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Finishing Half-Life is just the beginning!

**COMPLETE  
HALF-LIFE 2  
WALKTHROUGH**

*By Stanley E. Dunigan*

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### COPYRIGHT INFO

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This walkthrough is copyright 2013 by Stanley E. Dunigan (dunigase@yahoo.com). Stanley E. Dunigan has written the most comprehensive walkthroughs for all the Half-Life games, and they can be found on PlanetPhillip.Com, the premier website for all Half-Life-related mods and maps.

This is an exclusive walkthrough that was made for the PlanetPhillip.Com website during its "The Replay Experience Experiment" (TREE) event. It's not to be posted anywhere else at any time.

The printable PDF version of this walkthrough was made by William Barnard (bluedudowill@gmail.com) from the author's original RTF file.

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### WALKTHROUGH DESCRIPTION

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This is a complete walkthrough of Half-Life 2 that includes all of the best tips, strategies, and secrets that I've discovered or heard about during the eight-plus years I've been playing the game. (I bought it and installed it the very day it came out back in 2004. That was my first encounter with Steam, which was a major pain back in the old dial-up connection days.)

This walkthrough was written with a conservative play style in mind, meaning that very few areas are skipped, and keeping your character healthy is always the main concern. When deciding what strategies to include and recommend, my top priority was to take as little damage as possible (within reason). My secondary priority was to use as little ammo as possible, especially rare ammo. I do often recommend using more ammo than is absolutely necessary so as to avoid compromising the top priority.

My third priority was to skip nothing, except for a few areas that I deemed to be way more trouble than they're worth. For instance, any skippable area that has several enemies and only a health pack or two in it clearly isn't worth the damage you'd take and the ammo you'd expend to clear it out, especially if your health is at or near 100. Of course, some side areas that I recommend visiting may not be worthwhile for you, so you'll have to make your own decisions as you go. (And quicksave often!) Hopefully, I've written the walkthrough so that anyone can use it to improve their gameplay experience.

If you have a favorite Half-Life 2 strategy or secret that isn't in this walkthrough yet, send me an email at the address listed above in the copyright section. If I like it enough to include it after I try it out, I'll add it to the walkthrough and give you credit for it.

<b>VERSION 1.0 (5/24/2013) NOTES AND CREDITS</b>
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This is the original version of this walkthrough, so I have no one else to credit yet except for all the people who posted comments and video links on the Half-Life 2 TREE chapters on PlanetPhillip.Com.

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## STARTING TIPS AND NOTES

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This walkthrough is organized around the same major chapter divisions that the game is, with these starting tips and notes put in at the beginning. If you're "joining us with a game already in progress," so to speak, you can either search for the title of the chapter that you're in, or use the above Contents section to locate it.

Each chapter's info is divided up into sections that correspond to the chunks that the game itself is divided into. Whenever you move from one section to another, you'll see the word "LOADING" in the middle of the screen while the section you're moving into loads up. Each section has an internal codename, and I use that in naming the sections in this walkthrough so that you can use the console to see what section you're in. Enable the console by going to the Options menu's "Keyboard" tab, clicking on the "Advanced..." button, and then clicking on the box next to "Enable developer console." The current section code is displayed in the top right corner of the screen whenever the console window is up.

In many places in this walkthrough, I refer to the quicksave and quickrestore keys. If you're not already intimately familiar with them, get that way at once! To find out (and/or change) what keys are defined for those functions, go to the Options menu and click on the "Keyboard" tab. (Note that the game calls them "Quick save" and "Quick load.") I strongly advise you to redefine quicksave to be F5 and quickrestore to be F8 or F9. That way, the two keys won't be too close together. (That's practically an industry standard by now, anyway.)

Another thing you should do is go to the Options menu's "Video" tab, then click on the "Adjust brightness levels..." button and move the slider all the way to the left. That'll make all the game areas much easier to see in, and it won't blind you or wash out all the colors like some games' full-gamma settings do.

If you get tired of having to constantly hold down the "Duck" key to crouch for extended periods, consider binding the "toggle\_duck" command to a key. I like using the C key since C is the first letter of the word "crouch," though note that you'll need to redefine the "Send/Recall Squad" key to something else (like X). Enable the console as mentioned above if you haven't already, then use it to enter this command: bind c toggle\_duck. You can then press the C key to start crouching without having to hold it down to continue crouching. When you're ready to stop crouching, hit the C key again, or jump. (Note that the "Duck" key won't do anything while you're toggled into crouch mode. Also note that it's still the best one to use for jump-crouches.)

