HλLF-LIFE
BLUE SHIFT

gearbox software

SIERRA STUDIOS

VALVE

HΛLF LIFE®

GETTING STARTED

Installation

Insert the game CD into your CD-ROM drive. If your CD-ROM drive has AutoPlay enabled, the Blue Shift installation menu will appear once your computer has had a moment to examine the contents of the CD.

If AutoPlay is not enabled on your computer, double-click the "My Computer" icon on your desktop. Double-click the CD-ROM drive icon. If the Blue Shift installation menu does not appear, double-click "autorun.exe" (found on the Blue Shift CD).

Follow the on-screen instructions to install Blue Shift, Opposing Force Multiplayer.

Minimum System Requirements

Windows 95, Windows 98, Windows Me, Windows 2000 or
Windows NT(with service pack 4)
Intel Pentium 233 or AMD K6-2
32 MB ram
400 MB HD
2x CD-Rom drive
SVGA, high-color (16-bit)
Win-compatible sound card
32-bit Internet service provider with 28.8+ modem or LAN (for multiplayer modes)

Recommended System Requirements (For Half-Life HD Pack)

Intel Pentium III or AMD Athlon
64 MB ram
4 nVidia TNT 2, GeForce, 3dfx Voodoo 3 or better 3d video card (OpenGL or Direct 3D)

The Main Menus

The Main Menu in Blue Shift or can be accessed at any time during a game by hitting the Escape Key. Use your mouse or the Up and Down arrow keys to highlight options and click or press the Enter key to activate the option. Hit the Escape key at any time to go to the previous screen.

This is the main menu for Blue Shift

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Resume Game

If you are in the middle of a game of Blue Shift when you bring up the menu, you'll have the option to Resume Game to return you to the action.

New Game

When you start a new game, you'll be asked to choose a skill level

> **Easy** - Enemies are weak and are easy to kill
> **Medium** - Enemies do more damage, but are easy to kill
> **Hard** - Enemies do a lot of damage and are difficult to kill

Hazard Course (Blue Shift)

Access the Hazard Course at any time to perfect maneuvers like jumping and crouching, using objects and firing weapons. These training areas offer target ranges and obstacle courses presented by a qualified guide who will teach you the skills specific to each game. If you are new to action games, we highly recommend that you visit the Hazard Course before you begin a new game.

Configuration

Set game options, optimize video and audio settings for your system and customize keyboard controls to your liking. After setting your configuration, click on the Done button to apply your settings and return to the Main Menu. Click the Use Defaults button to restore the original default settings.

Controls

The grid shown in the Controls screen lists the default keyboard and mouse configuration. It also makes it easy to customize the configuration: just click on key/button in the second column, press Enter, then press the key you wish to associate with that key/button.

Control Screen Descriptions

Action - Describes the player action / interface option

Key/Button - Specifies the key or mouse control associated with that action

Alternative - If you want to make an action accessible by more than one key or button, select an alternate in the right-hand column.

See the "Controlling the Action" section of this manual for a listing and description of the default mouse and keyboard configuration.

Advanced Controls

The options found in the Advanced Controls menu allow you to use a crosshair or autoaiming, adjust mouse or joystick options and sensitivity. Descriptions of each option are printed in the menu.

Audio

The Audio menu is used to adjust volume settings, sound quality, advanced audio support and CD music. To hear Half-Life's music, you must have the CD in your CD drive. To adjust the volume of CD music, use the Windows volume control tool.

Video

Set video resolution, choose video drives and adjust brightness in the Video configuration menu. Blue Shift will check your system for the presence of OpenGL and Direct3D video drivers. It may ask you to verify the results of this check. If you have one or both drivers currently installed on your system, they will appear as choices at the top of this screen. You can also choose to run Blue Shift in software rendering mode. If you do not have 3d video drivers installed, Blue Shift will default to software rendering mode. It is highly recommended to only use 3d video drivers when using the Half-Life Upgrade Kit.

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Content Control

Use Content Control to disable graphically violent visuals. This is a password-protected feature designed to let parents control the level of violence in the game. Once enabled, you will need to re-enter your password to turn Content Control off.

Load Game / Save Game

Choose and start a previously saved game. Or, if a game is already running, you can choose to save your game with this option.

