before leading you back to the elevator. Step inside the elevator and ride it up to sit through a lengthy story scene.



After the scene plays out, you can stock up on ammo via the nearby ammo boxes before stepping back into the elevator and riding it up even further. Use the Gravity Gun to blast away the boards covering up a doorway, then drop down to the next chapter.



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Chapter 3 Freeman Pontifex

Follow the tunnel back to the great outdoors. You'll bear witness to the march of Combines in the distance before you can knock away some barrels to your left and continue down the hill side. The Vort talks about getting a vehicle so you can get ahead of the Combine army. For now, continue left through the valley.



You'll soon start fending off an endless supply of antlions that crawl up out of the ground. Look for a nearby "vibratory devices" that's pounding the ground and stand near it while the Vort takes out the antlions. You need to continue moving further through the valley by moving between vibratory devices. There are three of the vibratory devices positioned in a series so you can reach the end of the valley. As you approach the bunker that Alyx suggests for cover, the previously encountered guardian antlion shows up.



Quickly run back to the nearest vibratory device and prepare yourself to fight the guardian (and the second antlion guard that shows up). There are a bunch of explosive barrels in the area that we suggest using against the massive enemies. Grab the barrels with the Gravity Gun and launch the explosives at the antlion guardians. As long as you stay near the vibratory device, the antlions won't be able to get near you. However, the larger guardians are able to toss objects at you, including explosive barrels that you don't get to first.



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Chapter 3 Freeman Pontifex (cont.)

When both antlion guards are defeated, follow Vort to a generator that powers a lift. The lift is stuck overhead, so for now look for a ladder to the left of the lift and climb it. Once on top of the structure surrounding the base of the lift, look along the rock wall for a narrow path that leads up. As you go up the path, watch for a black headcrab that jumps out from behind a boulder you move from your path.



The hillside path lets you overlook the next level of the structure built around the lift. Move carefully across the beams (the boards laid lazily across the beams will fall) to overlook the top of the elevator enclosure. Use the Gravity Gun to open up the shaft on top of the elevator enclosure so you can jump in. Dislodge the pick axe from the elevator's lever to drop the lift down to ground level.



Allow your companions to enter the elevator with you before pressing the switch inside the enclosure to raise the lift. Ride the lift to the top of the cliff where you'll find an entrance to a tunnel within the cliff.



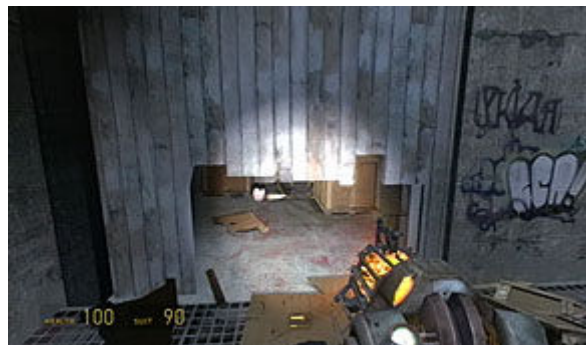
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Chapter 3 Freeman Pontifex (cont.)

Follow the tunnel and you'll chance upon a bunch of bodies strewn about. Stock up on health and grab the pulse gun on the ground and then hang out for a bit while the Vort and Alyx do some looking around. Alyx will soon open up the barrier field to your right, letting you go out on your own.



Use the Gravity Gun to push away the cabinet and other junk to clear the empty shaft. Drop down the shaft and push away the boxes to continue through the tunnel. Blast away some boards and you can drop down onto a mesh platform. Look for some nearby boxes you can move out of the way to reveal a low passage you can crawl through.



Ready yourself as you approach the doorway just after crawling through the low passage. A zombie enveloped in black headcrabs busts open the door as the headcrabs leap after you. We suggest retreating back through the crawl space and blasting the headcrabs with the shotgun while taking shots at the zombie. When the area's clear, go through the doorway the zombie opened. Follow the passage to a hole in the ground that you can clear with the Gravity Gun.



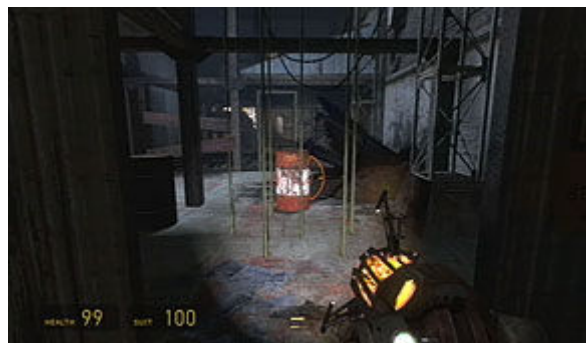
Drop down and look for the top of an elevator enclosure that you can open up with a blast from the Gravity Gun. Drop into the enclosure and go out the front of it, ready to take on the black headcrab just outside the lift. Look for a door you can open that leads you to a stairway overlooking the outdoors. There's a zombie to your left, but Alyx and the Vort have you covered.



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Chapter 3 Freeman Pontifex (cont.)

Follow the stairs down to a room below and then drop down one level further. Behind you is a doorway that leads to a room with a *bunch* of barnacles hanging from the ceiling. Use the Gravity Gun to pull towards you the explosive barrel you can see just inside the room. The pack of barnacles on the ceiling just beyond the door will grab the barrel and bring it to their mouths. When the barrel is near the ceiling, peek out and shoot it a couple of times to clear out the barnacles.



Further in the room is a rickety board floor that you should cross while hugging the left wall. On the other side of this danger is a leaky gas tank that's caught fire. Look for a nearby crank that'll shut off the gas, then watch out for the burning zombie(s). Around the corner and down some stairs is another zombie, and behind the door the zombie is banging on is a room full of supplies and three more zombies. Lure all of the zombies back to the leaky gas can, turn the crank to release the gas, and fire a single bullet on the ground to ignite the gas. All of the zombies will roam through the flames, killing themselves for you.



Go all the way down the stairs and you'll end up outside. Watch for a lone enemy that jumps out from the blue dumpster to your right, then continue down the narrow hall on the left. There are a few zombies around the corner, but the dynamic duo looking over you with the mounted gun should take out the enemies before they get to you.



