



PLANETPHILLIP

FINISHING HALF-LIFE IS JUST THE BEGINNING!

Forward Motion Walkthrough

A single player

Half-Life 2 mod

FORWARD MOTION WALKTHROUGH

INTRODUCTION

This walkthrough is for [Forward Motion](#), a single player Half-Life 2 mod. It is included in the readme file but is published separately for convenience.

FM MAP1:

You start in a basement. After a few seconds a zombie will crawl out. Walk through the door and turn to your right and press use on the board protruding from the wall. There are several bricks in the walls that you can use to stack up and jump out of the hole in the wall. Walk to the end of the alleyway and jump up the stacked furniture and crawl into the window. Grab the crowbar in the next room and jump out the window and break the lock on the gate. Use the crate to jump up to the third window. Stack both crates to jump up to the fire escape. You can use one crate and just jump and press use to grab the latter. Go in the window turn right. Walk across the planks and through the door. Proceed straight and fall through the floor. Press use on the sparking switch. Get the suit. Walk up the stairs.

The Combine in the room can be killed with ought repercussion. Harm any others outside and they will attack you. The goal is to get behind the barriers. There are two ways, both in the alley in the center of the four buildings. Stack the crates to get over the fence, or climb the latter nearby and jump across the roofs. Proceed down the ally and through the door. In the next hall after the health a Combine will kill a citizen and then zombies will attack him Combine will break down the door and will now attack you regardless. Kill them and the zombies and walk outside. Kill the Combine up high. Walk into the door below the turret. There is a latter at the end of the hall. Man the turret and the fence will blow up. Kill the Combine. Walk into the next area. Kill more Combine. Enter the red house.

FM MAP2:

Get in the boat. Sometimes it will glitch. Drive out of the house. Follow the water. Drive down into the hole on the left. Several Combine will repel down. Drive down to your right and into the pipe. After exiting the pipe you can either drive below or drive up the ramp and kill the Combine at the top. Drive through the glass covered house. There are some supplies inside if you stop. As soon as you leave the explosive barrels will catch on fire. Make sure you don't drop down into the water without the airboat. If you do just load map three and you'll start with one.

FM MAP3:

Drive up the ramp and into the building. Kill the Combine inside. Walk up the ramp and across the catwalk and into the control room. Press the button to open the gate. Flip the switch to lower the latter. Get back into the airboat and drive out the gate. Get out and turn around and shoot the explosive barrel. The cargo container should fall and more barrels should roll out. Shoot them to blast open the large gate. Drive around and up the ramp to kill the Combine. Turn right and go up the bank to the small house. Flip both levers inside. One opens the fence; the other caused half the bridge to fall. Shoot the barrel above the other bridge to make it fall to.

Drive across the bridge into the tunnel. When you get to the Combine the road should blow up and you should fall into the sewer. Drive around to the next load.

FM MAP4:

Follow the obvious path. Combine should repel from the bridges. You can destroy the supports for the wooden platform the Combine are standing on. When you get some cement walls there are some supplies up on a latter.

A gunship will appear. Drive into the tunnel. Get out of the airboat and walk up the ramp. Walk across the catwalk. Kill the barnacle and shoot the barrel inside the boarded up area. A metal platform should fall. Jump to it and flip the switch to open the gate. Drive into the pipe. After a curve a section the pipe should break and you should fall down into another pipe. Drive to the end the pipe should fall and you will be sent flying into the air over the gunship. Turn left and drive into the semicircular tunnel. Get out and climb the latter. Climb the latter at the center of the platform between the two tunnels. Destroy the grate and the crates with the crowbar.

FM MAP5:

Stock up on supplies to the right. Walk outside and start killing the Combine. Some should break through the glass. Then a gunship should fly overhead and start attacking you. Walk over near the stack of crates and they should blow up. As soon as you walk into this area an APC should drive into the building.

There is an explosive barrel behind the APC that could blow up, dropping the cargo container. Two more explosive barrels should roll out. Shoot them to destroy the APC. There are supplies in the cargo container that fell. Finish off the rest of the Combine. The gunship should have left. Note: sometimes it will glitch and get stuck in the building. Walk down the street into the alley where there are plenty of SMG grenades. Get out your SMG and use its alt fire to kill the gunship. After the gunship dies a wall nearby should blow up. Kill all the Combine inside the building. In the living room there is an exploding barrel. Destroy it and a part of the ceiling should fall. Walk up it. Climb the pile of rubble and jump up on the rim of the floor. Go through the door on the rim. A Strider should appear and start walking around. You cannot go back.