Multiplayer

Join a multiplayer game on the Internet, chat with other players, set up your own LAN game or customize your multiplayer game character. Multiplayer is only available with Opposing Force. For more information about Multiplayer options,

View Readme.txt

The readme.txt file contains basic information on system performance, product features and troubleshooting. It may also contain information about the game that has changed or was updated since this manual was printed. If you ever have difficulty with the game, it is highly recommended that you browse the readme.txt file.

Website

Visit the Gearbox Software website for more information about this title or future titles in development. (www.gearboxsoftware.com)

Quit

Exit the software. Don't forget to save your game before quitting.

Controlling The Action

You may want to charge into a room and start shooting everything in sight. Sometimes we do too. But in this game, there are many other ways to interact with your surroundings.   Half-Life: Blue Shift's environments are as realistic as possible and this level of realism will affect the way you move around. For instance, there's gravity - if you climb into the rafters and stand on weak ceiling tiles, don't be surprised if they collapse under your weight. There are also multiple surface effects - yes, wet floors really are slippery. And, if hit hard enough, glass will break. You can also shoot bullets into walls to leave marks that could be useful location reminders when lost.

Try experimenting with your environment. Use your wits as well as your weapons to outsmart opponents and navigate through tough spots.

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To make your experience as comfortable as possible, the interface is as customizable as you'd like to make it - so if you like, use the configuration menus to set up your controls as you'd like them. However, if you'd rather trust us to pick an appropriate configuration for you, here is a description of the basic default controls:

Move forward	**W**
Move backward	**S**
Move left (strafe)	**A**
Move right (strafe)	**D**
Walk / Run	**SHIFT**
Look left / right	Push mouse left / right
Look up / down	Push mouse up / down
Jump	**SPACE**
Duck	**Ctrl**
Crawl	**Ctrl + movement**
Use	**E**
Flashlight	**F**
Show Score (Multiplayer only)	**TAB**
Select Weapon	# key (1-7)
Fire (Primary)	Left mouse button (Mouse 1)
Fire (Secondary)	Right mouse button (Mouse 2)
Reload	**R**

The following key bindings are for Opposing Force CTF. These are default settings and the console commands.

Throw Powerup	**P**
Change Team	**N**
Change Player Model	**B**
Flag Information	**I**

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BLUE SHIFT

On-Screen Information

The HUD

In Blue Shift, the HUD is available from the start of the game. It is an on-going barometer of health, available energy and remaining ammunition. The HUD allows you to survey and select from your weapons arsenal and inventory items. It also alerts you when you are sustaining environmental damage.

Flashlight
Battery

Armor

Damage Type
Indicator

Health

Ammunition

Weapon selection

Weapons fall into seven
general categories

Low-tech

Hand guns

Rifle, shotgun & crossbow

Heavy, experimental or alien weapon

Weapons that can be tossed or placed

Heavy military hardware
(shown expanded)

Advanced alien weapons

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As you discover weapons, they automatically get added to their proper categories. The categories correspond to keys 1-7 on your keyboard. You can switch weapons in several ways:

1.   Toggle through all your available weapons by repeatedly hiting the Next Weapon ( ]) or Previous Weapon ([ ) keys. Hit the Enter key or press the Primary Attack button to select the highlighted weapon.
2.   Jump directly to a specific weapon category by hitting the number key that corresponds to hit. Then, counting down the column, hit the same category number again as many times as needed to match the position of the desired weapon. Hit the Enter key or press the Primary Attack button to choose the weapon.
3.   Customize your keyboard configuration.

To fire your weapon, press the Primary Attack button (Left mouse button). To fire a weapon's secondary function, press the Secondary Attack button (Right mouse button). To reload your weapon, hit the Reload (R) key.

Danger Monitors

Your HUD has visual and audio alarms to warn you when the environment is threatening your health. If you see any of the following symbols, act fast:

 Radiation

 Cold

 Electric Shock

 Acid or corrosive chemical

 Fire

 Poisonous Biohazard

 O₂ Asphyxiation

black mesa research facility

Operating Duties for:

Security Guard

"Working to make a better tomorrow for all mankind."