Unlike the original Half-Life, many of the supplies you'll find in Half-Life 2 are condition-sensitive. Most supply crates will check certain things about you when they're broken open in order to determine what to give you. For example, many supply crates check your current health and armor values. If either or both are below certain threshold values, those crates will have health packs and/or armor batteries in them. If your health and armor are both above the threshold values, those crates will have ammo boxes in them, usually for the SMG or pistol. (Note that you'll always get something from a supply crate, even if you're full up on everything.)

Some loose supplies are also condition-sensitive, though most of them aren't. You may occasionally notice an extra armor battery or box of ammo in a supply stash that wasn't there on a previous playthrough because you weren't really low on it then, but you are this time. I'm not sure when the conditions for those supplies are checked, but I suspect it's when you enter the chapter section or pass through a certain trigger point. In this walkthrough, I'll mainly mention supply items that I've found to be consistent throughout my many playthroughs.

There's a cool tactic that you can use in Half-Life 2 that no version of the original Half-Life game allowed, and that's supply transporting. You can pick up small supply items that you don't currently need -- such as spare ammo boxes, health packs, and armor batteries -- and carry them along or throw them across gaps. You can often carry or throw supply items past points of no return, and thereby have access to them later on. I'll sometimes advise you to transport

supplies in particular situations, but I won't mention it in anywhere near all of the places where it's possible to do. You'll need to constantly keep this strategy in mind and make your own decisions about when it's worth the trouble.

Once you get your HEV suit in the second chapter, you'll have three different movement speeds. The default speed is running, and you can make yourself move slower by holding down the "Walk" key or faster by holding down the "Sprint" key. Note that when you're crouching, there's only one speed you can move at, and the "Walk" and "Sprint" keys won't do anything. Whenever you're sprinting or carrying an item along, it can be useful to jump repeatedly to make yourself go a little faster. I'll sometimes mention that when it's especially important to do (like when you're making a quick dash while under fire), but it's something to keep in mind at all times to help you speed things up a bit.

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### POINT INSERTION

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**TREE Link:** [planetphillip.com/posts/half-life-2-point-insertion](http://planetphillip.com/posts/half-life-2-point-insertion)

#### SECTION D1\_TRAINSTATION\_01: CITY 17 TRAIN STATION

After the G-Man's done with his carefully phrased intro, wait for the train you're on to stop, then follow the other passengers out and along until they stop next to a fence. Look to the left of them for the entrance to a simple fence maze, then follow it along to reach an area with several metro cops in it. Turn left and go through a doorway, then approach another doorway to get it to close in your face. Wait until a cop opens a nearby door, then follow him down a short hallway.

After the door he knocks on opens, go through it and wait for him to reveal himself as good ol' Barney Calhoun from Blue Shift. Wait until he opens another door, then go through it and climb a short ladder to get onto an upper ledge. Pick up one of the nearby wooden crates and set it down next to the wall directly underneath the left window, then jump onto the crate. From there, you can jump into the window and drop down onto another wooden crate. Turn right and open the door (by moving up to it and pressing the "Use item" key), then move past it to reach section d1\_trainstation\_02.

#### SECTION D1\_TRAINSTATION\_02: OUTSIDE THE TRAIN STATION

Go up the stairs and open another door (remember to use the "Use item" key), then turn left and go down to where a metro cop will knock an empty soda can onto the floor. Pick it up, then hold it over either one of the two trash cans and let go of it. Move past the cop after he gets out of the doorway, then go down to where you can go through a large doorway on the left. Past it are two big wooden doors you can open to exit to a large plaza.

Turn right and go down the street until you come to the start of an alley on your right. To get over the fence, jump onto the green dumpster, then climb the ladder and drop through the metal walkway's other hole. Turn right past the end of the alley and go through an old children's playground. Just past the slide is a doorway, so go through it and down the hallway to reach section d1\_trainstation\_03.

#### SECTION D1\_TRAINSTATION\_03: TENEMENT BUILDING

Open the door ahead, then go up some stairs to reach the second floor. Wait until the cops in the hallway enter an apartment, then go down to the other end of the hallway. Go up some more stairs to reach the third floor, then approach

the doorway where a guy is talking to you. Quicksave before going through the doorway, then move through the rooms past it as fast as you can. Note that jumping frequently as you run may help you move along a bit faster.

