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GAMESPOT UNOFFICIAL GAME GUIDE TO HALF-LIFE

By Alan Dunkin & Wyatt Shaker



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WHAT'S INSIDE

INTRODUCTION



W

ithout a doubt, Valve Software's Half-Life is one of the best games of the year. However, that goes a long way from saying that Half-Life is simple or easy to master. Half-Life's artificial intelligence (AI) engine is perhaps the most advanced yet for a first-person action game, and its frequent puzzle-oriented levels can mystify and frustrate even the most experienced gamer.

The GameSpot Unofficial Game Guide to Half-Life is here to help the player navigate through the Black Mesa research facilities, defeat his enemies (human and non-human), and, after the mystery of Half-Life is finally resolved, continue online with multiplayer deathmatches and other upcoming adventures.

The GameSpot Unofficial Game Guide to Half-Life contains:

- ▶ A complete and detailed walk-through of the entire game, including what to look for, what you'll find, and how to go about finishing each level.
- ▶ Detailed descriptions of the weapons, items, and creatures encountered in Half-Life.
- ▶ Tips and strategies on how to survive and succeed in the multiplayer environment.
- ▶ Proven gameplay tips and strategies.
- ▶ Cheat codes for fun and survival.

So what are you waiting for? Half-Life awaits...



CHAPTER ONE

THE WEAPONS



W

eapons are divided into five categories: hand-held weapons, hand guns, large conventional weapons, experimental weapons, and other weapons. Note that some of the weapons have a secondary fire capability.

ASSAULT SHOTGUN

The Assault Shotgun is extremely useful at closer ranges, especially with the secondary fire capability, which fires two rounds in rapid order. The shotgun holds eight shells that are loaded into a queue individually, so the more shells that need to be loaded, the longer it takes to load.

CROSSBOW

This handy all-purpose weapon has two modes; the first fires explosive bolts, while the second—utilizing a scope and zoom mode—fires armor-piercing bolts. The crossbow can also be fired underwater, and its clip holds five bolts, which has a long reload rate. This is probably the most-used sniper weapon in multiplayer levels.

CROWBAR

This is just your general all-purpose crowbar, which can not only break open any number of wooden crates but can pack quite a wallop against other creatures and humans as well.

It works underwater, too. However, against some of the bigger creatures, use of the crowbar is not recommended.

EGON

This weapon fires a concentrated continuous beam of energy that causes considerable damage to anything in its way. The EGON is potentially the most dangerous weapon in the multiplayer game simply because of its deadly beam, which can easily remain trained on a moving opponent.

GAUSS GUN

The Gauss Gun is an experimental weapon liberated from the Black Mesa facilities. In game terms, the weapon resembles a laser that holds 100 units of energy. The Gauss Gun's beams are deadly to flesh. The secondary fire mode, which builds up more power the longer the button is depressed (up to 12 units may be "stored" this way), can destroy heavily armored vehicles. However, if the energy is stored too long, it will overload and cause a nasty side effect. This gun does not work underwater.

GRENADE

This is your average fragmentation grenade. How far it goes depends on the angle of the throw rather than how long you hold it; this means the time-delayed fuse in the grenade is ticking in your hand rather than on the ground. Ten can be held at any one time.

HORNET GUN

Developed by the aliens but usable by humans, the Hornet Gun resembles a large, clawed glove that fires—um—stinging hornets that ricochet off walls and, if aimed properly, around corners. The damage is not great, but the Hornet Gun's other big advantage is that, while it only holds eight "Hornets" at a time, it regenerates its own ammunition very quickly, so you will never run out. It also works underwater.

MP5

The MP5 is a standard-issue assault-rifle that uses the same ammunition as the Glock, though the MP5's magazine holds fifty rounds. The MP5 doesn't work underwater and has a lack of damaging capability similar to the Glock, but it can fire at a much higher rate, though accuracy tends to wane at longer ranges. The MP5's secondary fire capability is a grenade launcher. Ten grenades can be carried at any one time.

RPG

The Half-Life RPG is a more futuristic version of the traditional rocket-propelled grenade. The grenade is individually loaded from the front. When fired the grenade is propelled a few feet in front of the user before its rocket engine ignites. The default mode uses a laser range finder, which can be used to direct the flight of grenade after launch, given there

is enough space for the grenade to maneuver properly. The secondary fire mode turns the laser off, which means the grenade will follow a straight path. The RPG can even be fired underwater.

SATCHEL CHARGE

Use of the Satchel Charge is simple; click on it to attach it to any surface, then click again to press the detonator to set it off. Just make sure you're standing far from it when doing so. While it may not be so useful in the single-player game without some planning, the Satchel Charges can come in handy in multiplayer games—especially in tight, confined spaces.

SNARKS

Well...the little aliens look cute, but they carry a nasty bite. Snarks are useful for any number of purposes: throw them into a room to attack or distract the enemy, or put them in an area to harass and maybe kill an opponent during a deathmatch. Note that the Snarks will attack anybody once thrown—including yourself—and, after a minute or so, explode in a bit of mostly harmless fireworks.

TRIP MINE

The Trip Mine is similar to a Satchel Charge, except that it uses a blue laser as a type of tripwire to determine when it explodes. The Trip Mine can be detonated by shooting at it—preferably from a safe distance—and can be used underwater.

Explosive power for both the Trip Mine and the Satchel Charge is enough to kill an under-powered man.

.357 PYTHON

Almost the exact opposite of the Glock, the .357 has tremendous damaging power, holds only six rounds of ammunition, has a longer reload sequence, and does not work underwater. In multiplayer play the secondary fire mode serves as a zoom sight with a laser pointer, which is located underneath the barrel.

9MM GLOCK

The standard handgun in Half-Life, the Glock holds 18 rounds in the magazine. While the Glock lacks real damaging power, the rapid fire and fast reload times make up for this deficiency. Another advantage of the Glock is that it will work underwater, while other conventional weapons will not.

CHAPTER TWO

THE ITEMS



W

hile there aren't that many items to pick up and use in Half-Life, the few that are in the game can make the difference between life and death. Many of these items can also be found in crates, so be sure to use that Crowbar to break them open.

AIR TANK

Air tanks allow the user to survive underwater for extended periods of time—a situation in which the HEV suit provides almost no help.

BATTERIES

Individual batteries help increase the HEV suit's power by 15 points—up to a maximum of 100 percent.

HEALTH KIT

Individual Health Kits increase your health by 15 points—up to a maximum of 100 percent.

HEV SUIT

Picked up early in the game, a powered-up HEV suit provides protection against many forms of energy and weather, and it can also help bring the wearer's health back to

normal, though many of the functions come at a cost to the suit's power supply.

HEV SUIT CHARGER

Mounted on the wall, the HEV Suit Charger must be accessed by the Use key in order to work. The Suit Charger can increase the charge by as much as fifty points before deactivating.

LONG JUMP MODULE

This module adds a long-jump capability to the HEV suit, giving the wearer the ability to make (believe it or not) extremely long jumps.

SODA CAN

Found in the vending machines scattered throughout the laboratories, Soda Cans can increase health by two points—up to a maximum of 100 percent. Press any of the buttons to dispense a can.

WALL-MOUNTED FIRST AID KIT

The Wall-Mounted First-Aid Kits can be accessed by the Use key, and can increase your health by as many as forty points before shutting down.

CHAPTER THREE

THE FOES...
AND A COUPLE
OF FRIENDS



Enemies come in many shapes and forms in Half-Life—some not so obvious as you might immediately think. Some may not be enemies at all. Nonetheless, it will help to put them all in perspective.

ALIEN GRUNT

The backbone of the intelligence alien forces, the Alien Grunts typically act individually, are well armored, and are adept with the Hornet Gun and claw-to-claw combat. Alien Grunts will often be encountered roughly halfway into the game and are very prevalent.

Alien Grunts can absorb a lot of bullets, so try explosives or energy weapons instead (the Hornet Gun works well too).

ALIEN SLAVE

Mainly fodder controlled and used by the aliens, Alien Slaves aren't too bright, but what they lack in intelligence they make up for in their ability to deal damage. The Alien Slave's primary attack comes in a tell-tale crackle of electricity—a charging phase that takes several seconds before a bolt of electricity is discharged towards the target.

Unarmored slaves are highly vulnerable to almost any kind of attack—two shotgun blasts or a few 9mm bullets will put it down for good.

BARNACLE

These nasty critters hang like stalactites from the ceiling, with a wispy, gray tentacle reaching down from its mouth to the floor. The Barnacle catches its prey with this tentacle and pulls it upward into its giant mouth. Barnacles can be generally avoided, if you're careful.

One or two blasts of the shotgun at the Barnacle's base should take care of it.

BARNEY

Barney is the Half-Life nickname for the facilities' security guards, of whom you as the player should always employ as much as possible. Barneys never run out of ammunition, are quite enthusiastic in shooting aliens, and even if they die you can pick up their fallen 9mm ammunition, since they won't be needing it. Unfortunately, Barney is not too bright and tends to rush towards the enemy. He can also put a stray round or two into a friendly by mistake. However, use Barney whenever you can.

BULLSQUID

This creature, encountered early in the game, can subsist on land or in the water, and it is equally deadly in both. The Bullsquid emits a long-range yellowish projectile from its mouth that eats away at armor and skin. Up close the Bullsquid is just as dangerous, jumping at its prey and biting with its enormous mouth.

Kill it at a distance, where it and its projectiles can be avoided, with the MP5.

FLYERS

Flyers are an advanced alien species encountered in the later portions of the game that can hover and fire energy weapons at you. Since they have a wider range of movement, they are harder to hit; though they don't move that fast. Take them out as fast as possible.

Energy weapons will work best against them.

GARGANTUA

This massive, armored creature spews jet-like flames from its arms and has a nasty energy-based stomping attack. The Gargantua is virtually invulnerable to conventional weaponry, so don't even think about shooting at it.

A more unconventional approach is required to take the Gargantua down; try luring him into the power generator area and hitting the juice. The good news is that it isn't too fast, but it will definitely follow you around.

GONARCH

Gonarch a much larger version of the Headcrab that mainly has a single type of attack (a charge and attempt to gorge), though it can also spawn off any number of larvae that can act and attack like Headcrabs.

Energy weapons and explosives will hurt it the most. And after absorbing a certain amount of damage, Gonarch

will run to another area where it will then turn and fight once again. It can be killed after the third such encounter, though ammunition might be running a bit low.

HEADCRAB

One of the first aliens you will run across during Half-Life. The Headcrab is a small, roundish four-limbed creature that, once within a certain range, will launch itself toward its victim's head, showing its large mouth underneath. A Headcrab has the ability to borrow into the brain of a human, turning them into Zombies, and it can launch itself a fair distance.

Thankfully, Headcrabs are easy to dispatch, even with a Crowbar.

HOUNDEYE

These dog-like creatures may look rather harmless, but once it comes within range, it emits a strange wail that after a few seconds sends a sonic shockwave outwards in all directions. Fortunately, the attack can be avoided by simply moving around a corner or quickly out of range. This is the Houndeye's only form of attack, however, and while they are rather easy to kill, Houndeyes usually roam in groups.

Shoot them at a distance with any kind of projectile weapon.

HUMAN ASSASSIN

The government isn't afraid to use women for its dirty work, as you will find out. Clad in all black and armed to the teeth, these female assassins dart around cover, firing quickly and accurately, then seek cover again. The assassins are extremely hard to hit and kill. They run, jump, hide, and throw grenades when it looks like silenced pistols won't do, though thankfully enough they aren't that quiet.

The MP5 is the best weapon for the job, since its rapid fire can keep up with the swiftly moving assassins, and a carefully launched grenade will finish them off.