Black Mesa Research Facility

MEMORANDUM

OFFICE OF THE ADMINISTRATOR
SUPPORT PERSONNEL DIVISION

TO: R CALHOUN

FROM: LM

SUBJECT: BLUE SHIFT

DATE: 05/05/200

CC: DR BLEHER

REASSIGNMENT TO BLUE SHIFT

In accordance with section VII, item C of your contract, the Office of the Administrator has decided to reassign you to Blue Shift effective May 15.

Blue Shift assignment will require you to report to Black Mesa Personnel for processing of your salary increase and verification of your retinal scan before May 12. During processing, you will be immediately scheduled for a two-day training course that will prepare you for your assignment to the high security areas of the Anomalous Materials Laboratories.

On may 15, you must report to Sector C, Area 3 Medium Security Facilities by 0900. The section manager on duty will provide your assignments.

Please see the attached Security Shift Schedule for more details.

UTA: lm

**Centre de recherches de Black Mesa Département du Personnel**

Planing Service Sécurité Printemps/Été

SERVICE	PLANING	SECTION/ZONE	DESCRIPTION	ACCREDITATION	CLASSE
ROUGE	0900-2200 Mai 15-Août 15	Secteur A Zone 4	Dortoirs Du Personnel	Basse	C
ORANGE	2100-1000 Mai 15-Août 15	Secteur A Zone 4	Dortoirs Du Personnel	Basse	C
JAUNE	0900-2200 Mai 15-Août 15	Secteur B Zone 2	Bureaux Administratifs	Moyenne	B
VERT	2100-1000 Mai 15-Août 15	Secteur B Zone 2	Bureaux Administratifs	Moyenne	B
BLEU	0900-2200 Mai 15-Août 15	Secteur C Zone 3	Laboratoires Matériaux Anormaux	Haute	B
INDIGO	2100-1000 Mai 15-Août 15	Secteur A Zone 3	Laboratoires Matériaux Anormaux?	Haute	A
VIOLET	Repos	?	?	Haute	

Black Mesa Personnel
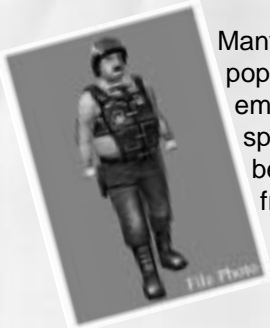
Many scientists, security guards and other personnel populate the Black Mesa Research Facility. Each civilian employee is granted security access specific to his or her duty, so it will be necessary to gain clearance from the personnel.
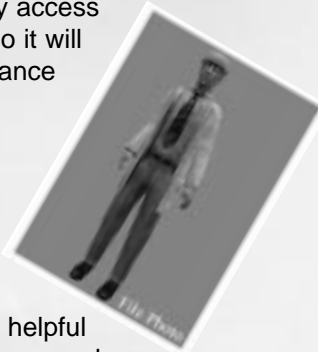
As you go about your day-to-day activities, it's helpful to communicate with your coworkers. Simply approach them, show them your badge (hit the Use key) and they should respond. Report all breaches of authority to your administrative sponsor.

When on duty, you'll often be called upon to not only protect secured areas of the facility, but to help out with general maintenance tasks. Follow instructions well and you'll be assured long and stable employment with the Black Mesa Research Facility.

Enemies

The Black Mesa Research Facility is involved in a wide spectrum of scientific research, some of which involves what may appear to be strange species of animal. Should any of the research specimens escape, you may be called upon to assist in their capture.

There are over a dozen different species. Some are capable of working in teams, others are loners. Some will attack without provocation and track you by your scent. Others would rather avoid conflict and chose to prey on lesser creatures. In all cases, consider these species extremely dangerous.

This barnacle is a stationary creature that attaches itself to ceilings and lies in wait. Its passive approach doesn't make it any less deadly. Of course, plenty of the species Black Mesa Research Facility is studying are quite mobile - you'll see.

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Additionally, in extreme circumstances, your government may send in a dangerous and very efficient clean-up crew. It will be your duty to assist the military in any way necessary to deal with whatever threat they've been dispatched for.

This is just one of several different militia types. Be on the lookout for soldiers and trained assassins.