When you reach some more stairs, quickly turn right and run up to the next floor, then go through a door that a guy closes behind you. The cops will soon break through that door, so quickly run up some steps to reach section d1\_trainstation\_04.

#### **SECTION D1\_TRAINSTATION\_04: ROOFTOP ESCAPE**

Turn right past the steps, then go up some wooden stairs and turn left. Run forward to a large wall hole, then keep moving forward until you go up a wooden ramp and can turn left for some cover. It's okay if you get shot a few times, though note that you can be killed if you're shot too many times. Move to the other end of the roof you're on to find a slope that leads down to a gap that's bridged by a couple of boards, but don't go down there yet. First, pick up one of the nearby paint cans and quicksave.

Run toward the nearby scanner, then jump right before throwing the paint can at it. If you do it right, you'll destroy the scanner in one hit. Check its debris to see if it dropped an armor battery. If it didn't, quickrestore and try again until it does. (Note that this is strictly optional, and you may not find it to be worth the trouble.) Pick up the armor battery and cross the gap-bridging boards, then carefully follow the roof ledges around until you reach a niche area that several pigeons fly out of.

Move to the back of the niche and quicksave, then continue quickly along the ledges until you reach a window on your right that you can jump through. Past it, go down some stairs and through a doorway, then wait for some cops to attack you. You'll be saved by Alyx Vance, so pick up your armor battery (if you got one) and follow her until you reach the next chapter.

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### **"A RED LETTER DAY"**

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**TREE Link:** [planetphillip.com/posts/half-life-2-red-letter-day/](http://planetphillip.com/posts/half-life-2-red-letter-day/)

#### **SECTION D1\_TRAINSTATION\_05: DR. KLEINER'S LAB**

Keep following Alyx until she opens up a secret soda machine door, then go through it to enter Dr. Kleiner's lab. Stand and wait until Barney shows up and activates a large security monitor, then go up to it and use it once to get a view of the ever-watchful G-Man. Wait some more until Barney opens up a small storage room, then enter it and use the panel to the left of the HEV suit container to open it.

Enter the container to get your HEV on, then pick up the armor battery you brought with you (if you did that). Follow Dr. Kleiner around until he points out a Combine armor charger on the wall, then use it until it's drained. After Dr. Kleiner opens the large sliding door that leads to the teleporter chamber, go through it and turn right to find a set of three large cables plugged into wall sockets. Watch those until one pops out, then pick it up and push it back into place.

Look just to the right of the replugged cable for a red switch underneath a glass panel. After the panel rises up, activate the switch ("Use item" key, as always), then wait until Alyx is teleported. After the barriers in front of the teleport platform rise up, enter it and wait until the screwy teleportation sequence is over. You'll then be on a small walkway that you can drop off the end of to reach the ground.



Go straight forward to find two metal barrels, then quicksave before picking one up and jump-tossing it at the scanners. Keep trying until you get at least one armor battery, then go through one of the fence's doorways and turn right. Past an open door in another section of fence, go up the steps and through an openable door. Past it, go through a fence doorway to reach section d1\_trainstation\_06.

<b>SECTION D1_TRAINSTATION_06: CROSSING THE TRAIN YARD</b>
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Move on until you come to a boarded-over doorway, then go back a bit and look up to see a railed ledge that you can't reach. Wait until Barney appears at the railing, then look directly at him and wait for him to drop a crowbar on the ground. Pick it up, then bash the boards on the doorway so you can go through it. Go down the stairs and on to the start of a dark tunnel. Bash the crate that's blocking the tunnel entrance, then enter the tunnel.

Past the corner in the tunnel, wait for a scanner to appear, then bash it. (You could quicksave first and keep trying until you get an armor battery, but that's not really worth the time right now.) Go up to where a bit of fencing is bent down, then drop to the ground and turn left. Sprint down to where you can jump onto a concrete ledge on the left, then turn around and jump across to the open red train car. Keep right while bashing the wooden pallet and crates, then quicksave.

Run up to the large doors that are on the right side near the back of the car, then push your way through them. As soon as you drop out of the car, turn right and sprint down to the end of the line of train cars that's on your left. Make a left U-turn there and sprint down to where you can enter a train car through its open doors. Pick up the small wooden cabinet, then back up until you're on the ground again. Turn left and go around the back of the train car to find a section of fence past the back of another train car.