HUMAN GRUNT

An aptly named average human soldier who wants to kill you as much as the aliens do. Human Grunts are not too hard to kill, but they usually come in groups of three or four and operate in groups, as well. Grunts are armed with MP5s and grenades and use them to their full effect, moving in and out of cover, shielding each other with bracketing fire, then throwing grenades with deadly precision. Groups of Human Grunts are highly coordinated and quite deadly. Watch for grenades and take them out one at a time. Don't be afraid to move around, since the soldiers only know your last location. Also, they will try to gain an advantageous position (from behind or above) on you. The ones in the red berets are apparently the leaders.

It'll take quite a few slugs or shotgun blasts to take down a Grunt, but a .357 slug will do wonders.

ICHTHYOSAUR

A very nasty water-borne alien that quickly resembles Jaws more than anything else. The Ichthyosaur is hard to kill mainly because the creature rarely shows itself above water, preferring to be where most of your weapons won't work. The Ichthyosaur is also extremely tough, fast, and agile, and has a swift biting attack that is thoroughly unpleasant. The Ichthyosaur has also been known to attack people if they get too close to the water.

The Crossbow is the optimal weapon to use, but if that fails, use the Glock or the Crowbar.

LEECH

Leeches also inhabit the water environs. These small white creatures will try to burrow into your skin. They are more of a nuisance than anything else, can be killed or avoided easily, and won't do much damage—especially to a powered HEV suit.

Use the Crowbar on them.

MANNED GUNS

The facility is littered with barricaded positions and bunkers that house machine guns and rocket launchers. These positions are indestructible, so you'll have to find a way to kill the gunner. The bunkers are impossible to penetrate, even from the front, but the gunner is always visible through a crack from where the wall of the bunker

meets its rear, and he can easily be shot. Note that the guns only cover a limited angle.

MILITARY VEHICLES

A number of military ground and air vehicles will impede your progress, including tanks, Apache helicopter gunships, and Osprey tilt-rotor aircraft. The gunners on these vehicles are highly accurate, and note that the Apache's cannon is on a swivel mount, so it can shoot at you even if the helicopter is pointed in another direction. The Osprey is used as a troop transport that disembarks Human Grunts via rope.

They can all be destroyed with enough firepower, though use of the category four weapons (like the RPG and Gauss Gun on the secondary setting) is highly recommended. Energy weapons, especially two high-powered blasts from the Gauss Gun, will seriously hurt any of these vehicles. The RPG will work, as well.

NIHILANTH

The Big Kahuna as it were, the Nihilanth launches energy attacks that should be avoided at all costs (it can also teleport you elsewhere if it desires). See our walk-through for everything you want to know about the encounter with Nihilanth.

SCIENTIST

The facility is populated by scientists, who in a combat sense are quite useless. However, they can guide you from one area to another or get you access to otherwise closed-

off areas. A few scientists may not want to help, however, and would rather steer clear of trouble.

SENTRY GUNS

The base's cheap way of maintaining security in some sensitive areas. Activated security guns that are searching for targets emit an audible beeping noise warning of its presence. Many guns are inactive until something activates them (usually a red laser tripwire) or they are shot at. An activated sentry gun shoots at movement—any movement, human or alien.

Some of the smaller, tripod-mounted guns are easy to destroy with virtually anything, though grenades will probably be the safest method. The larger guns can be either deactivated by other methods or taken out with more powerful weapons.

TENTACLE

It is unknown whether or not the Tentacle is an individual creature that appears in groups of three or is a single creature with three Tentacles. In any event, the Tentacle is a huge, green limb that tapers off in an extremely sharp point that can be almost instantly fatal if it happens to pierce you. What's worse is that the Tentacle quickly regenerates after taking damage, but it can be easily distracted with grenades and other explosives.

The Tentacle, however, cannot be destroyed by conventional means—though the fact that it is sitting inside of a test rocket chamber should give you some ideas.

ZOMBIE

This is your brain on Headcrabs. Zombies are mindless creatures with exceptional strength and long claws for hands. They move very slowly and, consequently, have a slow swiping attack that can be avoided.

Use the shotgun; a two-shell blast at close range will do the trick. If you feel like conserving ammunition, use the Crowbar, but when the Zombie starts to swipe with its claws, dance out of the way fast.

CHAPTER FOUR

GENERAL GAMEPLAY STRATEGIES



There are many dangers and pitfalls to befall the weary player of Half-Life, and while the walk-through provided later contains many of the detailed methods behind beating the game, there are also a number of general things the player should keep in mind.

- ▶ Save often. You can use F6 for Quicksave and F7 for Quickload.
- ▶ Wooden boxes were meant to be broken. Once you've secured a particular location, go back and give them a few healthy whacks with the crowbar. Any kind of box, big or small, is game. Also note that there are quite a few other items that are susceptible to the crowbar.
- ▶ Aliens can appear via portals from their dimension almost anywhere, though the aliens are localized to that area and a loud buzz gives the portals away. Be aware of them.
- ▶ Reload your weapons whenever possible, especially those that have longer reload times. It's best to have a full clip of ammunition going into battle rather than a half-loaded weapon that can run out of ammo at a most inopportune time.
- ▶ There are no maps, and puzzles are often area-oriented, so be sure to know where you are going and how to get back there.

- ▶ Be aware of the enemies—human and alien—that operate in groups. These are the most dangerous.
- ▶ Laser tripwires of any color are typically not good for you, so avoid tripping them if you can. At the very least, try to find out what they may set off. Destroy any laser tripmines from a distance by shooting at them; they emit blue lasers.
- ▶ Snarks can be used to distract the enemy, but they are very vulnerable and the distraction might not last long, if at all, especially against humans with guns.
- ▶ You can typically find out what's around the next corner with audio cues, which are very important in Half-Life. Sometimes they can be hard to hear, so it would be best to turn off the background music (it may speed up the game as well).
- ▶ Even if you're familiar with first-person games, use the training obstacle course, because it provides some valuable information on some of the unique functions and features in Half-Life.

CHAPTER FIVE

THE WALK-THROUGH



WELCOME TO THE BLACK MESA RESEARCH FACILITY

Hello, Mr. Freeman:

Just sit back and enjoy the tram ride. You've got a long day ahead of you, and this is probably the only chance you'll get to relax. Look around the various locales, and pay attention to the voice on the loudspeaker. You never know what might come in handy later. I'm here to help you through your day. It's going to be rough. I'll assume you're planning a normally difficult workday, and also that you'll do some things on your own, such as search boxes in the workplace. There are plenty of supplies in Black Mesa, but sometimes you have to search for them.

Once you arrive at your destination, wait for the security guard to open the tram door. Follow him to the security door, and he'll let you in.

ANOMALOUS MATERIALS

You're running a little late, so let's try to get down to the test chamber as quickly as possible. Talk to the security guard at the front desk, then head down the hallway. Take the first right turn. At the first intersection, go right. The test chamber is to the left, but you need to put on the HEV suit before you'll be permitted access. Head down the hallway until you come to the locker room. Walk into the back, where the HEV suits are stored. Press the middle button on the console to open the storage pod, then walk down and put on the suit.

Before leaving the locker room, check your locker. It's on the back wall, near the stalls, and it's labeled with your name, "Freeman." Inside, you'll find some energy for the HEV suit. Now leave the locker room and follow the hallway around to the test lab door. The security guard will open the door. Press the button to open the elevator, then get in and press the button to activate the elevator. Once you're in the lab, follow the hallway until you come to a group of Scientists who are waiting for you.

Talk to the Scientists. When they're done explaining today's experiment, they'll activate the retinal scanners. Walk to the second elevator and head down to the chamber. Two more Scientists will be waiting, and they'll briefly discuss the risks involved in today's experiment. Seems there's a slight chance of a "resonance cascade scenario," whatever that is. But the administrator is adamant about continuing, so once they activate the retinal scanners, go into the chamber.

You'll be given specific instructions during the experiment. Climb up the ladder to the computer console, and

then press the red button when prompted. Climb down the ladder and walk over to the metal cage on the floor. This is where the sample will appear when it's ready. When the sample appears, push the cart into the beam.

So that's a resonance cascade scenario. Not good.

UNFORESEEN CIRCUMSTANCES

You need to start making your way back up to the exit. Leave the test chamber, and use the retinal scanner. Normally, you'd be denied access, but it seems the accident has caused things to malfunction. Get in the elevator and go up. When you find the two Scientists, talk to the one who isn't injured. He'll follow you over to the security door and let you out. He'll also tell you to get to the surface. It's not going to be as easy as it sounds.

Before you go rushing into the next room, be careful. A high-powered energy beam is shooting out of the test chamber. Wait for it to destroy the door, then time your run across the room so the beam doesn't hit you. You'll come to a room with a thin red laser beam. Crawl under the beam, then walk carefully toward the end of the hallway. Wait for the second laser beam to make its way to the floor, then run past. Pick up the Crowbar, break the glass on the door, and crawl through.

When you come to the second elevator, break the glass. There's no way you can prevent the tragedy that occurs, so crawl into the shaft and climb up the ladder. When you get to the next floor, you'll see a guard firing at two Zombies. Help him out with your Crowbar. If he survives, ask him to follow you. If he's killed, take his pistol.

At this point, you can go back to the locker room. Guthrie's locker is open, and you can get some clips for the pistol. There's also a health dispenser back by the stalls.

Now head to the main entrance area. A ventilation grate will be blown off by a nearby explosion, allowing you to crawl into the computer room. You may want to head back out to the tram first, so hit the lock mechanism with the Crowbar. Obviously, the tram isn't going to help you now. Head back in and climb through the vent into the computer room.

There's a health dispenser here, as well as a few Headcrabs. The Crowbar will work wonders on the crabs. Jump onto the fallen computer in the middle of the room, then over to the computer on the far side of the room. Walk up the computer leaning on the wall to the ventilation duct and climb out. Go through the hallway. Press the button to open the security door, beyond which you'll find a health dispenser. If you don't have a pistol yet, you can find one on the dead guard lying under the health dispenser.

You're about to have your first encounter with Houndeyes. These little beasts attack with a sonic discharge, and you can hear a high-pitched squeal as they rev up, which gives you a bit of time to kill them before they attack. Near the first pack of Houndeyes, there's a health dispenser through a window on the left as you enter. Jump through the window if you need to fill up. Follow the hallway around, killing any Houndeyes you come across. At the end of the passage, there's a metal door on the right. Go through and climb up the ladder. When you get to the top of the ladder, shoot the canisters to kill the Zombie and Headcrabs. Go down the right passage and talk to the Scientist so that he follows you.

Follow the catwalk to a room with a Zombie finishing off another Scientist. Kill the beast. The Scientist following you will activate the retinal scanner, giving you access to the supply room, filled with Grenades and ammo. After stocking up, leave the supply room and go back down.

Continue following the passageway. You'll encounter your first Alien Slave, a cyclopean beast that shoots bolts of energy from its arms. If you see the energy surrounding its body, it is about to attack. It does quite a bit of electrical damage, so try to kill it before it gets the chance to get you. Follow the hallway all the way to its end, where you'll find a Scientist hiding from some Headcrabs in a dumpster. Behind the dumpster is a health dispenser. Nearby, there's a small hole in the ground next to a metal gate. A Zombie will crawl out of a hole on the other side. Kill the beast by firing through the gate, then drop down into the hole. Follow the tubes until you come across a valve. Turn the valve, and the tubes will begin filling with water. Swim through them until you come to a grate. It will open, and you can climb out on the other side of the gate.

