



PLANETPHILLIP

FINISHING HALF-LIFE IS JUST THE BEGINNING!

BE CAREFUL! WALKTHROUGH

by Gilfrarry

Be careful! Walkthrough

INTRODUCTION

This walkthrough is for Be Careful!, a Half-Life 1 mod. The author is Gilfrarry, and it is a PlanetPhillip exclusive.

BASIC MOD INFORMATION

- Released: 29th September 2002
- Author: Jacek Nowak
- Link: PlanetPhillip.com

THE WALKTHROUGH



You start in an elevator. Don your suit and head right for your trusty crowbar, 9mm and shotgun. Left and then right, through double doors and a map change, you are greeted by three alien slaves. Here you have three paths: a large door, a small door, and a lift.

Head left through the larger door to a room with six zombies and a bunch of crates with goodies. Keep going, to the pool, and hit the switch on the wall to retract the barrier on the opposite catwalk.



Retrace your steps to the small door, leading to a control room overlooking the pool and a switch for the far door on the catwalk. Now go up the lift.



On the right are a couple of boxes with grenades. Cautiously approach the storeroom door at hand. Waiting inside are headcrabs who greatly admire you. In fact, they would kill to have a mind like yours. Politely yet firmly reject their advances with a grenade. Search the boxes and hit the switch.



Back to the left of the lift, the security door was released, but first, take the closer door. More zombies, slaves, and boxes. Another door, and another switch. Now to the security door and catwalk.



The next doorway has grenades, fortunately, for the alien grunts in the passage ahead. Their hornets can make short work of you, so try to sneak up on them. Lob grenades around corners.

Two rooms down are four houndeyes, an expanse of liquid toxic waste in the middle, and four slaves isolated on the other side. Now all that time on the firing range pays off. (I learned something new here: Alien slaves' bolts of electricity have a limited range even in a clear line of sight. I'd never seen a bolt thrown straight at me and stop just





short of me.)

Gingerly hop across the floating barrels and through the door to another catwalk. If you did everything right there is an open door on the left, and a closed door straight ahead, which holds the only friendly character in the game. The boxes and shelves are barren, but there is

some buckshot in the rubbish bin. Back to the open door.

Immediately on the other side are two turrets. A double shotgun blast apiece will suit them nicely. Continue to the room with shipping crates and seven headcrabs. In the far right corner is a ladder in the floor, but be careful. Waiting below are a grunt and a slave. I like to hang from the end of the ladder, lob a grenade at the grunt, and clamber back up before his hornets arrive.



If you are on the ladder, facing the closest wall, you need to go left. Past the jeep with grenades is a long, long parking lot with three grunts and seven slaves. The door at the far end leads to an even longer passageway to a control room. Open the door, visible through the window. Now you'll have to retrace your

steps all the way back to the ladder, and past it, to the door. Map change.



Here is a large open courtyard with four buildings more or less in a square. Starting on your immediate left and circling clockwise, they are arranged in order from short to tall. My weapon of choice here is the 9mm Glock. At a distance it is far superior to the soldiers' MP5. Standing in the doorway you can pick off four or five of them as they charge from the second tallest building, the far right. There's a couple on the second story, too.



Watch out for a turret on the roof to your left, two turrets directly above, and one around the corner on your right. There's another soldier behind the small spiral building to the left.





Inside it are some goodies.

Next, climb the tallest structure, which has a turret at the top of the ladder, and press the button to open the second smallest building. Four grunts are guarding a room inside it that has another turret and a switch, to open the main door opposite of where you came in.

This door has two turrets on either side of it, recessed in such a way that their field of fire is limited to targets between them. In other words, they can only shoot at targets passing through the door. So when the door opens and the aliens come out, that'll take care of the aliens nicely. Finish off the turrets afterwards.



Before leaving, visit the boxes left of the door, then go to the last building, the second tallest. Watch for grunts; there's an HEV charger on the ground. Make your way to the second story, central stairwell. Pick up the grenades under the stairs and take the ladder down, underground. Use the grenades on the tripmines. Hit the switch in the control room to open the elevator gate. Now you

can go back and leave by way of the main door.

Behind the tractor-truck is a door with another ladder, descending to the elevator. Take it. Kill the bullsquid and arrange the two boxes so you can climb in the vent. Map change.



This whole complex is teeming with alien fauna. Neutralize the slave in the first room and the headcrabs in the second. Either door opens onto a square hallway that completely encircles a central room. Go in this central room, in the inner room and

down the ladder, and hit the switch for the gate you'll see through the grating. Make liberal use of your grenades.

Back in the hallway, enter the two adjacent rooms left of where you came in. Don't miss the ammo; now head down the stairs, cautiously. Underneath the stairs is a hidden room with five medkits. Head through the door and the houndeyes and the boxes of goodies to the bridge with a parallel blue pipe on each side.