Walk up the stairs and through the door. Destroy the boards in your way. Walk across the bridge. The Strider will destroy it. If you're not across, you will have to load your last save, there's a quick save back before the Strider. The Strider will walk around and destroy part of the building. Dispose of the Strider with SMG grenades, about five. Some Combine should blast open the door. Fight your way down through the building. When you get outside a gunship should destroy the rest of the building. Walk into the door. To your right an APC will destroy the wooden supports and make the container fall. To the left fight through the soldiers. To kill the APC look up and shoot the board on the ceiling. Walk through the door.

FM MAP6:

Walk to where the Combine soldier is. An APC will start driving around. This building is completely explorable. Once you make your way to the third floor, walk down the hallway to the rpg. A gunship will fly by the window and the door will explode. Fight your way to the fourth floor. A gunship should destroy part of the floor and then fly away. Shoot the barrel behind the platform across the gap in the roof. An APC should drive out and blow open a hole in the roof. It should die in one shot from the rpg. Drop into this hole. Stock up for a difficult battle. Once you get onto the very top of the building three gunships and a Strider should show up. Kill all four. There are several rpg crates on the roof. Keep a close eye on your health and keep moving to avoid taking damage. Once all four are dead go to the top of the building and you will lose your weapons and be teleported to the next map.

FM MAP7:

From here the mod takes on a sci-fi kind of setting that really makes no sense. You start being flung forward into a skylight and down into a pool. In the sauna room do a double take near the body. In the other room look at the screen. In the locker room proceed through the hole. The door at the end of the hallway will slam shut. Through the doors at the other end there will be a door behind a stack of crates. Walk up into the street. A gunship will fly by and then a shower of missiles will send all of the cars on the street flying. Afterwards a Strider should appear and blow a hole in the street in front of the barrier. Drop down. Release the barrels in the stock by the hole. Walk around to the small room with blood stains and a hole in the wall. Flip the switch near the door and it will spark near the gate. Set one of the two exploding barrels in front of it and the metal bars will break. Walk down into the door. Something strange will happen.

Walk into the next sewer way. You should hear a zombie crying, then it will break through the ceiling. Use the crates floating by to stack up to the opening. After you get in the next room go through the left door and down the hallway. Get the crowbar off the table and the floor should break. Kill the zombies and walk to the next door. Turn around and you will be teleported to another dimension. Walk under a log and go straight to get teleported back. Go left for some supplies and a hidden weapon. Once your back there are several ways to break open the grates. Place a exploding barrel by each and detonate it. There is a switch to detonate a barrel at the top of the ramp. There is another way if you found the weapon. Jump in the water and a current will take you down to a ramp. There is another weapon hidden here. Jump into the first opening to your left going up stream. Climb the latter and jump down.

FM MAP8:

Go thought the door at the opposite corner of the shop. The door to the building is locked so go down to the sewer opening. There is another weapon hidden in this area. There is a latter to the left in the pipe. Go upstairs and down the hall. Walk along the catwalk. Fire should appear and the red zombie should be back. You will be teleported to where you last left the other place. Walk through the cave and under the log and you will be teleported back. Proceed into the building and head to the top floor. Once you walk by the top of the latter or go outside on top of the dirt mound you should hear gunfire and some Combine should blast through the top of the building. Proceed through the hole and drop down. Walk up to the window to get a good view. Some Combine and an APC should appear. Then the red zombie will show up and kill them. A stray missile should blow a hole in the floor. Walk outside into the zombies whether you like it or not :) The shack in the middle of the area should blow up. There is a crate of infinite grenades inside. Kill most of the zombies and the fence towards the back should blow up. There is another secret weapon in this area, you don't need any crates to get to it. Walk through the door into a warehouse. Yet another hidden weapon in this area. Climb the latter to the control station and flip the lever. The crane should swing through the wall. Jump through the hole it makes.

Break the boards and walk into the sleeping zombies. If you touch or damage them they will wake up. Break the boards on the fence and proceed up to the mine. The red zombie will appear again and you will be teleported again. You will walk up on some dead Combine. There will be a glowing gate there. Walk past to a large lake. Swim across and you will see an image of a Combine going through the last steps of his life. There is a shotgun beside where he dies. There is a crystal to the right of the casket. Place it in the small pillar to the left of the main alter.