You'll soon come upon a large freight elevator. The switch at the top of the ramp activates it. Flip the switch, then quickly get on the elevator. As you descend, you'll be set upon by a constant stream of Headcrabs from above. Most won't be able to attack. Use the Crowbar on those that don't go sliding off the elevator. Near the end of the elevator ride is a small platform with a health dispenser on it. Be prepared to jump if you need to fill up.

Next, you'll come to a metal catwalk. A Bullsquid will teleport in and break the bridge. Jump to the pipes and follow them around to the ventilation duct. Break the grate with the Crowbar, then climb in. Follow the duct around to the second grate, and then break it and drop

down. Beyond the crates, you'll come to another broken catwalk. On the far side, a Bullsquid is killing a bunch of Headcrabs. Let the squid deal with the crabs, then shoot the squid from afar. Now look up. Those are Barnacles. Shoot them from here, or just do your best to avoid their tendrils, which will pull you up into their waiting mouths.



Jump across these boxes to the hallway beyond.

Jump into the water and go all the way to the end. You'll find a ladder leading up to a health dispenser. Follow the walkway around, and go through the door. You'll come to a room filled with suspended boxes. Climb up the ladders, then jump on the railing. Make your way across, jumping carefully from box to box. Once safely on the other side, follow the hallway until you come to a ladder. Climb up.

You'll come across a large elevator. Enter and press the button.

OFFICE COMPLEX

The first task facing you once you make it to the office complex is simply getting down the hallway. About halfway down the hall there's a live wire, randomly discharging electricity into the puddle on the floor. And the door that you can reach is locked. Luckily, there's a ventilation duct just before the live wire. Crawl over to the duct and break the grate with the Crowbar. Be careful, because the discharge can still hit you if you move too far to the right of the grate. Crawl into the duct and follow it to the end. Break the grate and climb into the room. Beware of the Barnacle, and be aware that more will be bursting through the ceiling while you're in the room.

In the corner, you'll see a door with a sign reading "high voltage." Open it, go in, and flip the switch. Now the hallway is safe.

At the other end of the hallway, you'll need to break the window and climb through. The water-filled room to the right has its own electrical problem, but you'll deal with that in a moment. For now, it's time to get some supplies. Go to the left and into the little alcove with the wooden door. A Zombie will begin bursting through the door. Wait until it has cleared a passage, and then kill it. Go in and get the pistol clips. Go out and continue to the left until you come to some crates. Break them up, and continue on.

You'll see a supply room with a locked gate. A security guard will be standing there, with a Zombie sneaking up behind. Kill the monster, and the guard will open the

door to the supply room, wherein you get the Assault Shotgun. You can also find some health and HEV power if you climb down the ladder in the area just before the supply room.



Getting to the switch on the far wall of this room will require some careful jumping.

Now go back to the room filled with water. Jump up into the window, and then onto the table. You need to jump first to the sink, then to the table on the far wall (which is next to a health dispenser), and finally to the counter on the other side. Flip the switch to turn off the light. Turn on the flashlight, and drop down into the water. The closet near the sink has some HEV power in it. Now open the grate on the wall with the Crowbar and climb in.

You'll have to deal with some Headcrabs, and make sure you duck under the fan. When you get to the end, break the grate, but don't jump in the room just yet.

The room below has a security turret inside, as that unlucky Scientist just discovered. You have two choices. You can disable it and get some health, or let it stay on and do some dirty work for you. To disable the turret, you must flip the switch under the ledge it is stationed above. Then just jump up the various boxes scattered about to get to the health. Alternately, you can drop into the room and run for the exit directly opposite. There, you'll see a herd of Headcrabs. Lure them into the other room, making a beeline for the door in the back. You'll make it to safety, but the turret will take down the Headcrabs.

The back room has some supplies, as well as a Bullsquid and some Alien Slaves that teleport in. Once you've dealt with and picked up everything, go back to the area where you encountered the Headcrabs. Go up the stairs. At the top, you'll encounter a guard. Get him to follow you, then continue on into the offices. A number of Alien Slaves are waiting inside, so it'll be handy to have the guard around. There are also a number of supplies in the various offices, so hunt around if you're in need of ammo or health.

Before you venture out of the offices, though, look for the lounge. You'll see a sign that says "maintenance access" over a couch. Jump on the couch and break the ceiling panels with the Crowbar. Climb up the ladder. There's a security turret in the room, as well as a switch to deactivate it. Step slightly into its view to activate it, then switch it off while it's readying itself (flipping the switch prematurely will make it impossible to deactivate the turret). Grab the Assault Shotgun shells and head down the ladder.



Break these ceiling panels to access the turret controls.

Exit the offices, but beware of the Alien Slaves waiting near the stairs. There is also one hiding behind the vending machine just before the exit. Get rid of them, then go up the stairs, and deal with the Headcrabs at the top (these stairs are a much more pleasant experience if you've deactivated the turret). Follow the hallway to a sunken room with a boarded-up doorway at the far end. Approach the doorway, but be aware that the Zombie and Headcrabs will be coming up behind you. Use the Crowbar to open the doorway and continue on.

At the end of the passage, you'll come to a lounge with some coffee machines and two Zombies. Put them out of their misery. There's also a health dispenser on the wall. There's a doorway with some ice under it. This leads to the

meat locker. Flip the metal switch next to the door to open it, then enter the locker.

Upon entering the meat locker, turn left. In the far room, a Scientist will be running from a Bullsquid. Kill the squid, then pick up the Grenades in the room. In the back of the meat locker, you'll see some crates in a shadowy corner. As you approach, another Bullsquid will burst out of the crates. Deal with it, and then look on the wall for a red switch. Use the switch to activate the freight dolly.

Return to the entrance of the meat locker and climb the ladder to the top storage shelf. Crawl over to the ventilation duct, break the grate, and climb in. There are some Headcrabs around, so be ready to deal with them. Follow the duct to the end and break the grate. Follow the shelves around until you see a duct on the wall across the hallway. Wait for the freight dolly to pass by, then get on it. There are some HEV power canisters in the crates on the dolly, so you may want to get them before climbing into the duct. There is also one to the right just as you enter the duct, next to a dead guard.

Follow the duct to a room filled with Barnacles. Kill them all, and don't miss the HEV power canister and Assault Shotgun shells on the floor. Jump up the ducts until you get to the top of the room. Enter the open duct, follow it until it ends, then climb the stairs.

In the next hallway, a frightened Scientist will jump through a nearby window, a Zombie will break through a walkway above, and another will break through the wall. Kill both the beasts, then climb through the window into the supply room where you'll find some Assault Shotgun shells, the Assault Shotgun (if you haven't picked it up yet), and some first aid kits. The alcove found through the hole in the wall also holds a few items.

Now you must climb up the elevator shaft at the far end of the hall. You'll need to make the jump to the ladder on the opposite wall. It's quite a distance, so try to jump at the last possible moment (and you may want to save before your attempt—it's a long way down). Climb up the ladder to the ledge, and then continue up two more ladders to the top. Unfortunately, there's no way to save the dangling Scientist. At the top, you'll need to jump to the ladder on the elevator. Climb to the top, break the grate, and drop in. Open the doors and prepare to meet the rescue team.

“WE’VE GOT HOSTILES”

Take this opportunity to fill up on health and HEV power at the two dispensing stations. The Scientist will be frantically pounding on the glass to the control room, begging the guard to open the silo door. Then he'll run off down the hall, walking through the blue laser. Lesson learned: Blue laser equals bad.

Follow the Scientist down the hall (you won't be able to access the security station until much later). At the end of the hall, you'll see two red lasers. You're going to have a hard time avoiding them, so the best thing is to just run through and crouch behind the crate ahead. The laser activates the turret, and you need to take it down. A well-placed Grenade will accomplish this nicely, as will a few Assault Shotgun blasts (though you'll more than likely take considerable damage using the latter method). Search all the crates, deal with the Headcrabs teleporting in, and move out of the room.

Around the corner, there is a blue laser. If you can destroy the emitter, it will take out the laser. Unfortunately, you can't see the emitter. A Grenade tossed in the vicinity will get rid of it, but make sure you stand back. There is another blue laser in the hall. Deal with it in the same manner and move on.

You'll come to a kitchen area. Alien slaves will begin teleporting in. You should have just acquired the MP5, a handy weapon that fires Grenades in its secondary fire mode (unfortunately, the Grenades themselves are few and far between). Take out the slaves, and don't miss the health dispenser on the wall. Head down the ramp. There's a red laser here, just before a room filled with crates and turret-mounted machine guns. You can jump over the laser, but get as far into the room as possible. As soon as you enter, some slaves will teleport in, activating the turrets. Luckily, the turrets can handle them just fine. But, unfortunately, they've been activated. Lob a few Grenades at them, or just take them out with your guns if you don't mind taking some damage. Now jump up to the top of the crate stack, but don't drop down just yet.

There are two more turrets on the other side of the crates. You can easily take out the one directly below you before it has time to activate. The second, nestled by the fire door, is a little trickier. A Grenade will do the trick, but be careful not to throw it too close to the fire door, or else the door will close. If it does begin closing, jump down and crawl under, or simply wait a few moments, and you can open it with the red button on the wall. As soon as you jump down from the crates, Headcrabs will begin teleporting in. Take care of them and keep moving.

At this point, you will have begun hearing announcements that Black Mesa is now under military command.

All you need to do is make it to the surface and you're home free. You're close, so hang in there.

You'll come to another stack of crates. Climb over, but be careful when you climb down. The floor is wet and there's a gaping elevator shaft at the far end. There's also a red laser just around the corner, with two turrets waiting in the hall beyond. Grenades are your friends here. Bounce one or two into the hallway to take out the turrets, then carefully walk across the water into the hall.

Climb up the ladders in the next room. You'll see a Scientist talking with a soldier. Yikes. So much for the cavalry. Kill the soldier, and keep moving. Take the elevator, and you'll come to another room with some soldiers. These are tricky enemies, but you should be able to handle a few of them while they're concentrating on killing the Scientists. Make sure you don't try to hide from the soldiers (they aren't too shabby at aiming Grenades), just keep moving and firing.

Cross the catwalk. This is a good time to shoot those Barnacles on the ceiling above. They're no threat now, but they'll be trouble later. At the next intersection, there are some blue lasers to the left. Go right into a room with a conveyor belt and a few Barnacles on the ceiling. Shoot the Barnacles if you don't want to try to avoid them, and climb on the conveyor. Run along its length until you come to another room. There are health and HEV power dispensers, as well as some ammo for the MP5. Jump up the boxes and onto the conveyor. Run along it and around the corner.

Before entering the next room, shoot the canisters next to the conveyor. There's some hostile activity ahead, and you don't want to be next to the canisters when the bullets

start flying. Take out the soldier behind the barricade. There's a health dispenser on the wall across the bridge as well as some ammo. There are three turrets on the floor under the bridge. Get rid of them, then jump down. You can ignore the blue lasers in the hall—you've already been that way. Go in the direction away from the lasers.

You've got a pretty nasty fight with some soldiers next. They have the height advantage, and they'll stay hidden. Try to keep moving, avoiding the Barnacles if you can. If you're lucky, a soldier or two will get caught in the Barnacles' tendrils. Once the soldiers are gone, climb up the stairs. At the top, there's a health dispenser and some ammo, but watch out for the Barnacle hiding in the shadows on the top level.

Keep moving across the bridge, until you come to a large open room. There are several soldiers waiting down there for you, and one will undoubtedly lob a Grenade at you almost immediately. The best tactic is to run in, MP5 blazing, and pick them off as they run for cover.