Set the cabinet down next to the left side of the fence, then go back and get one of the cardboard boxes from the open train car. Set it on top of the cabinet so that you can jump onto the cabinet, then onto the box, and then over the fence. As soon as you land on the other side, sprint forward to the boarded-over doorway, then crouch down and strafe right a bit. The cops who appear on the other side of the fence won't be able to shoot you through the overturned luggage cart.

Stay crouched to avoid being shot while bashing off the doorway's lowest board. Crouch-walk through the doorway, then stand up and sprint down to where you can go through another doorway and turn left. Optionally use the flashlight to help you see as you move down the steps in the dark corridor to where the next chapter starts.

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## ROUTE KANAL

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**TREE Link:** [planetphillip.com/posts/half-life-2-route-kanal/](http://planetphillip.com/posts/half-life-2-route-kanal/)

<b>SECTION D1_CANALS_01: MOVING ALONG THE TRAIN TRACKS</b>
--

Turn right past the steps and look for a Combine-style health station on the left wall. Use it if necessary to get your health back to 100, then quikksave before going through the next doorway. Turn left past it and sprint up to the metro cop who's holding a shock baton. Quickly crowbar-whack him to death, then turn left and do the same to his pistol-toting companion. Pick up the pistol and the shock baton (which counts as an armor battery), then bash the boards off the next doorway.

Quikksave, then go up the first set of stairs. As soon as you reach the top, back up until you're at the bottom of the stairs again, then strafe left and sprint forward to the wall. Wait for a cop to stop partway down the stairs, then carefully crouch-walk to where you can shoot between the steps and hit him in the back of the head for a one-shot kill. Pick up the pistol he dropped (and the health vial, if you need it), then go to the top of the third set of stairs and turn right.

Face the wall that's on the right, then left-strafe to where you can see the cop who's near the top of the final set of stairs. Quickly head-shot him with the pistol, then go up the stairs and through a fence doorway. Look around to find three explosive barrels, then move the two upright ones so that they block the fence doorway. Set one or more of the blue recycling bins in front of the barrels to make them harder to push aside, then move the third explosive barrel to a spot that's right in front of an unopenable blue door. Put one pistol bullet into each of the three explosive barrels so they'll be a bit easier to blow up quickly.

Go through another fence doorway to find yourself at the top of some stairs that lead down to some train tracks, then examine the area on the other side of the tracks to see a doorway with two boards over it. Carefully shoot off both boards, then wait if necessary for a train to stop on the tracks. Go down the first set of stairs and jump over to the red fuel tanker, then jump over to the next train car and move down to where you can jump onto a ladder. Quickly climb it and turn left, then sprint down to the doorway you de-boarded with your pistol.

As soon as you're through the doorway, turn around and look toward the two barrels you blocked a fence doorway with. There should be two cops trying to push past those barrels, so quickly shoot the right barrel twice with the pistol to blow it up. Move up against the wall to the left of the doorway and listen for another cop to fire off a signal flare, then wait about five seconds before strafing into the doorway and quickly shooting the barrel that you put in front of the blue door. The explosion should kill both of the cops. If not, quickly shoot down the survivor.

Look in the torn-up floor section to the right of the doorway for a health pack and a box of pistol ammo, then reload and return to the doorway. Shoot down any more cops who show up, then go back across the stopped train and up the stairs so you can get all of the cops' dropped pistols. Return to the building you were in, then go through a doorway to enter the adjacent building. Pick up and move the explosive barrels and wooden pallet that are blocking that building's exit doorway, then go up to the nearby fence door.

Look through it and to the right to see several explosive barrels on a high-up ledge. When two cops appear at the far end of that ledge, strafe left for cover, then shoot any of the explosive barrels that are on the ledge twice. After the explosions are over, bash the supply crate for pistol ammo, then open the fence door and go past it to see if either of the ledge cops' pistols fell down to where you can get them. If not, put a wooden crate in the corner underneath where they are and see if jumping up and down on it will get you a pistol or two.

Look for a health pack and a pistol ammo box nearby, then go up to the fence and watch for two more cops to appear

back in the area where you shot down several cops and got their pistols. (Note that you could've carried the second building's two explosive barrels back over there to set up an explosive trap for those cops, but it really isn't worth the trouble.) After they're dead, pick up one of the nearby non-explosive barrels and jump onto the bent-over section of fencing while carrying it.

