



HALF-LIFE

DAY ONE



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# Installing Half-Life: Day One

## To install Half-Life: Day One

1. Insert the game CD into your CD-ROM drive. If your CD-ROM drive is AutoPlay enabled, click the “install Half-Life: Day One” button and follow the instructions. If AutoPlay is not enabled, go to step 2.
2. Double-click the “My Computer” icon on your desktop.
3. Double-click the CD-ROM drive icon.
4. Follow the instructions to install. If Half-Life: Day One does not begin installing immediately, double-click on autorun.exe.

## Minimum System Requirements

- Windows® 95, Windows 98 or Windows NT 4.0
- Pentium® 133
- 16 MB RAM
- 2X CD-ROM drive
- Mouse and keyboard
- 640x480 SVGA high color (16-bit) display
- Windows-compatible sound device

## Recommended System Requirements

- Pentium® 166+
- 32 MB RAM
- 3D accelerator card (OpenGL)

# The Main Menu

Half-Life: Day One's Main Menu can be accessed at any time during a game by hitting the ESCAPE key. Use your mouse or the up and down arrow keys to navigate inside of the Main Menu. Hit the ESCAPE key at any time to go to the previous screen.

**Before starting a game, your Main Menu choices include:**

New Game   Hazard Course   Configuration   Load Game   Viewreadme.txt   Order Half-Life   Quit

## New Game

When you start a new game, you'll be asked to choose a level of difficulty.

- ☐ **Easy**—Monsters are weak and are easy to kill.
- ☐ **Medium**—Monsters are strong and are easy to kill.
- ☐ **Difficult**—Monsters are strong and are difficult to kill.

## Hazard Course

Access the Hazard Course at any time during the game to perfect maneuvers like jumping and crouching, using objects, and firing weapons. The Hazard Course includes a target range as well as water and obstacle courses. A holographic guide will assist you through the course. ***If you are new to action games, we highly recommend that you visit the Hazard Course before you begin a new game.***

## Configuration

Set game options, optimize video and audio settings for your system, and customize keyboard controls to your liking. After setting your configurations, hit the Done button to apply your settings and return to the Main menu. Hit the Use Defaults button to restore the original default settings.

## Controls

- **The grid** shown in the Controls Dialog box lists the default keyboard and mouse configuration. It also makes it easy to customize the configuration—just click on an action in the first column, press Enter, then press the key you wish to associate with that action.
- **Action**—Describes the player action.
- **Key/button**—Specifies the key or mouse control associated with that action.
- **Alternate**—If you want to make an action accessible by more than one key or button, select an alternate in the right-hand column.

*See the Moving Around section of this manual for a listing and description of Half-Life: Day One's default mouse and keyboard default controls.*

## Advanced Controls

- **Crosshair**—Adds a crosshair symbol to help you aim your weapons.
- **Reverse mouse**—Reverses the up/down (Y axis) movement of the mouse. (Push the mouse forward to look down, and pull back to look up.)
- **Mouselook**—Changes the mouse function from controlling your movements to controlling your ability to look around. Note that checking Mouselook disables Look spring and Look strafe.

- **Look spring**—Automatically “springs” your view to center screen when you begin moving.
- **Look strafe**—In combination with your mouselook modifier (;) this causes left-right movements of the mouse to strafe (slide you from side to side) rather than turn. It also returns your view to center screen when you begin moving.
- **Joystick**—Enables joystick input. For information on configuring your joystick, refer to the readme file.

## Audio

- **Game sound volume**—Adjusts the volume of the game’s sound effects.
- **HEV suit volume**—Adjusts the volume of the instructions provided by your HEV suit.
- **CD Music**—Check this box to play Half-Life: Day One’s music from the CD.
- **High quality sound**—If the speed of your computer is 166 Mhz or more, check this box for even richer, higher quality sound.

## Video Options

Set video options such as screen size, gamma and glare reduction. Changes made to these controls will be reflected in the sample image window.

- **Screen size**—Controls the amount of screen space the game uses. Reducing the screen size can often improve performance. Note that you can not adjust the screen size if you are using an OpenGL video driver.
- **Gamma**—Adjusts Half-Life: Day One’s color balance to best suit your monitor. Move the slider until you can just make out the figure standing in shadow on the right side of the sample image.

- **Glare reduction**— Adjusts darker colors to reduce glare on your monitor.

## Video Modes

Set video modes, choose video drivers.

- **Half-Life: Day One** will check your system for the presence of OpenGL video drivers. It may ask you to verify the results of this check. If you have one or both drivers currently installed on your system, they will appear as choices at the top of this screen. You can also choose to run Half-Life: Day One in software mode. If you do not have video drivers installed, Half-Life: Day One will default to software mode.
- **Display mode**—Half-Life: Day One evaluates your system's graphics adapter and automatically lists the display modes available for your computer. Selecting a higher resolution mode generally results in better quality images, but can lower game performance.
- **Run in a window**—Check this box if you prefer to run Half-Life: Day One in a window rather than full screen.
- **Use Mouse**—Check this box if you are using the mouse to play Half Life: Day One. Leaving the box unchecked will allow you to use the mouse outside the game window.