You'll soon come across the elevator to the surface. Be careful, as you've seen how unwelcome you are in the eyes of the welcoming committee. Head up, and use the health dispenser near the door if you need it. Three soldiers are waiting for you outside. Be aware that once you take them out, more will come. Run out of the facility and to the left. You'll see a small door with a ladder. Climb down.

In the hallway at the bottom of the ladder, you'll see a door leading to the control ventilation shaft. Open it and step back. As soon as the debris is cleared, get down to the ladder on the wall and climb down to the duct opening. Soldiers will be following you, so watch your back. In the next shaft, there are three duct openings. The top two lead

around to various places you've seen but couldn't reach before, most containing supplies. The bottom duct leads to where you need to be. Follow it, then head to the middle duct in the next shaft. Be careful of the fan.

This duct will lead to control room you saw when you first entered the area. A Scientist will tell you to try to make it to silo D. Looks like the surface isn't your answer. First the aliens are after you, now the military. And things are about to get worse. Press the red button on the panel, then leave the control room and enter silo D.

BLAST PIT

Things are about to get more dangerous. Use the Crowbar to knock away the blockade. In the next room, you'll see a control booth. Throw the switch to summon the elevator, then climb down and get on. At the bottom, climb into the freight cart.

Activate the cart with the "use" key. You can control the speed by using the "move forward" and "move back" keys while the cart control is active. There will be many Houndeyes and a few Bullsquids in the tunnel. Kill them or just set the cart to top speed and avoid them. As you reach the end of the tracks, make sure the cart is at full power. You'll be thrown across the radioactive waste onto the crates floating within. The crate you land on will break apart, but you can get on the others without taking too much damage. Make it to the cement platform on the other side by jumping across boxes. Kill the Bullsquid there, then climb up the ladder onto the pipe.

On the side of the chamber, there is a pipe with an opening in it. Drop down into the opening and follow the

pipe. At the end, jump out. Jump up to the pipe running along the top of the room. Walk over to the balcony and jump onto it (you can also make it from the lower pipe, but it's a bit more difficult). You'll come to another chamber full of radioactive waste. Jump onto the pipe and climb up to the elevator. There are some first aid kits and HEV suit power canisters on the far wall to your left as you enter the chamber. To get there, jump onto the silo base and follow it over to the ledge.

Activate the elevator and take it up. At the top, you'll encounter some Houndeyes, a Bullsquid, and some Headcrabs. Be cautious when shooting enemies on the bridge. If you hit the canisters, they'll explode and you'll have to make a difficult jump across the gap. Enter the silo.

Inside, you'll see that things are worse than you imagined. A huge beast has taken up residence in the silo. You'll have to get ride of it, but conventional weapons aren't going to work. After the Tentacle attacks the Scientist, leave the control room. Climb the ladder leading to the silo entrance, but first take out the Barnacle hanging above.

Destroying the Tentacle takes some effort. There are a few steps, but there are some things you can do to make it easier.

First off, the Tentacle only responds to sound and motion. Crawling puts you in stealth mode, which should help you sneak past its deadly beak. Grenades are once again your friends here. Throw a Grenade at the crates blocking the ladder on the level below you. The Tentacle will go attack that level. Throw another at the boarded-up door on the second floor of the pit; the Grenade will (if your aim is good) take out the boards. Finally, throw the

third to the bottom, clearing a path to the door. Climb down the ladder, and stay crouched while you move. Make your way to the doorway on the second level.

Once through the doorway, you're temporarily safe. Exit the silo. If you accidentally blow up the bridge while shooting at the Zombie, just jump onto the pipes to make it across. Follow the pipes to the fuel room. Unfortunately, the door is locked. You need to find another way in. Near the door is a ladder down. At the bottom are two Zombies. Kill them and head down. Go to the grate and break it with the Crowbar. Climb down the ladder to the pipes below. Walk along the pipes and go left at the intersection. You'll come to a ladder. Climb up.

Shoot the Zombie and break the grate at the top of the ladder. Grab the Grenades in the adjacent room, then go down the hall and activate the door. Two more Zombies await you. Take them out, then climb down the ladders to the fan. Get to the fan switch. Before switching it, prepare to move quickly. Once you activate the fan, get back to the ladder as fast as you can and climb up. Now look up. That's where you want to be. Once the fan gets going at top speed, jump in the air stream.

At the top, break into the vent with the Crowbar. Climb in and prepare to fight a few Headcrabs. Make your way through the crawl space, removing any blockades with the Crowbar. You'll come to a ladder down. Climb down and take out the Zombies in the fuel room. Push the buttons marked "fuel" and "oxygen." This will start the flow of both to the blast pit. Climb up the ladder in the room to the exit and head back across the bridge to the blast pit.

You need to get to the doorway on the bottom level of the blast pit. If you can manage it, throw a Grenade down to

clear out the doorway, then throw another up onto a higher level to distract the Tentacle. Crawl down to the first level.

If you need to use the Crowbar to clear the doorway, do it fast. The sound will attract the Tentacle and that beak is sharp. Go through the doorway, then jump over the huge gap in the catwalk. The next door will lead to another bridge, again blocked by some explosive canisters. If you hit them while fighting the Bullsquid across the way, use the small pipe to make your way to the other side.

Follow the hallway around, across the puddle and into the large open chamber. There's a Bullsquid and some Barnacles in the room. Kill them, then walk out to the elevator controls and summon the elevator. Climb in. It will stop halfway down. Jump to the ladder on the wall and climb down. At the bottom, talk to the Scientist. He'll tell you to reactivate the reactor.



Use the boxes to jump across the electrified puddle.

Walk down the hallway, then jump on the pipe to avoid the radioactive spill. Kill the Zombie, then walk out onto the platform and push the button. The platform will move to the opposite side of the chamber. Climb up the ladder. Watch the platform that is moving quickly back and forth. Time your jump down from the ladder so that you are following the platform. Quickly make it to either of the ladders and climb up. Push the button on the reactor, and quickly climb about halfway back down the ladder. Wait for the platform to pass again, then run to the other ladder. Hug the walls to make sure the platform doesn't knock you off. Climb up the second ladder, and push the second button. This will start the reactor. Climb back down, all the way to the bottom. Use the platform to get back to the chamber entrance.

Once again, avoid the radioactive spill by walking on the pipes. There's a health dispenser near the Scientist, so use it if you must. The elevator is out of commission, so get back to the ladder. Climb up near the top of the ladder. To the right there's a very small ledge, which you can jump to. Walk around the ledge and drop down to the walkway. There's a health dispenser in the room.

You need to get across the puddle in the adjacent hallway, which will be a problem now that the power is back on. Push a few of the boxes into the room to create a makeshift bridge. You'll probably still need to jump a fair way to make it across.

Head back to the blast pit, then start making your way up. Always crawl, and use Grenades to focus the Tentacle's attention on other levels if needed. Once at the top, go to the control room and hit the test fire button. This will get rid of the Tentacle and clear the opening at the bottom of

the pit, allowing you through. Climb down the ladder. Don't relax now that the Tentacle is gone; you have a bigger fish to fry next.

At the bottom of the ladder is a pit, and it's quite a fall. Try to land in the water. Swim up and search the ledge. You'll find the .357, a great handgun with a lot of stopping power. Get back in the water and swim under the pipes until you emerge in an area filled with radioactive waste. Climb down the ladder to the health and HEV power dispensers, then climb back up.

Jump onto the pipe running the length of the room, then follow it until you can't fit through the passage. Drop to the pipe below on the right. Follow it to the huge pipe, and climb to the top. Turn the valve to extend the pipe. Drop down into the opening and follow the pipe, jumping over the gap. Eventually, the pipe will break away under you and you'll fall into a room filled with crates. Search the crates to find some trip laser mines, then head into the hallway.

POWER UP

You'll come to a large chamber with a Gargantua fighting some soldiers. Don't stop to watch, because the beast will come for you next. Head quickly into the passage just ahead and to the right. You need to make it to the power generator. Unfortunately, the passage is blocked, and the place is teeming with Alien Slaves. Fight your way to the entrance to the track control room. The walkway will collapse beneath you. This is OK; you don't need to enter the control room yet. Turn around, and follow the hallway around.

Fight your way through the Headcrabs and Alien Slaves, following the signs to the power generator. You'll pass a health dispenser near the blocked stairway. Keep moving down the hallway until you come to a valve. Turn the valve to open the door to the hazard waste chamber.

Climb up the ladders to the top room. There are some soldiers and a turret waiting for you. Search the crates in the room, then head down the hallway. You'll come to a heavily fortified area. A soldier waits behind a barricade, but there are some explosive crates behind him. Shoot the crates. If you're in need of health, there's a small alcove just below the entrance ramp with a health dispenser and some Grenades. Head up the ramp behind the barricade. To the right, there's a number of soldiers. To the left there are a few soldiers, as well as a number of crates filled with supplies. Clear out the area to the left first, then head back down the hallway to the right.

A herd of Headcrabs will be dropping in from the ceiling. Let the soldiers and the Headcrabs fight each other, then dispose of anyone that's left. There's an HEV power dispenser just inside the room. Press the button to activate the elevator, but don't get on. Look down. Blue lasers are waiting for you. Toss down a Grenade to take them out, then wait for the elevator, press the button again, and get on.

When the elevator reaches the bottom, you'll have to fight a few Houndeyes. Follow the walkway around to the staircase. Take the stairs all the way down to the maintenance level, near the flooded generator. Watch out for the Zombie. Break the box blocking the generator mechanism, then head up to the next floor. Enter the generator control room, then push the button on the left to turn the generator on. Turn around. A sporadic electric beam is blocking the doorway. Time your exit carefully to avoid it. There's a

health dispenser just near the staircase. Use it if necessary, then head back to the elevator.

Another group of guards has occupied the area. Take the elevator up and prepare to fight your way back to the track control room.

You still don't need to enter the control room. Instead, climb up the ladder and jump the gap in the broken hallway. Head back into the room with the beast, and make a quick left down the previously gated area. He should follow. If not, take a few shots at him to get his attention. At the end of the passage, you'll come to a large generator. Run up the stairs to the control switch and turn it on. The beast will walk right into the electrical beam.

Now leave through the door at the bottom of the steps, and head back out into the main area. Climb on the freight car and drive it onto the track direction controller. Get off and run back to the track control room. Use the HEV power dispenser, then flip the switch to change the track direction. Leave the control room (you can just jump through the window if you'd like), climb on the cart, and drive into the tunnel.

ON A RAIL

Drive the cart until you come to the blockade. Talk to the security guard. He'll tell you that you need to launch the satellite to put an end to the invasion. The military has shut it down, and you have to remedy the situation. Get off the cart, grab the first aid kits, and flip the switch to raise the blockade. Before getting back on the cart, run into the other room and shoot the Barnacles on the ceiling. Then drive the cart onto the lift.



Talk to the guard to learn that you need to launch the satellite.

The lift will go down. Move forward through the flooded tunnel. Don't fall off—that water is electrified. At the top, watch for the HEV power canister on the right. Stop the cart, get off, and pick it up. Get back on the cart and continue forward. You'll pass an intersection with a crane blocking the track to the left. Kill the Houndeyes and move on. Leave the track switchers alone for now. Follow the track along until you come to a small alcove with a Bullsquid and a dead soldier. Stop the cart, kill the squid, and jump onto the platform. Get the first aid kit. The crates at the end of the room contain an HEV power canister and a Grenade. Get back on the cart. As you move forward, watch out for the Barnacles on the ceiling above.

At the next alcove, kill the squid. Stop the cart and get off. There's a stairway here, with a health dispenser at the bottom. Climb the stairs. Use a Grenade to take out the crates. If the Grenade didn't take out the turret beyond, dispose of it quickly. Flip the switch in the control room to move the crane. Climb back down to the cart and continue forward. When you see the track switcher, shoot it so that you see the arrow pointing left. The cart will move to the track previously blocked by the crane.