Further ahead, the hall leads you to a landing overlooking a few zombies below. Stand back as Alex and the Vort zap the zombies, but watch for incoming black headcrabs that'll make their way into your area. When the coast is clear, follow the path to a door that's, for now, locked. Quickly retreat behind the fencing and activate a nearby valve to release gas into the walkway. Ignite the gas and let the incoming zombies burn themselves dead. Shut off the gas and go back down the path to find the previously locked door now open.

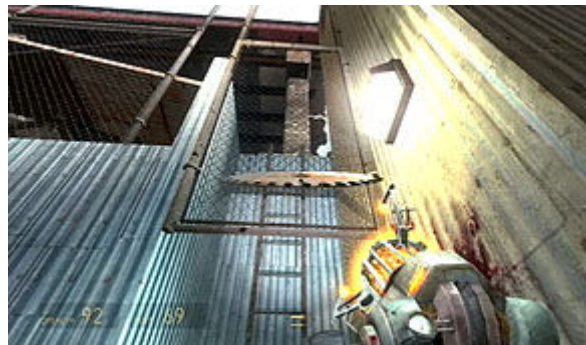
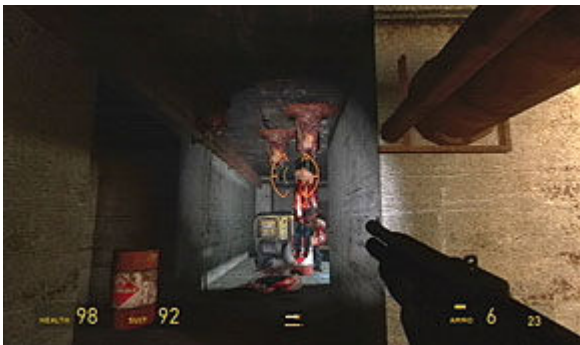


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Chapter 3 Freeman Pontifex (cont.)

Follow the inside hallway and wait for the overhead barnacles to scoop up the zombies that charge at you from down the hall. With the zombies disposed, take out the barnacles and continue through the halls to reach another area outdoors. Climb the ladder to the left and drop down onto the shabby roof of a structure below.



Use the Gravity Gun to move away some of the ceiling panels so that you can drop down to fight the zombies in the room below. You'll get some help from Alyx and the Vort firing from above, but you'll need to do the bulk of the zombie killing. Watch out especially for some black headcrabs that come from behind the boards surrounding the structure you're in. If you can find the nearby saw blade, use it as a recyclable projectile with the Gravity Gun.



Look for a hall behind a wall that'll lead you to a room with a stack of generators. Duck into a small passage on the right and watch for a couple of legless zombies as you make your way to the back of the room. You can jump up a couple of platforms to get over to an area with a fork lift. Position a box or barrel on the forklift's platform. Pull the lever inside the forklift cabin to send the platform upward, then jump on the platform to ride it up. By jumping on top of the box or barrel you can reach the mesh platform ahead, but watch for a lone black headcrab on the platform.



Break your way into the vent shaft from the platform and follow the ventilation tunnel back outdoors. Drop through the nearby railing to reach the ground level of the outdoor area. Just ahead is a sewage-filled swamp that's infested with zombies. Alex will take out most of the zombies for you, but you'll need to watch your step as you cross over the swamp. Avoid stepping in the green water and follow the path along the left wall to reach the other side, under a building that's held up by just a few vertical beams..

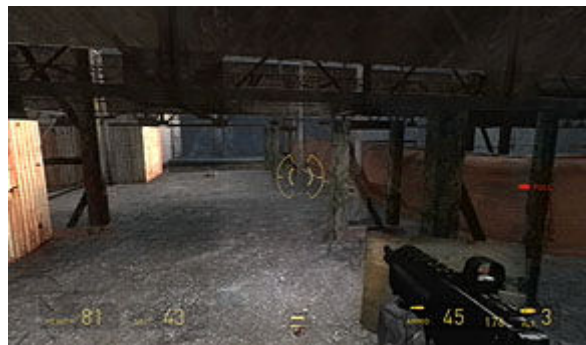


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Chapter 3 Freeman Pontifex (cont.)

There's a pack of zombies under the building, one to your right and a bunch to your left. Take out the zombie to your right and then grab a nearby explosive barrel and toss it at the rest of the pack to take 'em out. Climb a nearby ladder to the level above and move left. You'll need to duck under some beams and drop back down a level to reach the next section of sewage.



As you approach the sewage, a zombie covered in black headcrabs starts marching at you from across the pond. Take him out with a rifle from afar and then hop to the first island nearby. From there, look left to the two large pipes running up to the wall across the way. Jump onto the circular wood platform in the sludge and use it to get onto the large pipes. Follow the pipes to the top and you can jump to clean ground on your right.



The challenge now at hand is crossing the massive sprawl of toxic sludge ahead. Jump between the safe islands that are within reach. To get to islands beyond the reach of your jump, use the Gravity Gun to position objects (like the large, wooden spindles that serve as floating platforms) and use them to help narrow the gap.



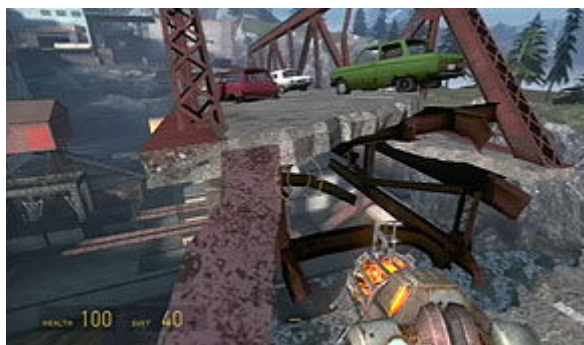
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Chapter 3 Freeman Pontifex (cont.)

Zombies will start crawling out of the sewage as you reach new islands. Focus first on the aggressive, dark-dressed zombies as Alyx will take out most of the slower-moving guys. Eventually you'll reach a landing with a ladder that leads to the top of a hill. Watch for a few headcrabs in the building to your right (and grab the items inside) before going left toward the bridge.



As you step onto the bridge, it starts to collapse. Face down the length of the bridge and look for a small catwalk that runs along the left side of the main structure of the bridge. Climb the short ladder at the end of the catwalk to get on top of the bridge's railing. From here you can cross the railing to reach the other half of the falling bridge.