The bridge will collapse in the middle if you try to cross it, so to avoid getting your feet wet, jump on a pipe and continue. To the right is a dimly lit room with Xen masters, slaves and grunts. Your 9mm is the tool of choice here. I hereby promulgate plenary indulgence for all who cheat in this room. (In other words, you're forgiven.) It's insane. To cross the water on those two platforms is possible, but will likely take longer than it's worth. Either way, you have to hit the switch on the other side. Backtrack to the stairs and the third floor.

EDIT: There is another way to get across. A reader by the name of Oopla contributed the following:

"I have found an easier way across the semi-impossible jump.

"What I did was after dispatching the enemies, and a lot of fooling around and botched jumps, I back tracked upstairs and pushed a couple of chairs back down. Then I pushed them into the water and moved them forward to where the moving platforms were. Pushing the chair forward into the path of the platform made the chair get pinched between the wall in the platform. Since the platform couldn't reach the wall, it didn't snap back and was now stationary. Repeat for the second platform, making sure both are stopped on the same side of the water.

"Then comes the tricky part. You have to jump with a running crouch leap jump, and at the same time spin your camera view rapidly counter clockwise. Doing this for some reason helps you move faster through the air, allowing you to reach the first platform with a longer jump. For an example, check almost any speedrun of Half-Life.

"After that it is a few simple hops to the next platform and to the catwalk with the button on it. After pressing the button, continue on the speed run as normal.

"That is the easiest way I found to get through this section without resorting to having to cheat."

Straight ahead is a little room with a .357 and ammo. Ignore the room with three zombies. Around the corner is a room with a switch to open a door on the floor above. When you come out, examine the wall to your left closely. Behind a damaged section of the wall are grenades and snarks.



Go up the stairs. As you approach the door, with grenade in hand, four headcrabs will fall. Plant a grenade on the floor or keep running. In the big



dark room, there's a switch in the cage to open a skylight at the top of the ladder.

Topside, there are zombies and a gun, but why bother? Take the tunnel. Map change.



Four or five soldiers are on the other side of the rail. Here, again, the Glock is mightier than the MP5, or you could lead them back to the zombies. Jump over the electrified tracks - for some reason they can use the track crossing without getting shocked, but you can't.



There's nothing in the boxes. Head left and take the tram, mindful of the turret guarding it. When you get to the bullsquid, aim for the explosives next to him. Keep going. At the next curve, proceed on foot and eliminate all of the grunts. That'll make it easier later.

Go back to where the bullsquid was, and go in the door. Make your way to a ladder in the ceiling, kill the masters and slaves, and hop across to the valve in the corner to drain the room. Now a door will open behind one of the crates.



Down the corridor, hit the switch for the communicating door. Dispose of the two grunts and charge your health in the utility room. Grab the grenades under the stairs and toss them upstairs.

Now you can hit the switch on the catwalk; the barrier is lifted; resume the tram. Watch for the mines overhead. Cross the bridge, whose purpose is to ensure that you've been hitting the proper switches and bringing the tram, since you can't cross electrified rails on foot. Map change.



This is one of the largest and most graphically intensive maps I've ever seen in a HL mod. With your shotgun handy, get .357 ammo from the first

building on the left. There's another grunt around the corner outside. Keep an eye out for reinforcements who will come running. Sometimes they will kill themselves crossing the tracks. The next two buildings are locked, so head back to the first building on the right.



There are grunts in every room. Don't miss the stock of health and HEV suit chargers. Take the ladder to the attic. It's full of boxes and headcrabs, and in the corner opposite the ladder is a red key. If you like rooftop combat, now's your chance. Downstairs, in the restaurant, there's a ladder in the floor behind the counter.

Descend to a winding underground maze full of grunts and turrets. You'll end up inside the locked building left of the tracks. Hit the switch to raise one of the barriers, and exit cautiously - more reinforcements have arrived. Access the metal building directly opposite, courtesy of the key you picked up, and hit its switch to raise the other barrier.



Back at the big building with the attic, warily circle it, eliminating resistance. Clear the building behind it, too, and grab the crossbow. Remember the stock of health and HEV suit chargers. Now, if you prefer to fight at a distance, follow the tracks around and clear the whole area. The crossbow will give you an advantage.

Either way, the next step is a ladder behind the crossbow building. A mercifully short maze leaves you in a cluster of boxes, behind one of which is another key. Now you can go to the second track control room (by the tank) and hit the last track switch. Take the tram out, not the one you came in on, but the other one. Is it just me, or is this one faster?



Enjoy the scenic route. When it stops, take the door and hallway. Interestingly, if at the junction you take the tram straight, hit the switch and back up, it will spin on the tracks. Map change.

From here on out the rest is easy. Keep an eye out for alien slaves and, on the lower walkway, a hornetgun. Climb the ladder and walk down the corridor. Get the gauss gun and charge up. Your hornet gun is the best offense in the room of turrets - primary-fire a hornet



or two to zigzag far away, and while the turrets are busy shooting at them, secondary-fire more hornets straight into the turrets. Hit the switch on the wall and jump into the portal. Map change.

Kill the slaves. Kill the masters. Jump in the crawlspace. Walk to the nuclear bomb.

Finis

Gilfrarry - June 2007