You'll come to a lift. Some soldiers are waiting above. The best tactic is to wait until the lift begins to ascend, then jump off. Climb up the ladder and take out the grunt on the first level. There's a health dispenser and some ammo here. Climb the ladder to the second level. Carefully take out the grunt waiting on the tracks ahead, then jump onto the cart and move forward.

Around the first bend, there will be a serious firefight with some soldiers. Deal with the one on the right, then use the barricades for cover. If you want, you can use the mounted gun to take out the rest. On the wall is a switch. Flip it to raise the blockade on the track. Before moving on, do a little exploring.

Up the stairs near the barricade, numerous soldiers are fighting some Alien Slaves. Clear out the stragglers (and beware of the soldier hiding behind the wall in the office at the top of the stairs). Follow the hallway around until you reach another staircase. A soldier waits at the bottom. The hallway goes left and right. To the left, you'll come to a part of the track blocked by two blue lasers. Shoot the emitters to remove the threat. Move back and head the other way down the hall, where you'll find some soldiers fighting some slaves. Finish off whoever is left.

Before going back up, look under the stairway. Turn on your flashlight and break the crate to find a power canister. Break the grate and drop down to find some first aid kits and ammo guarded by some Headcrabs. Now go back up and get back to the cart. Jump across the track and to the other side, where the soldiers have killed some Alien Slaves. There's a switch here you must flip to lift another blockade. Head up the stairs. Fight your way to the back room, where you'll find an HEV power dispenser.

Go back down, board the cart, and move forward.

At the end of the track, you'll encounter some soldiers. You may want to stop the cart just before the end and take them out with a Grenade. Search the bodies, then jump across the tracks to the hallway. Fight the slaves and the soldiers and keep moving. You'll come to a boarded door; behind it is a security guard and some crates. In the room across the hall, you'll find a health dispenser hidden behind some crates. But watch out for the Headcrabs falling from the ceiling.

At the end of the hall, a huge barricade protects a soldier firing a mounted gun. Use the crates as shields and make your way across the tracks, out of the gun's range. Back where the graffiti says "Surrender Freeman," you can toss a Grenade into the barricade to kill the soldier. Go through the blast door and crawl under the blue lasers. Kill the soldier on the walkway below, then climb down the ladder. Go through the blast door. And search the crates in the office for some Magnum rounds. There's also an HEV power dispenser hidden behind the office.

Get on the freight cart and move forward. Duck under the red lasers to avoid having to deal with the turrets beyond. Near the third turret, you'll see a door. Jump off and go in

to find some ammo, along with a Bullsquid, a Barnacle, and some Headcrabs. Get back on the cart and keep moving. Around the next bend, a rocket launcher will begin firing at you. Strafe back and forth on the cart to avoid its fire. Take out the soldier just beyond the rocket launcher.

Blue lasers block the tunnel, so set the cart to a slower speed and jump off. Follow behind it on the ledge next to the track. It will activate the lasers and you won't get hurt. Jump back on the cart when the path is clear.

Jump off at the next area, which is teeming with Alien Slaves. Kill them all, and use the health dispenser. Go through the hallway until you come to a stairway blocked by some crates. Jump over the crates and head up. Kill the soldiers and flip the switch to raise the blockade. There's an HEV power dispenser here. Go down to the track. Don't get back on the cart you rode in on—that track leads to a deadly trap. Jump on the other and move forward.

Stop well before you get to the next blockade. There's a large group of soldiers nearby, guarding the switch. Try to take them out without entering the room yet; there's a large gun waiting around the corner. Run in and climb the ladder, making your way next to the gun. Throw a Grenade into the barricade to take out the gunner. Use the dispenser, flip the switch, and get back on the cart.

Stop the cart before you get to the lift. There are numerous soldiers, and it's easier to fight them on foot. Climb up and search the crates. Walk around the small ledge of the lift shaft to find the items nestled in the open grate. Once the area is clear, climb down to the cart and move it onto the lift.

At the top, some stray electric surges sporadically block the path. Stop the cart before each one and time your

movement forward so you don't get hurt. Set the cart on its slowest speed, jump off, and follow. It'll activate the laser traps waiting around the next corner. Get back on and duck under the boxes in the next room. At the blockade, two soldiers will be waiting. Take them down and flip the switch.

Stay down through the next room and the next tunnel, avoiding both the crates moving overhead and the rocket volleys being fired your way. Take out the soldier as you pass the rocket launcher. The next room has more stray electricity. Time your movements so you don't get hurt. At the track switcher, shoot it so the arrow is facing forward. You're about to hit the end of the line.

Get off the cart and toss a Grenade down the ladder chute to take out the blue laser below. Climb down, and jump off the ladder to avoid activating the turrets. In the room at the bottom, you'll find some Grenades, a health dispenser, and some Zombies. Move down the track when you're finished here. Around the bend, you'll find a big gun. Use the crates and barricades to avoid its fire. Take out the soldier and then kill the gunner with a Grenade. Search the crates and head up the stairs.

Outside, listen to the soldiers talk about you, then kill them. Watch out for the hidden turret on the wall to the left. Head toward the blast door, and open it with the keypad. You'll have to fight three more soldiers to make it to the next blast door. There's a big gun in the corner to your left that will help, along with some first aid and Assault Shotgun shells. Once the soldiers are gone, go in. Those red lasers blocking the stairway are lethal. Use the metal crates to make a ladder up to the ledge, then jump up, avoiding the stairs altogether.



Use these crates to make your own stairway to the ledge.

Through the door you'll see two more soldiers. In the computer room, you'll find a health dispenser. Get to the control room and push the big red launch button. After the rocket has launched, head out of the control room and back outside. Go through the big blast doors and head through the huge door, which is now open.

Climb down the ladder; you'll find plenty of supplies in the crates, including some Satchel Charges. Get on the cart and start moving forward.

APPREHENSION

When you see the soldier throw the explosive on the track, jump off of the cart. Kill the soldiers and jump into the

flooded chamber below. Explore the various rooms on the first level to find some ammo. The room is divided into two parts: the side with the cart you were just thrown from and the other side. If you get stuck on the cart side of the barricade, you can wait until the barrels are released to jump across. Fight the tormented Scientists, and then make your way up to the health dispenser. Once you land back in the flooded room, jump to the other side of the barricade. The door at the bottom of the pool is the one you want. Keep the Crowbar ready to fight the alien larvae that'll bite you along the way. Follow the underwater passage, and go through the first metal door on your right to get some air.

Keep swimming down the hall. You'll come to a room with a grate on the floor. Break it, swim down, and take the passage to the right to find a room with lots of ammo. Open the door and leave the room. Go through the passage straight ahead, where you'll find dry land.

In the next room, you'll find some Barnacles and a pool containing an Ichthyosaur. Follow the walkway around to the ladder. Climb up and talk to the Scientist, who will tell you about the tranquilizer Crossbow in the next room. There are health and power dispensers on the wall if you need them. Walk out onto the beam and drop into the shark cage to get the Crossbow. The cage will fall into the pool. Shoot the Ichthyosaur with the Crossbow until it stops moving. Swim up to get some air. Go underwater again and find the valve near the pipes. Turn it to open the grate. Swim under the grate, get the tranquilizer ammo, and walk up the stairs.

Follow the stairs up and go left at the top. In the next room, you'll see some Barnacles and some shells on a

crate. When you jump on the crate, some slaves will teleport in. Kill them and enter the hallway.

Around the corner, you'll see a wet walkway with some Ichthyosaurs swimming in a pool below. Carefully walk along it, jumping over the first gap and staying in the middle. After the first turn, the walkway will partially collapse and a slave will teleport in. If you're in the middle, you'll be OK. If you fall in, hurry to the ladder behind you and climb back up. Walk to the second gap in the walkway and jump over. It's a difficult leap to make. Once at the end, jump into the hole in the fence and swim into the passage under the sign that says "generator control."

When you emerge, kill the Bullsquids. Go through the passage on the right and push the crate off the walkway. Turn on the generator by pushing the button on the control panel. Drop down to the floor. Walk to the middle piston. Jump onto the bottom pedestal, but be sure not to be under the piston. Jump on the piston when it lowers, then jump off, onto the ledge to get the charges. Drop down. Push the metal crate to the wooden crate blocking the ladder in the corner. Jump onto the metal crate and break the wooden crate with the Crowbar. Jump up and climb the ladder.

In the next hallway, you'll find a health dispenser. Be careful. As you approach it, a Bullsquid will teleport in. Kill it and go down the hall.

In the computer room up the stairs, you'll encounter some slaves and some Headcrabs. Clear out the room and the Scientist will open the security door. Use the HEV power dispenser on the wall and talk to the Scientist. Open the door to the freezer and quickly fight your way to the ladder in the back. Climb down.

Follow the colored pipes to the elevator, killing the slaves that teleport in on the way. Take the elevator up and talk to the guard. He'll get assassinated halfway through his sentence. Hunt down the Human Assassins waiting in the next area, keeping your back to the wall so they don't sneak up on you. The sniping mode on the Crossbow is a good way to get rid of them. In the area, there's a small U-shaped tunnel that leads to a supply room. You can wait for the Human Assassins there, as they will come after you. In the supply room you'll find ammo and a health dispenser. Once the Human Assassins are gone, climb up the stairs to the access switch. Turn the switch to open the doors, then run through. Free at last.

Um, not quite. You need to quickly jump up the boxes to escape the trash compactor. Once you're safely on the ledge, walk across the compactor and pick up the Crowbar on the opposite ledge. Now climb down the ladder and go through the grate on the floor.

RESIDUE PROCESSING

Follow the pipe until you come out in an outdoor area. Run to the opening and continue on to the silo, fighting the Headcrabs that appear. Turn the valve, quickly climb up the ladder, and drop onto the lift going down. Turn on the flashlight and enter the pipe. Follow the pipe to the grate. Break it and drop down. The guard can't be saved. The Barnacles will get him. Wait until his remains drop and grab the gun, then take out the Barnacles. Use the health dispenser on the far wall. Walk down the hallway to the observation area. Avoid the Barnacles. Walk down the stairs to the HEV power dispenser, and use the Crowbar



This silo is your ticket into the residue processing plant.

to get rid of the Headcrabs. Both doors are locked, so walk back up.

Walk back to where you first entered the plant. Climb up the ladder on the vat and jump across the floating debris. Plan to do a lot of jumping in this area.

When you exit the pipe, you'll need to jump across the rising platforms to the exit on the other side. Jump to the platform to your right as it rises, then jump straight ahead as the next platform goes down. Quickly jump to the platform in the corner of the room, then over to the platform near the exit. Jump to the exit and continue on. If you fall, you need to climb up the ladder on the platform near where you entered.



Jump across these platforms to the door on the other side.

In the next room climb along the pipe on the left side of the room. When it gets narrow, jump to the pipe on the right. Exit the room. In the following room, there are two rotating arms in a vat of hazardous waste. Before you make your way across, you may want to use the health dispenser on the wall in the room, below the vat. There's a ladder down just to the left of where you entered. To get across the vat, jump to the first turning arm. Walk out to the end and jump to the second arm as it passes. Stand on the end of the second arm to reach the exit pipe.

In the next room, jump off of the conveyor belt and search the crates to get some ammo and first aid kits. Get back on the belt and ride it up. You'll drop down into some liquid waste. Follow the stream into the second

room, but quickly make your way to either side and climb out before the grinder crushes you. Follow the passage-way and jump back into the liquid. Swim down and around the second grinder. Stay submerged to avoid the flames in the next room. Swim under the third grinder, and then go into the small alcove to your right, where you'll find a health dispenser.