Note the myriad of ruined cars on the second half of the bridge. Use the Gravity Gun to move at least three of these cars to the end of the bridge that's currently facing up. The weight of the cars will push that end down, forming a ramp of sorts you can use to get your target car back across the bridge. Backtrack to the hillside and onto the first half of the bridge where you'll find a car you can drive (it's the dope-looking one). Get a running start and use your turbo to jump onto the second half of the bridge. Continue up the ramp you've created and you'll reach the landing at the other side of the bridge.



Hop out of the car and go left. There's a short ladder nearby that'll lead you to a room with a switch that opens a door for Alyx and the Vort. Once reunited with the two, sit through a brief scene and then hop into the car. The Vort powers a generator that opens up a massive door you can drive through. Head into the dark tunnel to complete the chapter.

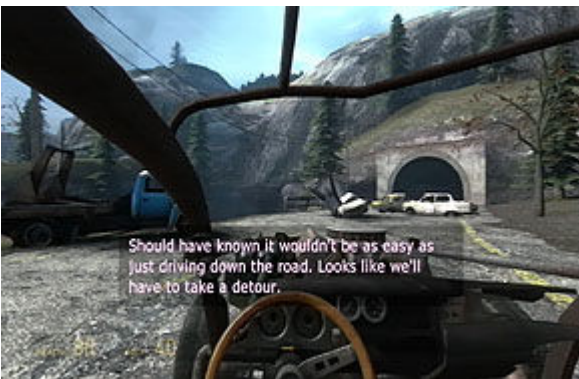


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Chapter 4 Riding Shotgun

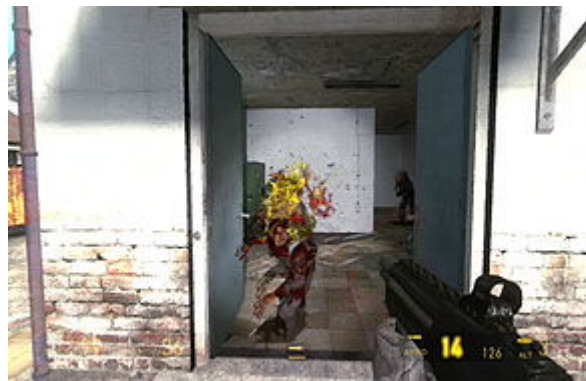
Ride down the road until you reach a blocked tunnel that you can't use. You need to detour, so turn left off the road and continue down the creek that runs along the main road. Watch your right for a clearing in the rocks down which you can drive.



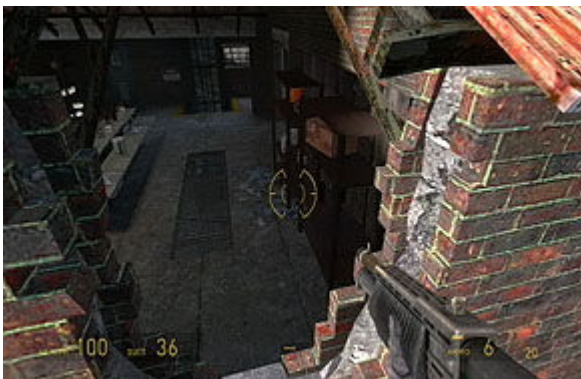
When you finally pick up on the back road, Alyx will yell out about a radio tower in the distance. Follow the back road and you'll quickly arrive at the radio tower and a small grouping of buildings near it.



Pull up to the buildings and hop out of the vehicle. Alyx suggests finding the transmitter for the radio tower. The transmitter is located in the large white building with wires coming out of the top. There are also a couple of zombies inside, though once you're inside you'll find that the transmitter doesn't have power.



Go outside and follow the power lines that lead from the white building you were just in to the brick-walled area nearby. The largest room of the brick-walled building is locked shut, though there's a hole in the wall along the left side that'll let you in. Look for an elevator platform in the room and drop down to the basement level.

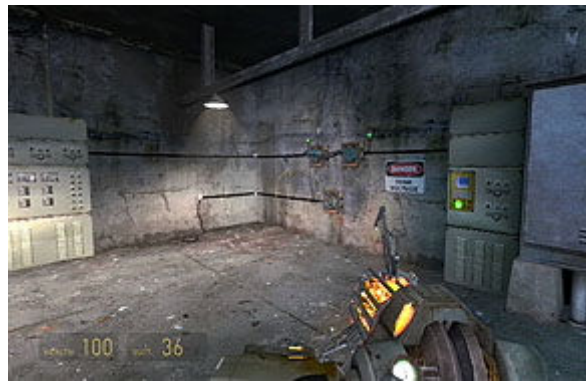


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Chapter 4 Riding Shotgun (cont.)

It's in this basement where you'll need to restart the power. To the left of the elevator platform is a pair of outlet plugs and a power cable that's too short to go between the plugs. Pick up the cable and carry it across the room where you'll find three more power outlets. Connect the short cable to the top two outlets, then grab the longer cable that's on this side of the room. Use the longer cable to connect the two outlets on the other side of the room and power will be restored.



Hop into the elevator platform and ride it back up to regroup with Alyx. As you reach the ground-level room, a few Combine hunters surround you and Alyx. Hold tight and take cover for a while and the hunters will eventually blow open the door, letting you escape. But once you're out you'll have to worry about fighting the hunters. Use the Gravity Gun to toss the various exploding barrels in the area and follow up with sustained gunfire (we had success with circle strafing and firing shotgun blasts directly into the hunters). The hunters come in waves, so don't get too comfortable until you're sure they're all dead.



With the area again settled, lead Alyx back to the white building with the transmitter. After a brief transmission, Alyx will open up a gate that'll let you drive out of the complex. Go back to your busted car and drive Alyx and yourself out of the complex, through the newly-opened gate. There's a pretty clear path to follow.