File Photo

Using Things

Doors and Buttons - Many objects can be manipulated by hitting the Use key. Some doors, for example, open automatically. Others require you to open them with the Use key. Finally, some doors will only open with the correct security clearance code or retinal scan. In these cases, try Using the keypad or retinal scanner located near the door. There are other buttons you may have to Use to operate elevators, machinery or lab equipment located through the facility.

Levers and Wheels - Sometimes, you'll encounter levers and wheels that must be continually pulled or turned to achieve the desired effect. In this case, you'll need to hold the Use key down to perform the action.

Crates, Carts, Chairs and Barrels - Sometimes it's helpful to move things out of the way or move them into a good position for climbing. Pull boxes and carts into new positions by holding down the Use key and walking slowly backwards. To push a moveable object, just walk up to it, then continue moving steadily. Add the Use key when pushing things forward to give the object extra momentum.

Power Ups - Activate wall-mounted First Aid kits by stepping up to them and holding down the Use key. In Blue Shift, Barney's vest and helmet are unaffected by HEV suit chargers.

Equipment

As Barney Calhoun, you'll be issued a number of useful items. You may also come into possession of other valuable pieces of equipment to be utilized at your discretion. If you have any questions about the appropriateness of any utilities you discover during the course of your employment, contact the office of the administrator.

Flashlight

The standard issue flashlight can be toggled on and off by pressing the Flashlight Button (F). The flashlight uses batteries that will drain over time, so don't forget to turn it off when you exit a dark area. The flashlight's batteries will recharge themselves automatically when not in use.

Armor Vest and Helmet

When you begin assignment with Blue Shift, you must wear an armor vest and helmet. This armor will protect you from damage. Changing facilities are located in the security center locker room where you will find your armor. If your protective equipment ever becomes damaged beyond the point of usefulness, you may find fresh vests and helmets located throughout the facility.

File Photo

Weapons

The Black Mesa Research Facility is built upon a decommissioned military missile base. Therefore, there are many armories and weapons caches located throughout the facility. You'll be issued a standard 9mm side arm, but much, much more powerful weapons may become available to you during the course of your duty.

To learn more about selecting a particular weapon from your inventory and firing it, see the section about Weapon Selection in your training manual.

Some of the weapons you'll find have an alternate attack mode. Discover which weapons have two uses and experiment with your options.

Crowbar
The Black Mesa Research Facility is a complicated
place where a crowbar can really come in handy.
Things like barrels, boxes, gears, crates and vents
can be pried open, smashed or otherwise wrenched
loose with the crowbar. You'll find critical paths that
have been blocked or sealed shut. You can dig through such obstacles
with your crowbar. You can also use your crowbar to break glass and
bludgeon approaching enemies.

Pistol
You acquire this 9mm pistol early in the
game. Although it may seem outdated as you
acquire more technologically advanced
weapons, don't forget about it; it's one of the few weapons that fire
underwater.

Assault Rifle
This is one of the first
weapons you'll find with
both primary and
secondary attack
options. The military
assault rifle has an
attached grenade
launcher (secondary
attack). It has great range and fires rapidly. Its primary attack fires 50-
round clips of 9mm bullets, while the secondary attack launches
grenades.

To Do:
1. Buy milk
2. Pay Water Bill
3. Call Joe
4. Buy flowers for Lauren
5. Change oil

WAR DEPARTMENT

BASIC FIELD MANUAL

Soldier's handbook

January 13, 2000
Including CB40, March 20, 1998

March 3rd
Another typically hellish day at base camp. I'll be glad when this is over and I can get assigned a mission. There has been this really weird civie spotted at the base. Rumor is he's from some government branch looking to recruit; others say he's with some secret research group. I would jump at the chance to join. It would be cool just for the change and the adventure.

NOTE.
No initial distribution will be made of this manual as it contains only minor changes to the November 1, 1999, edition. Replacement of copies now in the hands of individuals is not authorized.

108. (a) knowing your squad

ENGINEER

The engineer is equipped with the tools necessary to adapt to changing situations in the field. He can even be utilized to cut through sealed doors. To have a torch engineer work for you, lead him to a door that needs cutting and he'll do his job. The engineer is capable of fighting with his sidearm, but care should be taken to keep your engineers alive at all costs. If you lose the only engineers available to cut a passage, you may fail your mission. Also, be careful not to allow the torch soldier's fuel tank to sustain damage. If the canister is pierced, it is likely to explode.