Fight off the assault until your teleported back. Go down into the mine. If you shoot the gas can above the barrel it will create light. There is an opening to your left. If you climb the latter and jump into the cart it will slide down into a pit with water and some barrels that are on fire already. If you do not go this way and go straight down the mine you will come up to a machine on the right that needs an extra battery. Turn around and break the boards and crawl though the hole. It

will take you to the same place the mine cart does. The battery is in a similar machine sunk in the mud. Place the battery in the machine and proceed to the next map.

FM MAP9:

Fight the Combine in the mine. A rock will fall down blocking the way you need to go. To the right is some dynamite wired to a plunger. Shoot or throw a grenade down the hole do detonate it. Swim into the hole and you should be forced through by the force of the water and then teleported again. Swim down through the bottom of the pool and through the cave. Drop down to a dead Vortagant and walk out to the zombie and you will be teleported back. Walk up the stairs and get into the elevator. Once you get out the Combine will be fighting a floating body that will kill most of them and it will hurt you before disappearing down another mine shaft. Proceed straight under the mine house to another yellow house on the right with two Combine on the balcony. Jump on top of the roof and then jump onto the ledge.

OPTIONAL:

Go left and fight of an ant lion guard to get ant lions to be friends with you. Go left along the ledge past the turret guarded gate and drop down into the house there. There are supplies and grenades there. Fight your way through the town until the floating body returns. This time it will kill you if you get to close. Run away from it. Fire will block the way back to the gate. Run behind the white house and the body will follow you. Then run down the street where the body came from and cross the bridge. Jump down into the shaft.

FM MAP10:

Open the door and you will be teleported once again. Fight off the Combine that have recently occupied the area. They put another crystal in the main alter. Place it in the small pillar to the right of the alter. This will raise another pillar and causes the two glowing gates to become accessible.

-Through one of the gates you will come out to a Metro cop on your right and two turrets on your left. Proceed to where the ant lions came from. Some ant lions and Combine will be fighting under a large pavilion. To your right will be a large wall. To the left will be a small pavilion with another crystal in it. Walk up the hill to get back to the gate. There is another glowing crystal on the ground, take it to the large wall. The crystal will not stay in your hands when you walk through the gate, just pick it up again when you're through. Place the crystal in its pillar.

-In the other gate there will be two Combine on your left. To the right is a pavilion with a revolver. Proceed the left and fight your way to large structure in the middle of the area. In this area there is a large wall and three paths. Entering this area, the path to the right leads to a crystal for the large wall. Straight leads to a crystal that you can take back to the lake for a secret. To the left is the path to the crystal you need. Proceed up the path to the large rocks where the gateway is. Jump across these rocks to the pavilion with the crystal. Place the crystal in its pillar.

Once both pillars have been raised, the casket behind you will go away revealing another gate. You will then be teleported back to the start of the map. Walk through the tunnel until you get to a place with some cargo containers. One you open the door some Combine will spring a trap on you. After their dead, open the next door and press the button for the elevator. Ride the elevator down.

When you're near the bottom the drive will explode and the elevator will fall. Open the door and kill the Combine. Walk into the excavated gate. Once your back at the lake the floating body has appeared again. Run back through the gate and it will follow you. Once your back the door will open. Fight your way through the Combine until you find a rack of AR2's. Use its alt fire to

vaporize the body. The screen will go red and you will be teleported. If nothing happens just shoot an alt fire into one of the large walls and it should hopefully trigger it.

While fighting off the zombies, pick up and fire AR2 alt shots at the body in the middle of the spinning spikes. Once you hit it the spikes will drop and a white hole will open on the ground. Jump into it. A glowing box should appear when you killed the body. Take it with you through the excavated glowing gate to the lake and place it in the center alter. A central platform should rise up and when you step in it you will be shown a clip with a Vortagaunt then that's the end.

Justin Carlton AKA SneakySpeckman

AUTHOR'S NOTES

Funny how many times I said kill the Combine. If you were able to play all the way through, Thanks for your time.

PLANETPHILLIP.COM NOTES

This walkthrough has been converted into a PDF and is published by PlanetPhillip.com. It has not been edited and is published as is it appeared in the readme.txt file of the mod.