## Load Game

Select and start a previously saved game.



## **View Readme.txt**

Half-Life: Day One's Readme file contains basic information on system performance, product features, and troubleshooting. We recommend that you read it before playing.

## **Order Half-Life**

Jump to a Web page to order the full version of Half-Life.

## **Quit**

Exit Half-Life: Day One. Don't forget to save your game.

**If Half-Life: Day One is already running, your Main Menu choices include:**

Resume Game    Save/Load Game

## **Resume Game**

If you are in the middle of playing Half-Life: Day One when you enter the Main Menu, use the Resume Game menu item to return to the action.

## **Save/Load Game**

Save your game or load a previously saved game. You may also save your game quickly from within Half-Life: Day One by pressing Quick save (F6). Load this game by pressing Quick load (F7). Only your most recent Quick-saved game can be selected from the Save/Load menu.

## Controlling Action/Moving Around

You may want to charge into a room and start shooting everything in sight. Sometimes we do, too. But in Half-Life: Day One, there are many other ways to interact with your surroundings. Half-Life: Day One's environments are as realistic as possible, and this level of realism will affect the way you move around. For instance, there's gravity—if you stand on ceiling tiles, don't be surprised if they collapse under your weight. There are also multiple surface effects—yes, wet floors really are slippery. And, if hit hard enough, glass will break. You can also shoot bullet holes onto walls to mark your turf, or leave yourself location reminders. Try experimenting with your environment. Use your wits as well as your weapons to outsmart opponents and navigate through tough spots.

### Use Key

Firing weapons is just one of the things you can do in Half-Life: Day One. Use your Use (TAB or E) key for all sorts of other activities.

- **People**—Not everyone you meet is your enemy. You will encounter scientists and security guards who can provide cover fire, open locked doors or improve your health when it is flagging. Approach these characters and hit the Use key to get them to assist you. Hit the Use key again to leave them behind.
- **Objects**—Many objects, including doors, switches and buttons, can be activated by hitting the Use key. In some cases, you'll need to *hold down* the Use key to perform the desired action.
- **Power ups**—Activate HEV suit chargers and wall-mounted first aid kits by stepping up to them and holding down the Use key.

- **Pulling**—Pull boxes and carts into new positions by holding down the Use key and walking slowly backwards. (To push a moveable object, just walk up to it, then continue walking slowly.)

## Configurations

There are two default configurations: one for people who prefer to use both the keyboard (left hand) and the mouse (right hand) and another for people who prefer to use only the keyboard only. While the Controls table combines all the default commands in one list, these two standard configurations are provided here for your convenience.

### Keyboard / Mouse configuration

With this configuration, you'll use the mouse to control your ability to look around (up, down, left and right) rather than to control your movements. To enable this function, check the "Mouselook" box under Advanced Controls in the Configuration menu.

**Walk forward**

**W**

**Walk backward**

**S**

**Turn left/right**

**mouse**

Move your mouse left and right to turn

**Move Left (strafe)**

**A**

Strafing is ideal for sidestepping enemy gun fire.

**Move Right (strafe)**

**D**

**Jump**

**SPACE BAR**

**Duck**

**CONTROL**

Ducking can be used in coordination with other actions, such as jumping or running. Release the CONTROL key to return to standing.

**Crawl**

**CONTROL+W**

Crawling makes less noise than walking or running, which can be particularly helpful when trying to sneak past a noise-sensitive enemy.

**Swim up**

**V**

**Swim down**

**C**

**Look Up**

**Mouse**

Move the mouse forward to look up.

**Look Down**

**Mouse**

Move the mouse backward to look down.

**Return vision  
to center**

**END**

**Primary fire**

**Mouse 1**

## Secondary fire

## Mouse 2

Not all weapons have a secondary fire mode.

## Reload

## R

Reload times vary from weapon to weapon.

## Long Jump

## W+ CONTROL + SPACEBAR

Each Long Jump draws energy; wait a few seconds for a recharge before using Long Jump again. *You must acquire a Long Jump module before you can perform this maneuver.*

## Walk

## SHIFT

To slow down, hold the SHIFT key down. Release the key to resume running.

## Flashlight

## F

The flashlight draws energy, so don't forget to turn it off by hitting the F key again.

## Previous weapon

## Mousewheel up

Choose the previous weapon in the HUD (Heads up display).

## Next weapon

## Mousewheel DWN

Choose the next weapon in the HUD.

## Last used weapon

## Q

Choose the weapon used previous to your current weapon.