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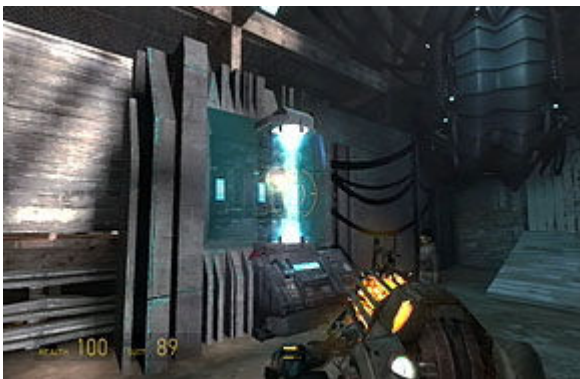
Chapter 4 Riding Shotgun (cont.)

After crashing through the wilderness a bit, you'll come across another set of buildings. Explore the buildings for some ammo and health supplies. In one of the buildings is a hole in the floor through which you can drop underneath the

building. Follow the path under the building and you'll find a room with an Advisor.



Alyx starts working with the computer on the left and eventually opens up a vertical stream that's holding in an energy ball. Fire your Gravity Gun at the energy ball and you'll trigger a brief story scene that leaves you now threatened by a bunch of combine outside the building. The Combine first blast their way into the room through the locked door behind you.



Leave the building and be ready to fight a few more Combine on your way out. In addition to the Combine squad, which is in both buildings, there's also a hunter prowling the area. Clear the yard long enough for you and Alyx to hop back into the car and continue on your merry way.



You're not far from danger yet, as a helicopter chases after you and Alyx. Follow the linear path and watch for the chopper to begin dropping mines that you'll have to quickly dodge. We suggest smashing through all of the boxes on your path as you'll collect health and armor pickups as you do. When driving around the train cars, don't hesitate to switch lanes (so to speak) to get around the chopper's mines. If you find yourself surrounded, you can temporarily stop and wait for the mines to detonate on their own before continuing along the tracks. Eventually you'll head into tunnel.



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Chapter 4 Riding Shotgun (cont.)

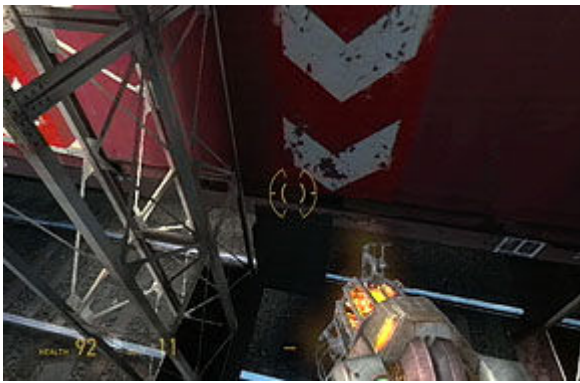
As you come out of the tunnel, gun it straight ahead to launch off a ramp and over the train car in your way. The helicopter gives up its chase soon, but you've got something new to worry about. Enemies start showing up, though for the most part you can simply smash through them. The only thing you need to watch out for are the barnacle tongues hanging down from the bridges overhead.



The chopper eventually comes back, at which point you'll need to smash through some barriers to continue. Also watch for a pile of logs that roll off a train car on your left. Eventually you'll smash through a wooden fence and the car will catch fire. Hop out to meet up with some fellows humans.



Go into the tight hall you're lead to and follow it until you drop by a row of white arrows pointing downward. You'll crawl through some debris before coming across one of the mines the chopper is dropping. Grab it with the Gravity Gun and launch it away from you so you can continue crawling out from under the train cars and out into the open. Note Alyx's position to your left as you come out from under the train cars. She'll toss you a health kit if you need it.

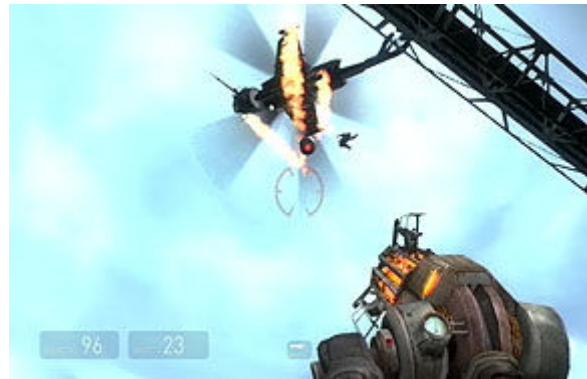


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Chapter 4 Riding Shotgun (cont.)

Now's the time to fight the chopper. Your guns aren't terribly effective against the helicopter so don't bother wasting your ammo. Instead, use the Gravity Gun to pick up the bombs dropped by the chopper and fire 'em back into the sky. With any luck (and proper aiming, we suppose) you'll hit the chopper with the bombs you throw. Be careful when picking up the bombs, though. They have a short life and will detonate themselves if you hold onto them for too long or pick them up too long after they've hit the ground.



If you get low on health, return to Alyx in the same position she was earlier and she'll hook you up with another health pack. After landing just a few your bomb shots, the chopper should be finished. Follow the other guys into a nearby building to complete the chapter.



Chapter 5 Under the Radar

After a brief conversation, one of the rebel men will lead you upstairs to a room with a hole in the floor. Drop down and you'll enter a small room with boarded-up windows. Blast away the boards and the zombies outside will smash in the glass, giving you an escape. Take out the zombies from inside the room (you can use the saw blades on the ground for free projectiles) before hopping out of the room and clearing the area. The zombies and headcrabs in the area are pretty tame, but watch for the radioactive goop on the ground around you.



When the enemies are cleared, hop onto a truck to the right so you can reach the upper level of a nearby building. Move the boards away using the Gravity Gun so you can move into the building and follow its halls to another outdoor area with yet more zombies. The zombies are more or less oblivious to your presence, though you may need to fend 'em off if you get close. Walk forward a bit and look to your right for a dip in the ground that goes under a pulled-up fence.



On the other side of the fence, far across the yard, is a mounted gun that's zapping everything it sees. Crawl under the fencing but stay ducked once you're on the other side. Lay low as you crawl toward the large pipe just ahead and watch for a burning headcrab that comes at you from the other side of the large pipe.



Crawl through the pipe and stay ducked down behind the row of cars that run in front of the deadly gun. As you move right, a small turret will begin firing at you from behind some boxes. Use the Gravity Gun to pick up a nearby barrel and

toss it directly at the turret to knock it over, letting you proceed without hindrance. Eventually you'll reach the window of a building. Inside the building are a couple of Combine soldiers shooting you. Take 'em out, then hop in the building.