SOLDIER

The squad assault soldier is equipped with a shotgun, MP-5 sub machinegun or an M-249 light machinegun. Sometimes, soldiers may carry grenades. These soldiers will loyally follow you should you give the order. Simply face the grunt and hit your Use key. You can also command the soldier to guard the area around where he stands. "Use" him again and he'll stay put.

MEDIC

The medic is trained in first aid and emergency surgery and has the ability to heal wounded soldiers in the field. To get the help of a medic, face him and press and hold your Use key. The medic will continue working on you as long as the Use key is held or until you are fully healed. Medics do carry limited supplies and if used repeatedly will no longer be able to heal you or your squad. During combat other soldiers may call for a medic and if he can hear them, he'll try to run to their aid. Medics are equipped with a .357 Desert Eagle sidearm for combat, but are best kept safely behind the front lines.

March 7th
I finally saw the government guy today. I am not sure he is a g-man, but he was wearing a really uptight suit and carrying a briefcase. He looked more like a lawyer or insurance agent to me. I did notice him checking me out. Several times throughout the day I spotted him just watching me during training. I wonder what he's up to...

109. regarding objects in combat

Radio

Communication could be considered to be the most important tool of any soldier. Radios are used to allow soldiers in the field to maintain constant communication with each other. The radio is usually a stationary object, therefore it cannot be carried around. But, the usefulness of a radio in the field should never be ignored. Face the radio and hit your Use key to operate it.

Ropes

Ropes can be used to elevate troops to higher ground or safely rappel to lower surfaces. Learning how to use gravity and inertia to swing on ropes allows them to be used in creative ways. Ropes are similar to ladders - to grab one, simply touch it. You can climb up and down by moving forward and back. Press jump key to leap off of the rope. You can swing yourself before letting go of the rope to hurtle yourself through the air.

March 9th

 For weeks our drills have been the same crap day after day. Today we assemble for the morning run and our drill instructor tells us we have one week to become experts at indoor strategic combat. We will be spending every day this week at the combat simulation facility. As far as I know this is a specialized training not taught in boot camp. What I want to know is if this is to test our ability to adapt or if we are being readied for a specific mission? Time will tell.....

110. maintaining your equipment

YOUR POWERED combat VEST (pcv)
Early in the game, you must find and wear the Powered Combat Vest (PCV) your military has provided you with. The vest can be recharged periodically and the greater the charge, the more protective power your vest has.
To recharge your vest, seek out a wall-mounted HEV or PCV charger, or pick up batteries along the way.

Night Vision Goggles
The soldier's mask and goggles are used in conjunctino with the Powered Vest to provide you with night vision. The goggles use a special rechargeable battery within the vest, so cells used for armor protection are not drained when night vision is in use. The goggles can be toggled on and off and will provide you with bisibility in the dark. They are not as useful in bright areas, however, so it is only recommended that you use your goggles only in low light conditions.

March 12th
The rumors have been flying since our indoor combat training began. Most of my peers are convinced that we are being primed for a mission. No one can agree on what the mission is. I have heard the name Black Mesa Facility thrown around a lot, but I have no information about the place. The rumors are that some top-secret research is going on there. Doesn't sound too exciting to me....

March 15th
The rumor has been confirmed. We are being trained for a mission at the Black Mesa Facility. All I know is that the place is being used by scientists who are doing some kind of new research. I can't imagine what we would be needed for. We were told today to be ready in case it happens tomorrow. I don't know what "it" is, but the whole thing is a little strange. I kind of hope it doesn't happen; the mission doesn't seem to have much excitement potential. I'd rather hold out for something with more likelihood of combat.

111. rules governing execution of arms

desert eagle .357

The Desert Eagle is provided as a standard side-arm for field soldiers. It is therefore best used in close range combat. For assault teams, this weapon is fitted with a laser sight, making it the perfect tool for clearing trip mines and other small targets that require patient pin-point accuracy. The soldier has to be careful when using the laser sighting because it can reveal their position to the enemy. While the Desert Eagle does utilize a clip that allows a higher capacity than revolver type handguns, soldiers shouldn't burden themselves with much reserve ammunition. Never carry more than 36 rounds of .357 ammo.