Drop back down into the water and climb out on the right side of the next room. You'll pick up a .357, which you can use to kill the Bullsquid attacking the security guard. In the control room, you'll find a health dispenser, some Satchel Charges, and some HEV power canisters. There is another control room with three levers just to the right of the conveyor belts. These control the direction of the belts. Make sure all three belts are moving away from the water, and then go back to the control room with the dead guard.

The button on the control panel will stop the stampers for a short period of time. Try to stop them when both the right and middle stampers are up. Run over and jump on the right belt. Jump to the middle belt and ride it out of the room. You'll have to avoid some horizontally moving pistons in the next passage. Time your movements so you don't get hurt. The next passage has vertically moving pistons. Their patterns are erratic, so hang back until you know it is safe to move.

In the next area, you need to make your way from conveyor belt to conveyor belt. If you fall, follow the signs to the exit. You'll pass a health dispenser and a Bullsquid on the way, and start back near the beginning of the belt maze. Keep jumping from belt to belt. Move quickly in the furnace as you pass through. When you come to two belts

running in opposite directions, drop to the one moving away from you, on the left as you look down. Throw a Satchel Charge on the other and detonate just after it passes by the blue laser. This will not only take out that laser, but also another one around the corner, out of view.

Follow the passage around and jump from belt to belt in the next area to avoid the rollers. Drop to the floor below, and drop through the jaws as they open. As you approach the end of the conveyor, jump to the ledge, but watch out for the Barnacles. Walk through the hallway.

QUESTIONABLE ETHICS

Climb up the ladder and break the grate with the Crowbar. There are numerous Houndeyes in the next room. Before climbing up, throw a Satchel Charge in the room and climb down. Detonate the charge. If you don't have any, you'll have to take your chances with firepower. Climb up and jump onto the box by the electrified fence, then to the kennel on the right. Jump over the fence. Use the health dispenser, then head down the hallway.

Look at the grunt in the glass cage. He'll begin pounding on the glass. Quickly break the glass on the red button and press it. The grunt will escape, but you can run down the hall and avoid serious damage. Get to the small lab at the end of the hall and enter the control room. If the grunt is following, wait until he enters the room and press the button. Use the health dispenser on the wall and exit the lab. Kill the soldier outside the door and talk to the guard. Walk up the ramp.

Take out the soldiers in the entry area. At this point, you should have acquired an Assault Shotgun and an

MP5. Head up the stairs and around to the second small lab. Open the cages by pressing the button between them, then run into the control room. You may want to have the guard wait outside if he's following you. Press the button in the control room to clear out the Headcrabs, then search the cages for the Crossbow and some Snarks.

Exit the lab and walk down. Drop some Snarks into the hallway, then take out the remaining soldiers. Turn right at the intersection and head down the sloped walkway. Walk through the room at the bottom, grab the HEV power canisters, and go through the doorway up to the observation booth. Pick up the laser emitters on the way. Shoot the active laser emitters in the corner of the room below, and grunts, both alien and human, will come into the room. Watch the battle, then head back down to kill the survivors and search the bodies.

Walk into the newly opened passage, and follow it around (killing the soldiers in your path) until you come to a stack of boxes. Break through the first few boxes, but be careful not to activate the laser trap in the back of the room. Use the health dispenser and keep moving down the hallway, past the Headcrabs in the glass cages. When the cages break open, kill the crabs and move to the middle of the hall and up the steps.

Some soldiers will be fighting Bullsquids. Wait until they're finished, then move in. Kill the survivors. In the first passage on the left, listen to the Scientist and his assistant discuss the experiment. When everything goes kaboom, go in and pick up the Gauss Gun. Push the red button on the console to activate the laser. Go back to the main hallway and enter the room just ahead. Push the button to activate the second laser. Pick up the HEV power

canisters, then walk all the way to the room at the end of the hall. Push the red button on the console near the health dispenser to activate the third laser. Finally, walk down the hallway across from here to the room filled with Houndeyes. Activate the fourth laser.

Search the crates in the area for ammo, then go into the room where all of the lasers are headed. Push the crate against the wall under the laser shield, then activate the beam. It will blow a hole in the wall. Jump to the pipe, then down to the ledge, and finally to the ground. Open the door and talk to the Scientists. In the next room, turn off the surgical unit. Ask one of the Scientists to follow you and walk down the hallway past the Headcrab cages. If you haven't killed them yet, you'll have to so that the Scientist will follow you.

Walk back to the entry area, and the Scientist will open the security door. Listen to the Scientist, who'll tell you he's going to alert the lambda team that you're on the way. Go through the revolving door.

Kill the soldier just outside the door. Shoot the explosive boxes blocking the tunnel, then run to avoid the turret fire. Press the button to open the door, and get ready to fight your way to the lambda complex.

SURFACE TENSION

Beyond the door, several soldiers will be waiting. They're surrounded by a number of explosive canisters, so some well-placed shots will make your work much easier. Once the area is clear, search the bodies and pick up the first aid kits scattered about. Continue on into the rock opening. Don't be hasty running into the next area. An Apache is

circling overhead. Wait until it makes a pass, then run toward the dam and jump in the water to the right. Watch out for the Ichthyosaur swimming around. If it gets too close, take it out with the Crossbow.

Swim over to the ladder and climb up. In the control room at the top, push the button labeled “turbine control.” Jump back into the water. Swim down to the valve at the base of the dam. Turn it to open the grate and swim in. You’ll emerge on the other side. There’s an HEV power canister on a rock to the left, but be careful to avoid the Apache’s fire as you grab it. Stay submerged while the Apache is overhead, and keep swimming toward the ladder on the far end. When the sky is clear, climb up and enter one of the two pipe openings.

Run through the pipe and over to the ladder on the wall. Climb up. Follow the ledge around to the second ladder and climb up to the clearing. You’ll see a sign that says “high voltage” next to a fence. Immediately to the left is a small passage through the rocks. Go through. You’ll see a sign reading “storm drain hatch.” Follow the area to a small alcove in the rocks. Numerous soldiers will chase you, so take them out from the safety of the alcove. After the soldiers are gone, wait for the Apache to pass, then run out. There’s a small cement building nearby. Enter it and turn the valve. Follow the wall to the right back to the passage through the rocks.

Continue following the wall until you come to another opening. Go through. You’ll see a Tentacle coming out of the sand, surrounded by items. Beware of the burrowed Headcrabs. Throw a Grenade to get the Tentacle out of the way, then run over and pick up the stuff. Run behind the large rock on the hill and through the small passage

behind it. You emerge in a minefield. Follow the wall to the left until you come to a tent. Shoot the ground in front of the tent to detonate any mines, then continue following the wall. When you come to the storm drain, jump over the fence and climb down.

Be careful when emerging from the drain. It's a long way down. Edge your way out, taking out the turret to your right. Use the sniper mode on the Crossbow to take out the soldier on the level below the turret. Then slowly move toward the right of the ledge you're on. There's a soldier directly below you. Kill him, then drop to the small ledge. Follow the ledge around the pipe, and take out the soldier waiting in the alcove.

Now you need to slide down the pipe and land on the outcropping below. You may want to kill the soldiers waiting down there first. Follow the metal walkway to the right, and jump across the wooden bridge to get the HEV power canister (don't walk across the bridge—it isn't very sturdy).

Walk back to the pipe and continue along the rock ledge. You'll come to some large metal doors with a single soldier guarding them. Kill him, then go through the doors. Inside, you'll find the RPG. An old friend will show up again, but now you can deal with him. Run out into the cave and wait for the Apache to appear. Aim the RPG at the helicopter, then fire at will. Remember, you must keep the laser sight on your target to score a hit. Two or so rockets should take down the helicopter. Once it's gone, search the crates and continue along the ledge.

Climb up the ladder to the next ledge. You'll need to walk up a rock ramp and jump on some small ledges. It's quite tricky, but it helps if you're walking (not running)

along the edge so you can make more precise movements. Climb up the second ladder and walk along the ledge to the storm drain. Be prepared for the Headcrab that will jump out. Climb into the drain.

Follow the drain until you come to an intersection. This next part is tricky no matter what you do, but here's a good tactic. Follow the drain passage to the left. When you get to the ladder at the end, climb up so that you're just peaking over the top of the drain. Use the sniper mode on the Crossbow to take out the soldiers, one by one.

Climb out of the drain and into the soldiers' camp. Watch the tank; it will be trying to hit you. It's slow, giving you time to run up close and around the back. Another



As if the soldier encampment isn't enough of a problem, there's the tank in the back left to deal with.

soldier will be waiting for you in the storage bay. Kill him, then search the crates and use the health dispenser. Run over and activate the door in front of the tank, then hurry through before it gets a chance to fire.

There's another tank waiting in the next area. Use the crates to block its fire and make your way down behind it. Jump through the hole in the wall to find a supply tent guarded by two soldiers. You'll find ammo, health, and HEV power in the crates. Climb up the hill, back through the hole, and run down through the door at the bottom of the path.

An alien transport will drop a grunt and a slave in your path. Kill them both. Walk around to the right side of the building and jump onto the fallen girder and over the blue laser. Walk around the path, avoiding the falling debris. Walk down the steps and jump over the two blue lasers in the alley. As you emerge, be careful of the large turret on the wall to the right. Use an explosive to take it out (the Grenade launcher works fine). Walk past the dying guard. There's a small minefield ahead, so use the Glock to clear a path. Around the corner, there's another turret on the wall. Get rid of it with an explosive. Climb under the barbed wire and make your way to the other side of the yard, avoiding the electricity.

When you're safely on the far side of the yard, shoot the canisters next to the power supply. This will make it safe to climb up the fallen tower to the roof. Walk along the roof until you find an opening. Drop down to the boxes below and talk to the Scientist. Leave the room. Search the room across the hall for some laser bombs. In the hallway, use the boxes to jump over the lasers. Push the first box just up to the first laser and jump up and

over. Push the second to the base of the stairs and do the same. Do not set any of the lasers off—it will cause a fatal chain reaction.

Open the metal door to the left. Jump up the boxes and into the room below. Crawl through the gap in the box stack. Find the crate labeled “fragile,” blocking two beams. Break a passage through it. Shoot the Headcrabs on the other side quickly; they have a nasty habit of jumping through the beams. Walk over to the elevator and destroy the large crate. Now walk up the stairs near the red light, crawling under the laser blocking your way.

At the top, kill the Headcrab and jump over the beam. Activate the elevator and get on. You need to jump from here to the elevator below. Good luck. When you make it safely, activate the elevator and head down.

Pick up the Hornet Gun at the bottom of the elevator. Search the crates, where you’ll find a wide variety of ammo. A guard will come screaming down the corridor, followed by some soldiers. Be careful where you shoot—there are explosives everywhere. It may be a good time to try out that new gun—just aim in your target’s general direction and shoot. No ammo needed.

Follow the corridor around until you see a truck next to a ramp. Don’t run up yet—and alien transport will drop some grunts. Not to worry, though, a subsequent bombing run will take them out. Wait until they’re gone and run up. Immediately head up the ramp to your right. Search the crates, and be prepared to run for it. Run along the wall toward the armored vehicle, zigzagging to avoid its fire. Kill the soldiers on the way. Quickly run into the alley behind the building. There’s a turret on the wall at the entrance to the alley. Get rid of it with an explosive. Enter the building and kill the two waiting soldiers.