As soon as you drop down on the other side of the fence, crouch down and try to keep your barrel between you and the cops who are shooting at you from the holes in the blue metal wall. Move along until you find a vent shaft with a lambda symbol spray-painted over it, then set your barrel down and crouch-walk into the shaft. Bash the supply crates with the crowbar, then go to the other end of the shaft and bash the grating off of it. Quickly back up until you can only see the legs of the cop who's at the blue wall hole ahead, then shoot him in the leg until he's dead.

Wait there and shoot every cop who appears at that wall hole until they stop coming. Quicksave, then exit the shaft and move along the fence to see if any more cops will appear. If so, either crouch down and shoot them from behind one of the sheets of metal that are attached to the fence, or quickrestore and wait some more in the shaft. Once they're all down, go back through the shaft and pick up your barrel, then set it down next to the bent-over section of fencing so you can use it to get back over the fence. Go back through the two buildings and down to the train tracks, then go along the wall past the bottom of the stairs to find several dropped pistols.

Go up the stairs and look around for a couple more dropped pistols, then go back the way you came into this area until you return to the previous chapter section. Sprint up to the boarded-over doorway, then crouch-walk through it and use the luggage cart for cover while shooting down the two cops who are past the fence. After they're down, move forward a bit and look for a cop in a distant elevated position who'll shoot at you when he sees you. Use the zoom feature to help you line up your shots and take him down, then bash the scanner that's undoubtedly hovering around you to get an armor battery. Remember to quicksave right before destroying the scanner so you can quickrestore if it doesn't give a battery.

After you get a battery from the scanner, find the two concrete pillars that have wooden pallets between them, then stand against the wall between the pillars while waiting for another scanner to show up. There's a cop on the ground a ways over to the left, but he shouldn't be able to see you, especially if you lead scanners back to the area with the luggage cart after they've spotted you. Once your armor is 100, look nearby for a health pack, then go back to the health station and use it if necessary to get your health back to 100.

Return to this chapter section and see if there are any dropped pistols you missed or didn't need before. Go back to the walkway that's past the lambda-marked vent shaft, then go to the end of it and look down. Carefully crouch-drop onto the wooden pallet you see directly below you to avoid taking damage, then turn right and quicksave. Shoot the farthest of the two explosive barrels you can see once with the pistol, then move slowly forward until a cop appears next to it. Quickly shoot the barrel twice more to blow up the cop, then immediately back up to the force field so the second barrel's explosion won't hurt you.

After quicksaving again, go over to where you can see into the cop's side area, ready to quickly shoot a flaming barrel that another cop has near the top of some stairs. If you shoot it fast enough, it'll blow the cop up. Sprint up the stairs and around to where you can see another explosive barrel and a cop down a short passage. Quickly blow up the barrel, then shoot down any cops who survive the explosion. Before you start down that way, turn around and look for a health station on the wall, plus an armor battery in the area underneath the stairs. Also, put the two explosive barrels that are near the top of the stairs down on the tracks, near the middle set of windows.

Sprint down to where that last explosive barrel you shot was, then go up the steps to get to a short bridge with some wooden crates stacked on its other side. Sprint toward the crates with the crowbar swinging so you can bash through them as quickly as possible, then quicksave once you're past them. Sprint on down the stairs and through a railing gap so you'll land on a train track, then turn left and sprint down to where there's a fence doorway on the right that leads to a small ledge.

Get onto the ledge without dropping down to the damaged metal walkway, then wait to see if a train will come along the track and kill most of the cops for you. If it does, wait for it to pass by, then look down the track to the left for one or two cops in the distance that the train may not have killed. Finish them off to secure the area, then look around for dropped pistols and a supply niche that includes a health station, an armor battery, and two supply crates. If the train doesn't appear, quickrestore and read the following two italicized paragraphs.

*Go down to the railing past the stairs, then immediately turn around and go back up the stairs until you're near the small bridge you just crossed. Wait to see if a cop or two will appear at the other end of the bridge. Shoot them down if they do, then sprint across the bridge and go back down some more steps. Most of the cops will be down on the tracks in a spot where you can shoot them through a large window from on the last set of steps. Blowing up the two explosive barrels I had you set on the tracks earlier will help.*

*Once you get all of them, go along the walkway and use the health station, then go down the stairs near it and look to the right to see if there are more cops over that way. If so, let them see you, then sprint back to the steps you shot the previous ones from. Shoot them down from there, then go pick up their dropped pistols. Go back across the short bridge and drop down to the tracks past it, then turn left and look for the above-mentioned supply niche.*

When you're ready to move on, go through the fence doorway and drop down to the bent walkway section, then drop into the water. Swim along the canal until you come to a gap in some bars that you can move through, then keep going until you reach another such gap. Past it and another one, go up to the left end of the red train car, then climb its ladder to get onto the roof.