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Chapter 5 [Under the Radar](#) (cont.)

Look for another Combine to your left, just outside the building. Go out the front door and look for hollowed-out car to the left that you can crawl through. You'll need to remain ducked down again as you move back across the yard, in front of the killer gun. There are a few crawling zombies and headcrabs patrolling the makeshift trench.



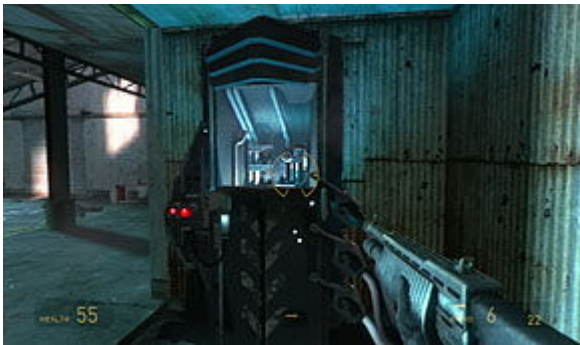
You'll soon crawl up to another hollowed car that you can crawl through. Watch for a few Combines, some of which may or may not be distracted by the crawling zombie invasion of their territory. Take out the Combines and continue right, back across the yard. When you reach the far end, you can finally stand back up without getting pelted with killer gun fire.



In the bed of the nearby blue truck are a black head crab and a container with an infinite supply of grenades. Stock up, then jump from the top of the truck onto the adjacent rooftop. There's a small group of Combine in the room below. Stay up top and toss in grenades to clear out the room before dropping in.



There's another container full of grenades so you can replenish your stock. At one end of the room is the back side of the killer gun that's overlooking the outside yard. Left of the gun is some connected machinery on the wall. Activate it to open a panel that reveals the vulnerable bits of the killer gun. Toss a grenade into the alcove and then take cover while the explosion takes out the gun. The blast also leaves behind a hole in the wall that leads back out to the yard.

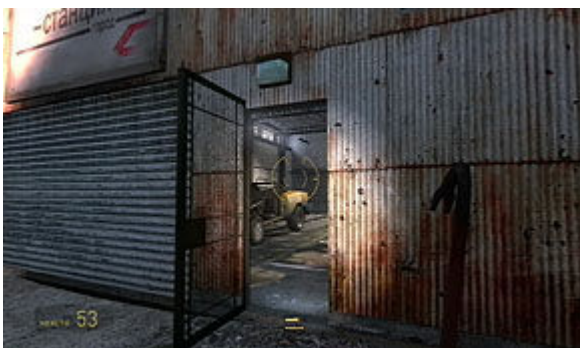


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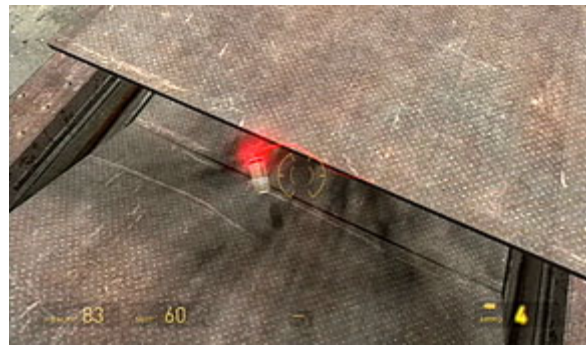
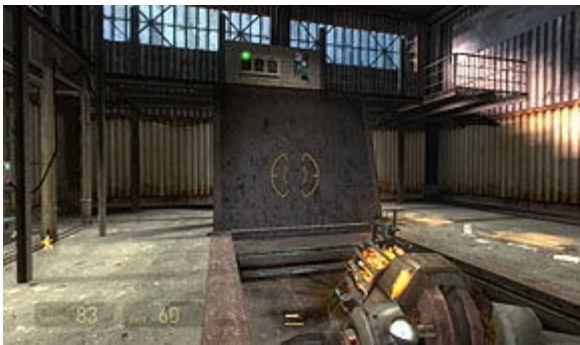
Watch for a few zombies in the yard, but now you've got the help of Alyx and company. Make your way back across the yard and follow the road left back to the garage. Hop into the car and take it through the garage door when it opens. Follow the road forward through a couple of zombies, then turn right to drive through the radioactive sludge.



You'll soon get your first reading on the radar signaling a nearby supply cache. The supplies are hidden in the van in the middle of the road that's covered by other crap. Stand back and fire a couple of shots at the explosive barrel under the rubble and it'll clear up the mess, letting you access the gear inside.



Get back in the jalopy (we kid, that car is awesome) and keep chuggin' forward. When you reach the second beacon that hits your radar, get out of the car and squirm into the building on your left by crawling through a van that's in the way. The supply cache is behind a locked gate that's opened by a switch on the upper catwalk. Look for a metal platform that's positioned vertically and use the Gravity Gun to knock it down. Drop a grenade under the platform and stand on the platform. The explosion should rocket the metal platform upward and catapult you onto the catwalk (if you need more grenades, there's an infinite supply in the room). Hit the switch on the catwalk to open up the cache so that you can grab the rocket launch inside.



A third supply cache is very nearby. Hop in the car and drive straight forward into a yard packed with shipping containers. There's a small shack in the center of the yard with a saw blade stuck in the floor boards. Use the Grav Gun to pull back the saw blade and the floor boards with it, revealing the cache under the floor. Zombies will rush the shack but there's not much to worry about. Stock up, clear the area, then hop back in the car and follow the road to another long tunnel.



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Chapter 5 [Under the Radar](#) (cont.)

Exit the tunnel and press forward. You'll reach a road block on the main road, though there's conveniently another road that goes left. Follow this road up the hill and you'll soon get near the fourth supply cache. Get out of the car and look for a small cave entrance to find the cache. There're no tricks here, just some supplies. Stock up, then get back in the car

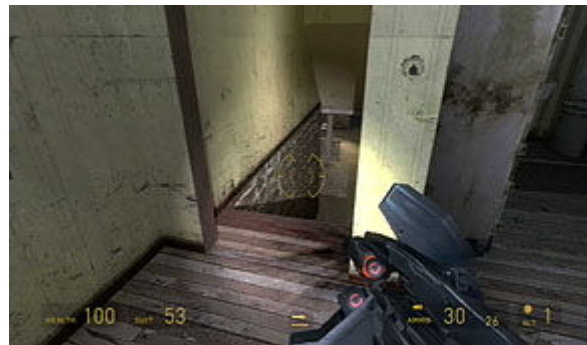
and follow the road to a set of buildings.