Class	Pistol (Group 2)
Ammunition	.357 Caliber
Damage	Medium
Capacity	7 Shots per Clip

m-40a1 sniper rifle

The Sniper Rifle is used for exactly what the name implies, long range accuracy. The reload time is long and it fires only one shot at a time. But, the rifle is equipped with a high powered scope to enable a soldier to take out a target at distances up to half a mile. For obvious reasons this is not a close combat weapon. But, when used effectively, a sniper rifle can deliver many casualties as well as demoralize surviving enemies.

Class	Rifle (Group 6)
Ammunition	7.62mm NATO
Damage	Very High
Capacity	5 Shots per Clip

m-249 saw light machine gun

The Squad Assault Weapon (SAW) is the ultimate team combat gun. It can be used from a fall back position as a support weapon for suppressing fire or it can be used by a point soldier to quickly repel a defending force. Extra ammunition should always be kept available as the rate of fire of the M-249 causes most soldiers to burn through their stock seconds into the battle. While firing from a crouched stationary position the SAW is most accurate, but the accuracy rate decreases when fired while in motion.

Class	Machine Gun (Group 6)
Ammunition	5.56mm
Damage	High
Capacity	50 Shots per Belt

HΛLF LIFE

MULTIPLAYER

The Opposing Force multiplayer features eliminate the hassle of getting connected to the game of your choice. Whether you're new to multiplayer games or a seasoned veteran, you'll appreciate how fast and easy it is to get into the action.

(Note: For best results, connect to the Internet before selecting a multiplayer game.)

Opposing Force's multiplayer selections include:

Quickstart	**Chat Rooms**	**Customize**	**Exit**
Internet Games	**LAN Game**	**Visit WON**	

Quickstart
Select Quickstart to get online and playing as fast as possible. Once you've logged on to our system, it will automatically check the list of current games and drop you into the best available game.

Internet Games
Use this feature if you prefer to browse the list of available games. The list reports the speed of the network, which multiplayer map is being played, the name of the game being played, and the current number of players/maximum number allowed in the game.

Connect: To join a game, click on the game name, then click on Connect
Create game: Host a new game on your computer
View game info: Check players' names and scores, and review the rules chosen for your game.
Refresh: Get the latest information on the current list of games.
Update: Request a new listing of available games.

Filter: Look at a subset of available games.
Add server: Add a specific game to the list by manually entering its Internet address.
Chat Room: Visit the Chat rooms to hook up with other players.
Exit: Go back to the main multiplayer menu.

Chat Rooms
Chat rooms are a great place to meet friends, taunt opponents or discuss strategy. To make getting started easy, a chat room will be selected for you automatically. Join in the discussion or switch to a different room by selecting List rooms. You can also search for a specific player or room name of a private chat room, you will be asked for a password before you can join the room.

LAN Game
You can also play multiplayer Opposing Force on a LAN (Local Area Network). If you choose LAN game from the menu, Opposing Force will automatically check your LAN for active games. You can join a current game, refresh the list of games, create a new game, or add a specific game to the list by manually entering the Internet address.

Customize
Opposing Force gives you the ability to customize the appearance of your character in multiplayer games. Select from a list of options for player face, model and skin.
You can also select a "spray paint" image that can be used to mark your territory or announce your clan affiliation. Use the T key to apply your image to walls and other surfaces.

Visit WON
Connect to the WON website to get the latest news on multiplayer games in the Half-Life universe. You'll also find tips and strategy guides, contests, mod and skin libraries and links to Half-Life fan sites.

DEATHMATCH

Opposing Force multiplayer includes a collection of "deathmatch" maps created by some of the most reknowned first person action game designers in the industry. You can play deathmatch on a LAN or on the internet. The premise of deathmatch is to kill or be killed. The player that earns the most kills is the winner. The "All Star" designers who created custom arenas for Half-Life: Opposing Force are described below:

Richard "Zdim" Carlson - In the past, Richard has worked on Thief 2 at Looking Glass and American McGee's Alice at Rogue Entertainment. For the "All Star" collection, Richard created "Blue Meanie" (op4_meanie).