Go to the other end of the roof to find a square hole that you can drop through, then quickly turn around and use the zoom feature to catch a glimpse of the G-Man on the TV that the vortigaunt is powering. Wait for the resistance guy to open up a large sliding door, then move through it and drop down. Bash the nearby wooden pallet, then go past it and on to where section d1\_canals\_01a loads.

#### **SECTION D1\_CANALS\_01A: VARIOUS COP AMBUSHES**

Toss the two wooden crates onto the fire for fun, then move down to where your progress is blocked by a bunch of wooden boards. Bash the boards with the crowbar until they all break, then move past that until you have to crouch down while moving past another fire. Watch a barnacle catch a bird, then go past it and down to an old green train car. Go past its right end and up onto a rubble pile, then look to the right to see a citizen behind a grating in a large pipe. Move forward a bit if necessary so he'll get shot, then immediately look to the left for a cop who'll appear behind a blue van. (Note that he might appear earlier, but usually doesn't.)

Shoot him down as quickly as you can, since another cop will soon appear in the area that's to the left of the grate-covered pipe opening (or he may appear at the grating). After they're both down, go back past the green train car and around to where a cardboard box is setting on or next to a large rubble pile. Pick it up and carry it over to the corner that's to the left of the grate-covered pipe opening, then quicksave. Carefully hold the box so that it's directly between you and the mounted gun as you go around the corner and into a pipe opening that isn't grate-covered. The cop who isn't manning the mounted gun may shoot at you, but he probably won't hit you if you move quickly.

Drop the box and turn left at the pipe intersection, ready to quickly shoot down a cop who appears at the other end of the pipe. Past him is an area with a box of pistol ammo, two health packs, and four armor batteries on wooden pallets, plus a ladder that leads up to the ledge with the mounted gun. After quicksaving, edge slowly up the ladder while facing away from it until you can see an explosive barrel a short way ahead. Quickly shoot it three times with the pistol to blow it up and kill both cops who are on the ledge, then turn to face the ladder and get off of it on the right side.

Stay back and move to where you can see the narrow ledge that goes along the right side of the area. Shoot the explosive barrel that's on a small raised metal platform twice, then wait until it explodes and lowers the platform. You're going to be running along that ledge soon, but not right away. Quicksave, then sprint up to the mounted gun and hit the "Use item" key to start using it. Scanners and cops are going to be entering the area, including on an upper walkway, so quickly shoot them as they appear. Note that there are a couple of explosive barrels that you can use to help blow up cops.

As you do this, watch for an APC to drive in along the right side of the area. As soon as it appears, abandon the machine gun and sprint along the right-side ledge until you reach some stairs that lead down to a large tunnel past a blue van. If you fall off of the ledge while trying to run along it, keep right as much as you can while running down to the blue van. Once you reach it, jump-crouch your way over the rubble that's next to the front of it. However you get past the van, look nearby for a lambda symbol next to a red car. Jump onto the car and crouch-walk along to reach a supply crate with two health packs in it.

Move up to the large pipe segment that's past the back end of the car, then turn around and go back up the stairs that lead to the ledge so you can revisit the previous area for leftover supplies. (The APC will be gone, making the area safe.) Return to the large tunnel, then use the flashlight to help you avoid two barnacles on the way to a pipe segment that you'll have to crouch-walk through. Quicksave past it, then move into the next barnacle's tongue and look up, ready to crowbar-whack it when it pulls you in close. Go past some more rubble and turn left, then go over to where a woman is hiding in a pipe segment.

Look to the right of her to find a large pipe that you can enter, then go down to its other end and drop to the ground. Look up to see two cops on a grating a ways above you, then get out the pistol and quicksave. It's kind of hard, but you can kill one of those cops before they run off if you get enough head shots. Keep quickrestoring and trying again until you kill one of them (or both of them if you're really fast and accurate), then get on the lower concrete ledge so you can jump onto the higher one and enter another pipe. Go to the pipe's other end, then quicksave before dropping into the water.