Continue past the first set of buildings you come across and follow the road until you reach a barrier across the trail. Immediately hop out of the vehicle and take cover in the building to your left where you can fight off the Combine ambush from through the windows. The Combine will make a series of pushes, first fighting you from outside and eventually moving their way into the building.



The final salvo from the Combine squad comprises a trio of Combine hunters that enter the building. Take 'em out with the shotgun while taking cover in the halls between shots. You should be able to bring down the enemies relatively unharmed, especially as you can restock your health via the various health items in the house and basement. When the enemies seem to be finished, go into the basement and look for an open doorway in the basement that'll let you outside, beyond the hold of the barrier.



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Chapter 5 [Under the Radar](#) (cont.)

Your car's still trapped in the barrier so you need to bring the barrier down. Follow the electrical wires back up the road a ways to an earlier grouping of buildings. As you round the road's corner, expect to run into another group of Combine with just one hunter. Fight 'em from afar using machineguns and nearby explosive canisters to clear the buildings.



After defending against the ambush, finally make your way into the building ahead and to your right. There's a turret tucked back in the corner of the building that you can knock down with a well-placed grenade and there's an infinite supply of grenades in nearby box. Once the turret is taken care of, lead Alyx to the back of the room and she'll drop the force field for you.



Go into the room Alyx just unlocked and note the enclosed room to the left with a bouncing energy ball. To the right is a ladder that's locked in the up position. Destroy the padlock holding the ladder and it'll fall down, letting you climb to the upper loft. Follow the loft right and you can duck into a tight space to reach the far end of the attic area.



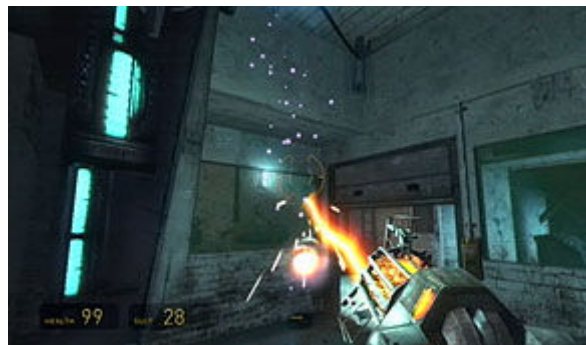
Watch out for a black headcrab before jumping onto the elevated portion of the attic. From there you can go right and cross a red pipe to get on top of the room with the bouncing energy ball. Drop down on the other side of the room and you'll be behind a barrier that was previously blocking you from accessing the room. Along the side of the room is a small crawlspace that lets you inside.



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Chapter 5 Under the Radar (cont.)

Once in the room with the energy ball, hit a switch on the wall to temporarily open a large door. While the door is open, use the Gravity Gun to shoot the energy ball, dislodging it from the vertical beam hold and launching it out the door. With the energy ball gone, the barriers both in the building you're in and down by your car will be gone.



Leave the building and go back down the hill to return to your car. Follow the road down the hill a bit and you'll reach a road block. You've no choice but to take the killer jump that leads off the cliff's edge and onto the road below.



Watch your radar and you'll soon find the fifth and final supply cache. This cache is actually suspended far overhead, way out of reach. To get the goods, use the Gravity Gun to launch rocks and tree stumps at the cache. It'll sway and forth, dropping supplies for you to grab. After stocking up, hit the road again and you'll soon enter another long tunnel.



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Chapter 5 [Under the Radar](#) (cont.)

Just after exiting the tunnel, the road dead-ends. Look for a break in the barrier to the right and drive through it, into a shallow creek. Go left down the creek and you'll soon reach a dam that blocks the way. Hop out of the car for the time being and climb over the dam on the left side.



A story scene unfolds as you walk down the creek bed. When things have settled down again, go back to your car and drive it through the dam which is now opened. Follow the creek a bit and you can soon spot a path that splits from the creek, on the right. This path leads to the White Forest and the end of the stage. Just park the car outside the gate and follow Alyx inside.



Chapter 6 Our Mutual Fiend

Follow Alyx around a while and lead her toward the silo. Along the way you'll meet up with some familiar faces who eventually leave you behind. After Alyx and company have left the silo, look for a ladder nearby that leads to a lower level under the mad (er, upset) scientist. Look for a lift on this lower level—there's a switch inside that brings you down.

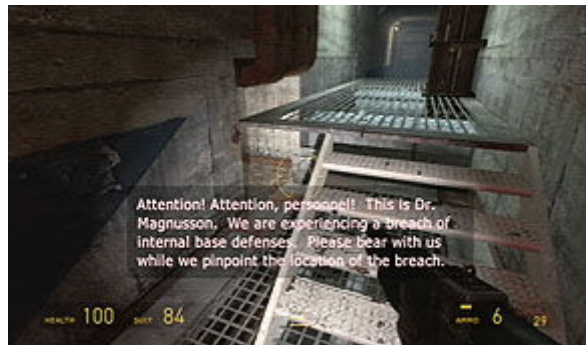


Once at the base of the silo, look for a red valve you can turn shut to stop a flow of steam that's blocking your path. Just a bit further is a locked doorway with an emergency override accessible on the right. Smash open the emergency override to pull the switch, and then wait a while for the Vort inside the next room to let you in.

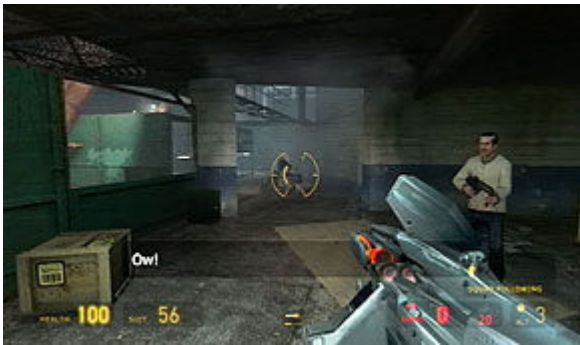


Chapter 6 Our Mutual Fiend (cont.)