Head up the stairs and talk to the security guard. Get him to open the supply closet. Take everything, then walk over to the window. Jump to the ledge and follow it around the building to the right. Get on the power cabinet, and then jump to the cabinet across the way. Jump to the fire escape and climb up to the roof. Look down into the courtyard. You'll need to make it to the door on the opposite side. First, deal with the soldiers on the ground. Then walk down the small ledge next to the wooden plank leading down. Jump to the platform on the right, then jump across to the doorway.

You'll emerge in a large landing area. Quickly run and hide in the small room to your right. Watch the soldiers and the grunts fight, then kill the survivors. Run into the hangar and down the walkway. Kill the grunt in the hallway and open the doors back into the alley. Go find the guard in the building (the one who opened the supply room for you), and get him to follow you to the security door near the hangar.

More soldiers will be dropped in, so be careful. When the guard opens the door, run in. There's health and HEV power dispensers inside. Search the crates, then get up to the big gun. Fire the gun at any remaining soldiers, then at the huge doors in the landing area. Take out the grunts that emerge and get to the doors.

Round the corner and use the big gun to take out the slaves as they teleport in. When the coast is clear, run up and step on the big, organic trampoline in the middle of the courtyard. It will throw you up to the level above. Soldiers and aliens are fighting below. Wait until one side loses, then drop down and kill the survivors. Search the crates, and then break the grate on the duct and climb in.

Be prepared to kill a few Snarks as you climb up. Continue up the duct. When you reach the next grate, break it, but back up. Some guards will begin shooting at the duct. Wait until they're done, then toss some Snarks down into the garage. Once the soldiers are gone, drop down yourself.

Open the door on the far side of the garage. Back up when you see the Grenades coming—there's no exiting that way. When the wall is blown open, use the controls to lower the car elevator. Use the controls again, then jump on the elevator as it starts to rise (don't forget to use the health dispenser, as you'll probably need it at this point). Jump through the hole and kill the soldiers.

Grab the big gun and blow open the door. Use it to take out the Alien Grunts who come streaming out as well. Around the next corner, more soldiers are fighting aliens. Let them do most of the work. Kill the stragglers, then climb down and search the bodies. Go through the remains of the door in the corner to find a supply room filled with ammo and HEV power canisters. Climb up and jump the gap in the catwalk. Kill the Alien Slave waiting beyond. Head into the hallway. There's a health dispenser to your left. Go down the hallway. An Alien Grunt will throw a soldier through the wall. Kill him and move on.

Around the corner you'll come upon more fighting. Drop down the crates and clear out the area. Walk to the organic trampoline, which will throw you to the roof across the way. Break the grate on the roof and drop down into the water. Climb into the pipe and start heading forward. When the soldier throws in the bomb, move back quickly into the water. When it explodes, go to the end of the pipe and exit. Fight the soldier, and then move

into the next room, where a soldier is fighting some Headcrabs. If you need some health, drop to the floor and use the dispenser—otherwise, jump to the pipe at the end of the catwalk and turn the valve. Enter the pipe, climb the ladder, and follow the pipe around. Drop down to the staircase and kill the soldier. Go up the stairs and get the guard to follow you.

Down the stairs is a room with a security door, a soldier, and a health dispenser. The guard will open the door. Back outside, you'll see a grunt on the roof and a slave. Kill the slave and use the sniper mode on the Crossbow to kill the grunt. Make sure the guard is still following you. Run right to the control booth, and the guard will open the door.

Inside the parking garage, a Gargantua is killing soldiers. Run up the ramp to avoid the same fate. Use the trampoline to get up to the wall, then run to the second tower with the air strike map. Use the controls to mark the area of the wall with the gate on it. Use the left control to adjust the horizontal plane on the map and the right to adjust the vertical. When the monster begins breaking through the gate, call in the air strike by pushing the middle button. You'll need to mark three more targets on the map as well. First, mark the huge steel doors in the corner and call in the strike. Next, clear out an area of the wall to the right of the doors. Finally, call in a strike aimed at the tower just in front of you, which will create a bridge to the doors. Once you've made a path, run across the tower and through the doors.

“FORGET ABOUT FREEMAN!”

You'll come to a room with a collapsing ceiling. Look up and keep moving to ensure nothing hits you. Climb up and over the debris, then go through the doorway.

In the next room you'll hear the military announce it is moving out. Good riddance. Climb over the railing and down into the room. A little ways in, some grunts and slaves are waiting. No need to waste ammo. Run back to the room where you heard the announcement (use the girders to jump over the railing) and turn on the turret. There are a few grunts, and some more slaves will teleport in, but the turret will take care of most of them. You can manage whatever's left. Make sure you turn off the turret before leaving the control room, though. Jump over the railing and climb up the crates in the middle of the room. Jump over to the elevator platform to use the health dispenser. Now jump back over the railing and down to the floor.

The hallway just outside the room goes left and right. Right will lead you out of this area. Go left first. Use the Crowbar to break through the mesh walls that block your way, and destroy the alien pods. These will release Snarks that you'll have to run from or shoot. At the end of the passage is a large room filled with crates and Alien Grunts. As you enter, more grunts will teleport in at the entrance. Kill everything, then search the wooden crates. The trampoline will give you access to the ledge above (with Snarks and first aid kits) and the top of the metal crate stack (with some ammo). Now go back down the hallway.

Around the bend, you'll come upon some Alien Slaves. Kill them, then run up to the platform, and destroy the pod blocking the hatch. Turn the valve to open the hatch and climb down the ladder. At the bottom, crawl under the red laser. Kill the Headcrab and disable the turret. Jump across the water to the platform in the middle. Search the wooden crates for some health, and then push the metal crate into the water (either side). Jump onto the crate and jump over the gate.

Follow the water around and turn left. Kill the Headcrab and jump into the water. Apart from an Ichthyosaur, the big, open pool in front of you holds nothing of interest, so swim to the passage immediately to the left and climb over the small embankment. Get close to the cog and duck. Crawl between a gap in the gears. Swim under the two pipes ahead, then between the two that follow. Get some air before continuing. At the next cog, duck again and time it so you move with a gap in the gears. When you emerge, you'll be face-to-face with a turret and a soldier. Get rid of them, pick up the ammo, and climb the ladder.

On the surface, you'll face two soldiers and a tank. Get out of the tank's range, using the rocks as barricades. Kill the soldiers and move behind the tank. Watch out for the turret hidden in the corner just to the left as you approach the elevator. Use the health dispenser, then push the button to call the elevator. At the top, go down the hall and turn right. Two soldiers are guarding the stairs in the next room. To the right of the stairs you'll find a crate with a first aid kit inside. Climb the stairs and peek out into the large warehouse beyond. Once again, some soldiers are fighting some grunts. Wait until they're done and clear out the room. Drop down to the tank. Use the big gun to blow

up the door just ahead, then grab the mounted gun to kill the slaves and grunts that will begin pouring in. Walk down to the end of the hall, but don't go through just yet.

Grunts guard either end of the next hall, but your biggest concern is the laser turret to the left. As you enter the hall, step back because the large section of wall just in front of you will collapse. Hit the turret with the Gauss Gun, and then take out the grunts to the left. There is also one to the right, so dispose of him if you feel the need. Follow the hallway left and open the door. Press the yellow button inside to access lambda core.

LAMBDA CORE

Enter the control room and push the button. Get on the freight elevator next to the truck and ride it down. In the room below, several Headcrabs and a Bullsquid await. Search the crates and climb up the ladder to the health dispenser. Go through the small metal door to the ladder.

You'll enter hazardous materials bay A. There are several Human Assassins on the ground floor and two on the walkway above. There's a passage to the right blocked by crates. Break through and climb the stairs to the catwalk. Walk over to the passage on the left. Go down the stairs to access health and HEV power dispensers. Go up the stairs and follow the hallway to the elevator. Ride the elevator down.

Open the door to hazardous materials bay B. Two Alien Grunts will be waiting. Move back to the hallway and take them out. Another will teleport in. Use the explosive canisters just next to it for an easier kill. One more will teleport into the storage bay. Once it's gone, climb up the

ladder to the door and talk to the Scientist. He'll tell you about the Lambda reactor, then open the security door. Enter the reactor.

Use the dispensers on the left, then ride the lift up to the second level. Turn right and enter the test firing lab. Pick up the EGON and the ammo from the shelf. You can open the firing chambers and kill the Headcrabs and Bullsquid beyond, but it isn't necessary. Exit the lab and go down the hall to the coolant system elevator.

Turn right and follow the signs to the maintenance station. Talk to the guard and the Scientist. Get the ammo and use the dispensers. Now leave the station and return up the stairs. Follow the blue paint on the walls to coolant system 01. Fight your way to pump station 01, and flip the switch on the pump. Go back to the main area and follow the orange paint to coolant system 02. You'll need to jump over some debris and fight a number of guards on your way to the next pump station. The catwalk just before the pump station will collapse as an Alien Grunt teleports in. Jump the gap, avoid the Barnacles, and keep moving. Just before the pump station, turn the valve to shut off the steam pipe.

Fight the Headcrabs in the pump room, then flip the switch. Get the HEV power canisters and make your way back to the main area.

Follow the sign reading "auxiliary tank reactor access." In the tank room, a number of grunts will be teleporting in. You can either fight or just drop into the tank and avoid them. Follow the water to the reactor core. Turn both valves to flood the reactor. Climb the ladders, avoiding the energy beams and jumping the gaps, to reactor core D.

Follow the hallway around, and then enter the supply cabinet for ammo and HEV power. Enter the elevator and climb the ladder to level B. Jump from the ladder to the broken door. Check the supply cabinet to the right, then go down the hall. Open to door to the security station on the right. Talk to the guard and use the health dispenser. Enter the hallway and fight the grunts and slaves that await you. At the far end of the hall are more grunts. Lure them into the hallway under the pipes, and then throw the steam valve. They'll fry quickly.

Go down the hallway and turn the corner. At the end, you'll see a ladder. Climb down to level C. Jump onto the crates and over the fence. Jump off the left side of the pipe to get some supplies, then jump back again over the girder at the other side. Climb the ladder and head back up to level B.

Enter the level B reactor core. What follows is a series of teleporters you must enter in the correct sequence. You enter the orange glowing portals and exit the green portals. As you enter the ports in the core, make sure you time your teleporting so that you land on the rotating platforms. Stand on the ledge of each port and look up to see when the platforms are in place. Following is the correct sequence for the teleporters:

Jump into the teleporter at the base of the core. Jump into port 2. Duck under the pipe and jump into port 4. Jump into port 7. The various other ports will lead to some supply areas, so you may want to do a little exploring.

Once you've jumped through port 7, you'll emerge in another teleportation room. Jump across the waste to the rotating platform in the center. You need to make it into the areas labeled "01" and "02." In each is a switch that will open half of the doorway to the teleporter. This is very

difficult, so you may want to save your game each step of the way. The best method is to drop from the outer platforms to the middle platform when it is down, then drop to the inner platform. Going the other way, jump quickly from the inner platforms to the outer platforms and into the necessary areas, skipping the middle ring altogether. When the door is open, jump into the teleporter.

You'll reach a new area on level B. Kill the Headcrabs and search the debris for HEV power. Then climb the ladder to level A. The Scientist will open the glass doors. Talk to him about what you need to do, gather the supplies, especially the jump module. Once you've taken the module, the Scientist will let you into the portal control room. Inside, use the dispensers and climb the ladder to the platform. Kill the flying beasts that enter while the portal is being opened. Once the technician gives you the go ahead, long jump (duck-jump) into the beam.

XEN

Upon entering Xen, you must long jump from platform to platform until you reach the large structure and below. Drop down onto one of the passing platforms or any of the beams jutting out, and then jump onto the ledge around the structure. Be careful. There are numerous Houndeyes about, and those purple lights shoot energy. The pools you see will restore your health if you stand in them.