Marin "Kandyman" Gazzari - Marin is a well known amateur designer who created the famed "Kndybase" maps for Quake as well contributing to the ZerStorer single player episode for Quake. For the "All Star" collection, Marin created "Kandy One" (op4_kndyone) as well as re-creating the original Kndy Base map for Half-Life: Opposing Force (op4_kbase).

David "Kevlar" Kelvin - When Gearbox contracted David, he was working on Unreal 2 for Legend Entertainment after having contributed multiplayer designs to Monolith's Shogo. Since his work on the "All Star" collection, David joined Grey Matter to work on Return to Castle Wolfenstein. His maps for OpFor include "Disposal" (op4_disposal) and Xen Dance (op4_xendance).

Tom "Paradox" Mustaine - Long ago, Tom contributed to Final Doom for id Software. Since then he's been behind such games as SiN and Heavy Metal: FAKK 2 at Ritual Entertainment. For the "All Star" collection, Tom created "Paradox Park" (op4_park) and "Rubble" (op4_rubble).

Stephen "Reichert" Palmer - Stephen earned a reputation as a strong designer in the Quake era with his "Dark Forest" single player mission. Stephen managed the development of all of the "All Star" maps and contributed "Outpost" (op4_outpost). Since the "All Star" project, Stephen Palmer joined Gearbox full time as a designer.

Eric Reuter - Eric Reuter has a long background of games development, including work on 3dRealms' Shadow Warrior and Epic Megagames' Unreal. For the "All Star" collection, Eric created "Demise" (op4_demise).

The Levelord(TM) - The famous Levelord created award winning games like Duke Nukem 3d, Quake: Scourge of Armagon and others and contributed "The Repentafrag" (op4_repent) to the OpFor "All Star" collection.

Choose these maps when creating a LAN or internet multiplayer game, or choose the classic Half-Life deathmatch levels which appear in the map selection list.

HΛLF LIFE

HALF-LIFE OPPOSING FORCE CTF

Overview:

The goal in Half-Life: Opposing Force Capture The Flag (OpFor CTF) is simple: Capture the opposing team's flag and return it to your flag in your home base. The team who captures the most flags is the winner - but there are many other goals to strive for in OpFor CTF!

Joining or Creating a New Game

To start or join a CTF game, navigate the multiplayer menus (as described on Page 24) and choose a game running a CTF map (designated with "op4ctf_" in the map name). When creating a game, do so as if you're creating a deathmatch game, but choose a CTF map.

Entering The Game:

When you first enter a CTF game you will be in spectator mode. You can fly around and explore if you are unfamiliar with the map.

Opposing Force CTF throws players into the classic confrontation of Soldiers vs. Civilians. Therefore, player's may join either the Civilian Black Mesa team (Orange) or the Soldier's Opposing Force team (Green). At this menu screen you can choose to join either of these teams specifically, become a spectator or, if you don't care what team you are on and just want to help out the team with the fewest members, you can select the "Auto Assign" choice.

BLUE SHIFT

Scoring

The only way to score a capture in OpFor CTF is to return the enemy's flag to your own flag in the flag base. Each flag capture earns 1 capture point for your team as displayed in the flag HUD. Individual players may also score personal points by defeating the enemy, defending their flag or protecting a friendly flag runner.

The Power-Ups

Opposing Force CTF includes five Power-Up items that will give the owner extra enhancements or abilities. When a player is the owner of a Power-Up, a large icon will appear on the middle left side of their HUD showing what Power-Up they currently possess. In addition to this, all of the Power-Up items have audio cues that will play when the Power-Up is in use. These audio cues can be heard by all players, friend or foe, who are standing within earshot of the owner of the Power-Up. To collect a Power-Up, simply touch it. The Power-Up will disappear from the ground and your HUD will update to display that you are now carrying the item. To drop a Power-Up, press the "Throw Power-Up" key (check your key configuration screen from the game menus)
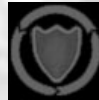
Ammo Power-Up

Jump Power-Up

Death Power-Up

Shield Power-Up

Health Power-Up

End Game Statistics

In addition to rewarding the winning team at the end of each game with a banner that's displayed for all players to see, OpFor CTF keeps track of many statistics that are reported in the end game menus. Also, when the end game menu is active, you can toggle between the standard scoreboard and the statistics screen.

HλLF LIFE

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