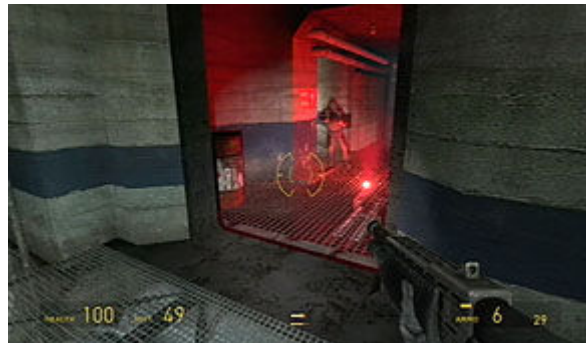
Go through the Vort's room and continue down the hall beyond. You'll eventually meet up with another worker, but he gets trapped behind (sorta) a door that locks you in. Look near the closed door for a small gap under the metal walkway. Crawl into the gap and follow the small crawlspace until you find an exit.



In the room you exit to is another worker fighting off a couple of Combine hunters. Take out the hunters using explosive canisters scattered throughout the room, and also watch for a floating manhack that's roaming the area. When the area's clear, stock up on ammo and health from nearby boxes, then look for a busted window near the exit of the crawspace you were in earlier. You can jump through the window to reach a ramp.



Follow the ramp to the upper walkway of the room with the now-fallen hunters. At one end of the walkway is another red valve you need to turn to stop a burst of steam that's in your way. With the steam leak taken care of, climb the ladder on the wall and watch for a Combine soldier to bust into the hall above. There's an explosive barrel on the left side of the hall that you can explode to take care of the situation.



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Chapter 6 Our Mutual Fiend (cont.)

A couple more Combine will meet you in the hall, and there's also a turret down an adjacent hall to the left that you should watch for (toss something at it). When you've taken care of those foes, follow the adjacent hall to a small room with a flare on the ground and a stack of tall, thin canisters. There are two halls that split off from this room—at the end of the hall on the left is another turret that you should knock down with the nearby canisters (Gravity Gun time!).



Both the left and right halls lead to roughly the same area, but we suggest going down the right hall first. You'll spot a couple of Combine at the end of the hall and, after an auto-save, will run into two more that come from the same watery area. When the area's clear, go into the watery area and look left for any remaining Combine as well as a turret that's mounted in a wide hallway at the other end of the room.



After knocking out the turret, move into the hall with a range weapon ready. A Combine at the top of the right ramp gets behind an explosive barrel and tries to kick it down toward you. Shoot the barrel quickly to eliminate the explosive threat and the Combine soldier simultaneously. Follow the ramp up to the next hall, ready to take on the Combine hunter that meets you at the doorway. Blast him with your shotgun.



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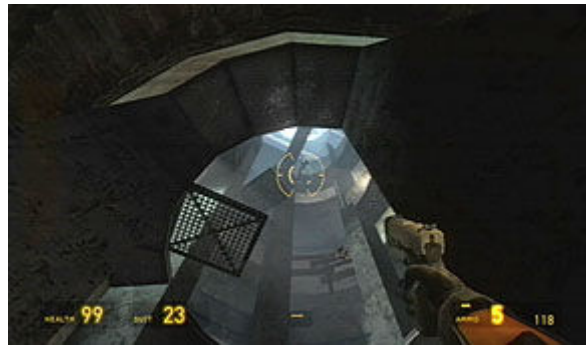
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Chapter 6 Our Mutual Fiend (cont.)

Continue down the hall and look for health stocks in the crates nearby. There's a lone Combine soldier at the end of the hall to the left, and a second Combine behind some rubble around the corner. The hall leads to a small room with a broken stairway that overhangs a fence. Climb the stairs over the fence and drop to the other side of the barrier. There are some items to collect and, more importantly, a pit of water.



Jump into the water and swim through the underwater passage. You'll come up amid a storm of bullets raining down on you, so quickly get out of the water and take cover along the outer wall of the circular room you're in. Snipe down the enemies you can spot on the levels above. When you can't see them anymore, move to the next level via a ladder along the wall and start sniping again.



Make your way to the top level of the silo and cross a thin board walkway to reach a red-lit hall. Follow the hall to a ramp that leads to yet another level of the silo. There are some Combine camped out in a room across the silo and they send a couple of manhacks after you. Hang back to take out the manhacks, then snipe the Combine (or give 'em a grenade) to take them out before moving further.



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Chapter 6 Our Mutual Fiend (cont.)

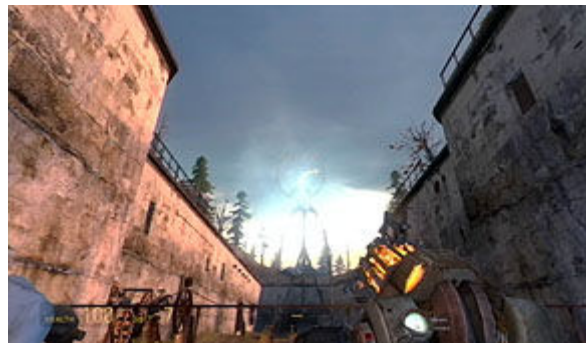
Cross the silo to the control room where the Combine were previously gunning. Crawl through the broken glass and flip a switch on the control panel to close the silo's doors. As the doors slowly shut overhead, some Combine will begin firing from outside. Man the turret mounted in the broken window frame and drop the Combine.



When the silo's finally settled down, jump back through the window and reunite with Alyx across the room. Follow her and she'll lead you to a story scene you can sit tight through. When the time comes, leave Alyx behind and follow Magnusson.



Magnusson introduces you to his bombs. They spawn infinitely from the dispensers like the one you see nearby. Grab one with the Gravity Gun and launch it onto the dummy strider to the left. When you've stuck the Magnusson bomb to the strider, shoot the bomb with your pistol to detonate it. You'll have some time to practice your aim with the bombs before stocking up on pistol ammo (there's a crate nearby) and leaving the area.