Stay on the surface of the water where you dropped down and watch the explosive barrels that drop down through a destroyed grating. As soon as the flaming explosive barrel hits the water, dive straight down and crouch at the bottom of the pool while the barrels explode. As soon as the last one blows up, surface and quickly shoot up at the surviving cop, who'll appear at the broken grating. (If you stayed near the spot where you dropped down, he may not be able to shoot back.) Dive down to retrieve his dropped pistol, then surface and look around for the pistol ammo that was in the two supply crates.

Move over next to the small ledge that's underneath another pipe, then jump out of the water and enter the pipe. When you get near its other end, get out the pistol and quicksave. There are two cops over to the right, one of whom is near an explosive barrel. Move to where you can quickly shoot the barrel and blow it up, then look down to see the second cop. After he's dead, drop out of the pipe if you haven't already, then turn right and go up to the corner with a wooden crate next to it. Look ahead and to the right for a cop to appear on a higher ledge. As soon as he does, sprint over to the truck that's turned on its side.

Turn right and quickly shoot an explosive barrel when the cop gets close to it. Finish him off if necessary, then look between the overturned truck and the cart that's behind it to see several explosive barrels at the base of a bridge. Shoot one of those barrels twice, then wait for them to all blow up. Quicksave before you go past the blown-up bridge, since a cop will appear on each side ledge and drop down to attack you. You could charge the one on the right with the crowbar and kill him before he reaches the ground, then quickly turn around and switch to the pistol so you can shoot down the other one.

You may find it easier to approach the bridge slowly, then turn around as soon as you hear the cops and sprint back for cover behind the cart that's next to the overturned truck. Peek around the right side of the cart to shoot at the cops, then

look around the area for dropped pistols and supply crates after they're both down. Check past where the two cops dropped down to find a large mound that leads up to a slimy tunnel with a barrel-blocked entrance. Crouch-walk up to one of the barrels, then pick it up and throw it forward. It should slide down the slimy tunnel and get caught by one of the two barnacles that are directly ahead.

Get the crowbar out and go kill both of those barnacles with it, then go over to the two explosive barrels. Look to the right of them to see a slippery slope leading to an area with a very large cluster of barnacles in it. You could make your way through that area by crowbar-whacking any barnacle that dares to latch onto you, but it's funner to toss both explosive barrels down the slippery slope so the barnacles will grab onto them. Shoot one of the barrels twice with the pistol when it's about halfway up to a barnacle, then turn and sprint back past the two barnacles you whacked for cover.

The barrel explosions should kill most of the barnacles, and you can whack or avoid any that remain as you move past them. Look for two supply crates and some health packs on your way up to the tunnel's exit. Move up to the exit without going through it to get the cops in the next area to drop a flaming explosive barrel into the water, then stay back until it explodes. Crouch-walk your way through the tunnel exit and drop into the water, then turn right and swim forward slowly until the cops drop another flaming barrel into the water. Turn around and swim over to the left end of the large fallen platform, then get out the pistol and quicksave.

Swim out from behind the large platform while looking to the left until you can see two cops up on a higher ledge. Don't bother shooting at them, but instead quickly shoot the explosive barrel that you can see to the left of them. As soon as it's on fire (or blown up), swim back behind the wooden platform for cover and wait for a series of chain-reaction barrel explosions that should kill both cops for you. If it doesn't, quickrestore and try again. Note that there's a third cop up there who may survive the explosions. If he does, swim back behind the wooden platform for cover and wait for him to run over to where you can more easily shoot him.

After that's over, go around the right end of the wooden platform and slowly forward until some flaming barrels are pushed into the water from the left. Quickly back up and wait for them to explode, then swim down to a fence. Look to the right of it for a ladder on the wall, then climb it to get onto a small wooden platform. Before dropping into the next section of water, look along the left high-up ledge to see an explosive barrel. Shoot it twice with the pistol, then wait for it to blow up and kill a cop for you. Drop into the water and swim to the back of the area, then turn left to find a wooden ramp that you can go up.

Two cops will run onto the bridge ahead after you go up the ramp. If there are still explosive barrels on the bridge, quickly shoot them to blow up the cops. If not, crouch down behind the small vertical chunk of wood for cover and watch for the cops to appear on the ledge over to the left. (If they don't appear at first, jump once or twice so they'll see you.) Once they're down, jump across to the next wooden platform, then immediately back up and fall into the water to avoid damage from the explosive barrel that drops down.