You'll find a small passage in the rock. Crawl through and break the mesh on the small crawl space. Climb through the hole. In the chamber, you'll see three metal, toadstool-shaped pedestals. Activate them with the "use" key. Break the mesh cage with the luminous leaves in it.

These will flutter to the pedestals and activate the teleporter in the center of the room.

GONARCH'S LAIR

When you enter Gonarch's lair, wait for the beast to come galloping out of her cave. Use some heavy weaponry on her, aiming for the sac dangling beneath her armored shell. When the small insects attack you, use the Glock or the Crowbar to get rid of them. They're a nuisance, but they'll do a lot of damage, a little at a time. When you've done some damage to Gonarch, she will go running off into the cave. Don't follow yet. Pick up the ammo and HEV power lying around the dead Scientist. There's also a health pool on a platform floating off to the side if you need it. Now follow Gonarch.

In the second chamber, keep attacking. Avoid the covered pit in the center of the area. There are some items down below, but it's a long fall if you miss the ledge. Continue fighting Gonarch until she breaks through the mesh into the next area. Kill the accumulating insects and follow Gonarch.

Drop down to the thin ledge with the glowing crystal on it. Then drop down into the tunnel. Chase Gonarch down the tunnel. As you fall into the next chamber, try to land on the mesh before falling to the ground to avoid taking damage. Grab the HEV power and ammo, then continue shooting Gonarch. She will fall through the mesh onto the ground. Shoot her until she dies. Fall down the hole her death rattle creates into the teleporter.

INTERLOPER

This part is extremely tricky. There are several elements to this region: the blowholes on the ground, the rotating platforms, the pillars, and the mantas flying through the air. You need to get to the cave on the far side of the area. Enter the cave and fall into the small pit. Hit the webbing to fall into the room below. Follow the passage (you'll encounter a number of enemies as well as some items), destroying any webbing in your path with the crowbar. You'll come to a dead end with some webbing in the corner. Break it, and a pillar will lower from above. Get on the pillar and ride it up, then jump down the platforms. When you get near the bottom, jump onto one of the blue mantas' backs. Ride it to the teleporter.

In the next area, run out of the cave. Run left to the healing pool. Now climb over the ridge and run past the machinery to the cave opening. There are many grunts around, so fight when necessary. In the cave, go through the partially blocked passage. There's a huge creature in the next room. Load up the RPG and give it a few taps, or lob some Grenades. When the monster is gone, jump over the rocks into the cave. Crawl into the small passage to pick up the Snarks and first aid kit, then head out the opening toward the Tentacle.

Watch for the Barnacle on the ridge, and then crawl along, avoiding the Tentacle's beak. Use Grenades to make it attack the lower level if necessary (there's also a first aid kit down there you may want to risk grabbing). Attack the grunts by the teleporter and get in.

Enter the factory. Follow the ramp around, killing the slaves and flying creatures guarding the area. Get on the elevator and take it up to the second level. Go to the healing

pod to the right on the second level. Jump on the elevator gear and get up to the conveyors. Run across the connector to the second connector, then ride it into the water. Run along the platform, and jump over the conveyor. Follow this passage around. Kill the flying creatures and slaves (there's a healing pod just below if you need it).

Follow the walkway around, killing anything in your path. Jump on the pistons and ride them up to the next level. Jump over the railing and enter the room full of huge canisters. Be wary of using explosives in this area—each of the containers has a grunt inside. Kill everything in the room, then get the supplies from the alcoves. Go through the passage on the left. You must break the containers to get through the passage. In the next room, you'll find more enemies and a healing pod. Clear out the room, then climb into the red shafts on the ground. Drop down the shaft to the next area of the factory.

Make your way across the walkway to the ramp. Go up and into the room with the healing pod. There are a few slaves along the way. Get healed, then go out and clean out the flying creatures. Get on the rotating elevator platform to the next level. Keep moving. If you're in need of supplies, check the two ducts on this level. They lead to a large room filled with an assortment of goods and some slaves. Follow the spiral ramp around, grabbing everything, and then head out when the area is empty.

In the main area, get on the second rotating elevator platform. There's a health pod in the passage on the next level. Make your way to the third rotating platform and go up to the teleporter. Jump in.

In the next region, jump from platform to platform to the ominous red teleporter at the end. Get in, and prepare for your final battle.

NIHILANTH

Nihilanth is a tough creature to beat. He sends out deadly electrical charges, as well as mobile teleporters. You'd be wise to avoid these. A shot from the Hornet Gun will get rid of them, as will hiding behind the various spires in the room. If Nihilanth does trap you with a teleporter, there are three areas you'll be sent to.



To kill Nihilanth, you must destroy his power source.

The first area is a large spiral tower. You must make your way to the teleporter at the top. There are some supplies here, so get them while you can.

The second area is a small cave filled with flying creatures and rocks that float up to a teleporter at the top of a

vertical shaft. There are some supplies in the blue alcove. Jump on any one of the rocks as it rests on the ground, then ride it up to the teleporter.

The third area is a platform around a pool of water. An Ichthyosaur dwells in the pool, but you need to land in it if you want to survive the fall. Kill the grunts and use the organic trampolines to bounce up to the teleporter. Subsequent teleportations will bring you back to this area, with a Gargantua you must fight.

To kill Nihilanth, you must destroy his power source. If you have enough rockets, shoot the orange glowing crystals on the wall. Two shots should do the trick. There are three crystals, and you can use any of your heavy weapons to destroy them. Once the three crystals are gone, start firing at Nihilanth. When his energy disappears, use the trampolines to bounce up above him. His head will open. Fire into his vulnerable brain (a rocket would be most useful here). When he's destroyed, you've won the game.

Now you'll be given a choice by the administrator.

Each leads to a different ending.


Good luck on future assignments, Mr. Freeman.

It's been a pleasure working with you.

CHAPTER SIX

THE MULTIPLAYER GAME





Once the game is over and finished, the multiplayer games will continue play long after the Half-Life's plot line loses its appeal. While Half-Life is currently limited to deathmatches and eight individual levels, new levels, add-ons, and games are in development that will make the Half-Life experience last much longer.

Half-Life comes with eight deathmatch levels: boot_camp, bounce, datacore, lambda_bunker, snark_pit, stalkyard, subtransit, and undertow. Most, if not all, of the weapons and items are available on each of the levels, and each level has its own unique areas and locations that differ from the rest.

The best practice for deathmatches is, strangely enough, playing by yourself. Knowing how the levels are laid out and where the items are is half the game, knowing how to use the items and the locations to your advantage over the other players is the other half.

For instance, know where the weapons are located on each level. After awhile this will become second nature to you. Make note of where the medical and HEV rechargers are; chances are they'll get used up before long, but it can't hurt knowing they are there.

Perhaps even more important, you must pay attention to the architecture of the level. Where are the obvious and not-so-obvious sniper locations, and how would you go about getting around them or using them yourself? Where can you put a laser tripmine to be unnoticeable yet still dangerous? Are there any killing zones—areas where your opponents can get trapped by the level's design or where the best weapons and ammunition are kept? Some areas

may only be accessible through use of the Long Jump Module or “bounce” circles. A few levels also have explosive boxes and destructible crates you can use to your advantage, and the snark_pit offers an inexhaustible supply of snarks.



A clever sniping position can be attained by utilizing these firing steps on the boot_camp level.

For example, boot_camp is a fairly intense level consisting of numerous two- and three-level buildings with a plethora of ledges and open areas, which are ideal for sniping in almost any high position. One rather interesting position is atop a building that has a series of very thin “firing steps.” From that position a player could look down over the central open area in the level. The firing steps also

allow the player to crouch and avoid fire from below. While this sniping area is fairly easy to get to and is in fact a cul-de-sac of sorts, the player can jump over the top firing step, crouch through the opening, and fall to the open area below, allowing for a quick escape.



This spot in the stalkyard can be awfully tempting for good sniping.

One example of a sniping spot (two actually) that's a bit too obvious is the machinegun positions in the stalkyard, which are very open. Despite the fact that they offer a good position, their easy access (and the fact that one can easily come up from behind or the side while you are blasting away) makes them very dangerous.

Finally, above all else (besides the idea that you should be comfortable with your configuration and you have a

solid, fast connection), playing against a number of opponents is the only way to improve your skills. Expect to die many times, but with practice comes experience, and experience will yield pleasing results.

CHAPTER SEVEN

THE CHEATING GAME



W

hile we don't condone cheating, we will warn you now that using the cheats can severely dampen the Half-Life experience, and should only be used at the last resort.

The cheat codes are accessible from the game console, which as a default is disabled when you enter the game. To access the console, start Half-Life using "hl.exe-console". The console will then be available by hitting the tilde (~) key.

You may find the cheats already enabled, but if not, type in "sv_cheats 1" in the console first.

The following cheats are available in the console:

/GOD

Puts you in god mode. Let 'er rip!

/NOCLIP

Disables clipping, which lets you move through the walls and fly.

/GIVE XXXX

Gives you the item of your choice, where “xxxx” is the item from the list below.

item_airtank	ammo_mp5grenades
item_antidote	ammo_rpgclip
item_battery	weapon_357
item_healthkit	weapon_9mmAR
item_longjump	weapon_9mmhandgun
item_security	weapon_crossbow
item_sodacan	weapon_crowbar
item_suit	weapon_egon
ammo_357	weapon_gauss
ammo_9mmAR	weapon_glock
ammo_9mmbox	weapon_handgrenade
ammo_9mmclip	weapon_hornetgun
ammo_ARgrenades	weapon_mp5
ammo_buckshot	weapon_python
ammo_crossbow	weapon_rpg
ammo_egonclip	weapon_satchel
ammo_gaussclip	weapon_shotgun
ammo_glockclip	weapon_snark
ammo_mp5clip	weapon_tripmine

/MAP XXXX

Go to this map name directly, where “xxxx” is the name of the map.

Single Player Maps

c0a0	c2a1	c3a1
c0a0a	c2a1a	c3a1a
c0a0b	c2a1b	c3a1b
c0a0c	c2a2	c3a2
c0a0d	c2a2a	c3a2a
c0a0e	c2a2b1	c3a2b
c1a0	c2a2b2	c3a2c
c1a0a	c2a2c	c3a2d
c1a0b	c2a2d	c3a2e
c1a0c	c2a2e	c3a2f
c1a0d	c2a2f	c4a1
c1a0e	c2a2g	c4a1a
c1a1	c2a2h	c4a1b
c1a1a	c2a3	c4a1c
c1a1b	c2a3a	c4a1d
c1a1c	c2a3b	c4a1e
c1a1d	c2a3c	c4a1f
c1a1f	c2a3d	c4a2
c1a2	c2a3e	c4a2a
c1a2a	c2a4	c4a2b
c1a2b	c2a4a	c4a3

Continued on page 98

Single Player Maps continued from page 97

c1a2c	c2a4b	c5a1
c1a2d	c2a4c	
c1a3	c2a4d	
c1a3a	c2a4e	
c1a3b	c2a4f	
c1a3c	c2a4g	
c1a3d	c2a5	
c1a4	c2a5a	
c1a4b	c2a5b	
c1a4d	c2a5c	
c1a4e	c2a5d	
c1a4f	c2a5e	
c1a4g	c2a5f	
c1a4i	c2a5g	
c1a4j	c2a5w	
c1a4k	c2a5x	

Multiplayer/ Deathmatch Maps

boot_camp	snark_pit
bounce	stalkyard
datacore	subtransit
lambda_bunker	undertow

Hazard Course

t0a0

t0a0b2

t0a0a

t0a0c

t0a0b

t0a0d

t0a0b1



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