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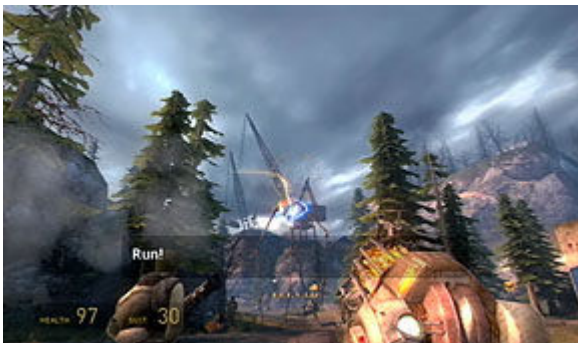
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Chapter 6 Our Mutual Fiend (cont.)

Grab supplies in the room and then hop into the car to ride it to the battlefield. The field layout is pretty simple as long as you take note of it early. To the south is the silo you're defending. Directly north of the silo is the sawmill, to the northwest are the cranes, and to the northeast is the water tower. The striders will come from one of the three northern locations, slowly moving south toward the base. To defeat the striders, you need to first destroy all of the hunters that are escorting them (usually two or three). With the hunters destroyed, you can fire one of the Magnusson bombs onto the striders and detonate 'em to take out the long-legged enemies. Just one Magnusson explosion is required to take down a strider, but if there are hunters around they'll knock stuck bombs off the striders before you can detonate 'em.



Patrol the area in your car and keep an eye on your radar. Green beacons mark the location of Magnusson bomb dispensers while red dots show the location of striders. When you see a new strider on your radar, pack your vehicle with a Magnusson on the back and drive into the action. You'll be hard pressed to kill all of the hunters without running out of ammo, so we suggest using the car to run 'em over instead of getting out to shoot them. When a strider no longer has a posse of hunters, get out of the car, grab the Magnusson off the back of the car, and launch it onto the strider. If you can get behind a distracted strider, they generally won't even defend themselves against you.



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Chapter 6 Our Mutual Fiend (cont.)

Magnusson bomb dispensers are usually located inside the various buildings that dot the battlefield. As well, you can find supplies like health packs and ammo stashes inside the buildings, but note that the buildings can and will be destroyed by the striders as they make their southern march. Generally, the bomb dispensers back toward base are the last to go, so get used to driving back and forth between striders in the field and the bomb dispensers back at base.



Eventually, you'll get through the first waves of striders and everyone cheers. But don't get comfortable just yet. There's one last wave of striders, and this is by far the most difficult rush yet. Stock up your car with a Magnusson bomb and drive straight to the sawmill. The first strider that shows up at the sawmill has no hunters protecting it, letting you quickly bring down the enemy.



After taking out the first strider at the sawmill, hop back into the car and drive west to the cranes. Drive over the hunters protecting the strider before quickly retreating to a Magnusson bomb dispenser to stock up. After taking out the second strider with the Magnusson, go south toward the base where you'll make your final stand against the last of the striders. Once you've taken care of the invasion, go back to base and follow the hall to meet with Alyx.

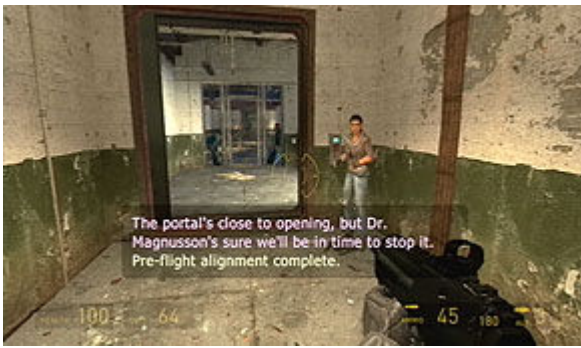


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Chapter 7 T-Minus One

Follow Alyx around to experience the game's ending. There are no enemies to fight, no puzzles to solve. Just follow Alyx.



Half-Life 2: Episode Two Secrets

Spawn Health Packs (Xbox 360)

During gameplay, enter the following button-tap cheat: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A

Free Ammo (Xbox 360)

During gameplay, enter the following button-tap cheat: Y, B, A, X, RB, Y, X, A, B, RB

Web Caches

Web Cache 1 // In "To The White Forest", you will be alone in the dark mines once you take a crowbar. After picking up a shotgun and kill some acid ants, you come across a shallow pool populated by ant lion grubs, acid ants, and ant lions. The next water pool will be deep enough to dive in. That pool has an underwater web cache. If you encounter the drowning ant lion, you went too far ahead.

Web Cache 2 // In Vortal Coil, you have fought off the ant lion invasion and have a Vortigaunt ally. The first room encountered past the shutter has a web cache and is right at the entrance to it.

Web Cache 3 // In Vortal Coil, you have fought off the ant lion invasion and have a Vortigaunt ally. The first room encountered past the shutter has a web cache at its exit; basically one cache is at the entrance of this room, and another one at its exit.

Web Cache 4 // In Vortal Coil, after the acid ant room past the shutter, there is a long tunnel leading to the man-made section of the mines. This cache is in the ceiling at the entrance of that long tunnel and unlike the cache at the exit, there is no live grenade from this cache.

Web Cache 5 // In Vortal Coil, after the acid ant room past the shutter, there is a long tunnel leading to the man-made section of the mines. This cache is in the ceiling at the exit of that long tunnel and unlike the cache at the entrance, drops a live grenade once the cache's web is broken. You may also hear the vortigaunt say something about the acid ants being more aggressive because their grubs have been destroyed.

Web Cache 6 // The rest of the caches are in Vortal Coil and in the large elevator room after evading the Ant Lion guardian. This one is in the wall. On entering this room, check the wall adjacent to the room entrance.

Web Cache 7 // The rest of the caches are in Vortal Coil and in the large elevator room after evading the Ant Lion guardian. This one is in the wall, near an old water boiler.

Web Cache 8 // The rest of the caches are in Vortal Coil and in the large elevator room after evading the Ant Lion guardian. This one is in the ceiling above the spare gear. The spare gear is used to repair the elevator motor.

Web Cache 9 // The rest of the caches are in Vortal Coil and in the large elevator room after evading the Ant Lion guardian. This one is in the ceiling above the mine cart tracks.