## Use

## TAB

## Keyboard only configuration

**Move forward**

**Up Arrow**

**Move backward**

**DWN Arrow**

**Turn left**

**Left Arrow**

**Turn right**

**Right Arrow**

**Move Left (strafe)**

**ALT+ Left Arrow**

Strafing is ideal for sidestepping enemy gun fire.

**Move Right (strafe)**

**ALT+ Right Arrow**

**Jump**

**SPACE BAR**

**Duck**

**CONTROL**

Ducking can be used in coordination with other actions, such as jumping or running. Release the CONTROL key to return to standing.

**Crawl**

**UP ARROW + CONTROL**

Crawling makes less noise than walking or running, which can be particularly helpful when trying to sneak past a noise-sensitive enemy.

**Swim up**

**' (apostrophe)**

**Swim down**

**/**

**Look Up**

**PG UP**

**Look Down**

**PG DWN**

**Return vision  
to center**

**END**

**Primary fire**

**ENTER**

**Secondary fire**

**\**

Not all weapons have a secondary fire mode.

**Reload**

**R**

Reload times vary from weapon to weapon.

**Long Jump**

**UP ARROW+CONTROL+SPACEBAR**

Each Long Jump draws energy; wait a few seconds for a recharge before using Long Jump again. *You must acquire a Long Jump module before you can perform this maneuver.*

**Walk**

**SHIFT**

To slow down, hold the SHIFT key down. Release the key to resume running.

**Flashlight**

**F**

The flashlight draws energy, so don't forget to turn it off by hitting the F key again.

**Previous weapon**

**[**

Choose the previous weapon in the HUD.

**Next weapon**

**]**

Choose the next weapon in the HUD.

**Last used weapon**

**Q**

Choose the weapon used previous to your current weapon.

**Use**

**E**

## **Customize Your Settings**

You can customize your keyboard and mouse settings by choosing Advanced Controls from the Configurations section of the Main menu. Joystick and gamepad users should refer to the readme file for information on how to configure these devices.

## **On Screen Information**

### **Your HEV Suit**

Early in the game, you must find and put on your Hazardous Environment (HEV) suit. The suit needs to be recharged periodically—the greater the charge, the more protective power your suit has. To recharge your suit, seek out a wall-mounted HEV suit charger, or pick up batteries along the way.



## The HUD

Once you are in your HEV suit, the suit's heads up display (HUD) is activated. The HUD is an ongoing barometer of health, available energy, and remaining ammo. The HUD allows you to survey and select from your weapons arsenal and inventory items. It also alerts you when you are sustaining environmental damage.

## The Basics

- **Health**—Your well being on a scale of 1–100 is displayed in the lower left corner of your screen.
- **Ammo Available**—Indicators for total available ammo, and ammo remaining in the current clip are shown in the lower right corner of your screen, separated by a vertical line (total ammo on the right, ammo remaining in current clip on the left). Some weapons have two types of ammo. If secondary ammo is available, the indicator will be displayed above the indicator for total ammo. To fire using primary ammo, hit the Primary Attack (MOUSE 1 OR ENTER) key. To fire with your secondary ammo, hit the Secondary Attack (MOUSE 2 or \) key. To reload your weapon, hit the Reload (R) key.
- **Energy**—Your protective suit's power level on a scale of 1-100, is displayed to the right of your Health indicator. As the suit loses or gains power, the number will flicker and change accordingly.

## Weapons

Weapons fall into 5 general categories: low-tech (the crowbar), hand guns, machineguns & shotguns, high-energy experimental weapons, and weapons that can be tossed or placed. As you discover weapons in Half-Life, they automatically get added to their proper categories, corresponding to keys 1-5 on your keyboard.

You can switch weapons one of three ways:

1. Toggle through all your available weapons by repeatedly hitting the Next Weapon or Previous Weapon (] or [ ) keys. Hit the ENTER key to select a highlighted weapon.
2. Jump directly to a specific weapon by hitting the number key that corresponds to the weapon's category. Then, counting down the column, hit the same category number again as many times as needed to match the position of the desired weapon. Hit the Primary Attack key (MOUSE 1 or ENTER) to begin using that weapon.
3. Customize your keyboard. (See page 16 for customization information.)

## Inventory

**Flashlight**—Standard issue with your protective suit. It must be selected manually when you want to use it by hitting the Toggle Flashlight (F) key. It draws energy, so don't forget to turn it off when you exit a dark area. The flashlight will recharge itself automatically.

**Long Jump**—You must first acquire a Long Jump Module in order to perform a long jump. Each long jump draws energy; you must wait for a recharge in order to perform another long jump. To perform a long jump, you will need to be moving forward, then duck and quickly hit the Jump (SPACE BAR) key.

## Hazards

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



Poisonous  
biohazard



Freezing



Radiation



Acid or  
corrosive  
chemicals



Burning



Electric shock



Drowning



Gas

## **There is no customer support for this product.**

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