Go back up the ramp and jump across again, then jump to the next platform and move around until one final flaming barrel drops down. Jump back to the previous platform to make sure you're not damaged by the barrel's explosion, then take your time jumping along the wooden platforms until you reach the entrance to a short pipe. Move to its other end, then drop out of it to slide down to section d1\_canals\_02.

## **SECTION D1\_CANALS\_02: INTRODUCING THE HUNTER-CHOPPER**

You're supposed to pile concrete cinderblocks on the high end of the large seesaw-like board so you can use it to get onto the higher floor, but there's a much easier way. Set a cinderblock on the ground next to the edge of the higher floor, then set three more cinderblocks on top of it. You can then jump onto the cinderblocks, and then jump onto the higher floor. Nice and easy! Once you make it, move forward to where the hunter-chopper flies right up to you, but don't worry about it shooting at you (yet).

Wait if necessary for a scanner to fly up, then do the old "quicksave, bash, quickrestore if no battery" routine on it to get an armor battery. Go over to a spot near the left side of the slimy ramp that leads down to a large trashy area, then use the zoom feature to scout it out. Look for a large, roundish white metal thing that's imbedded in a rubble pile a ways past the ramp, then move to where you're directly lined up with it. Quicksave, then sprint down the ramp and straight up to the white metal thing.

As soon as you reach it, turn left and sprint over the rubble pile, then quickly get behind a sheet of white metal that's imbedded in a rubble pile next to some bent sections of fencing. While crouched behind that sheet metal, you'll be safe from the chopper's cannon. Quickrestore if you get shot up on the way to the sheet metal, since a bit of practice should allow you to make it there without taking any fire. Stand up and quicksave right after the chopper finishes another cannon barrage, then crouch back down. While staying crouched, look to the left of the sheet metal you're hiding behind to see a railed walkway with some barrels stacked next to a blue door.

That door is where you need to go, and the quickest way to get up to it is to use the stove that's next to the railed walkway. While making sure the sheet metal stays directly between you and the chopper, crouch-walk slowly to where you can make a direct run to the stove. Right after a cannon barrage is over, stand up and run-jump your way onto the stove, then jump over to the railing. Quickly crouch down and move left a bit if necessary so you can drop off the railing and move up to the blue door. Open it, then pick up the barrel that's next to it and toss it aside if you can't push past it.

Optionally wait out of the chopper's line of fire for a scanner to come up so you can bash it for an armor battery, then go down the tunnel past the door until you reach a ladder niche on the right. Climb down the ladder to find some pistol ammo and health packs, then go back up the ladder and on to where an armor battery is setting next to a supply crate. Go left from there to find a flooded crouch-only area with several more health packs, then go the other way to find a slippery downramp that's "guarded" by two rows of barnacles.

Shoot the nearby explosive barrel once with the pistol, then toss it down the ramp so one of the barnacles will pick it up. Shoot it again after one does, then strafe right and wait for the explosion. Go slowly down the left side of the ramp until you can turn left and hop over a railing, then move on to find another downramp that works exactly the same way. Past it is a short tunnel that leads to a door that goes back outside. Wait if necessary for the chopper to stop firing, then open the door and back up a short way before quicksaving.

Wait for another cannon barrage to start up. If it doesn't before long, move into the doorway to let the chopper see you, then quickly back up as soon as you hear its cannon's charging-up sound. As soon as that barrage stops, sprint through the door, then turn left and sprint along the walkway until you make it to the safety of another tunnel.

Turn left and bash a large board to find a box of pistol ammo, then go the other way to find more pistol ammo and a health pack among some barrels. The chopper will have flown away by then, so you can go back the way you came and check around for other supplies, possibly including a scanner to bash for an armor battery. When you're done, reenter the tunnel and move down it until section d1\_canals\_03 loads.

### **SECTION D1\_CANALS\_03: MANHACKS AND TUNNELS**

Move along the tunnel until you come to a spot that's been barricaded. Move the first explosive barrel aside so you can bash the wooden crates and planks, then pick up the second explosive barrel and carry it along until you come to the boarded-over entrance to a small resistance camp. Set the barrel down long enough to bash the boards off of the doorway, then carry the barrel through the doorway and drop it in the corner to the right of the closed door that's near the back left corner of the camp. Shoot the barrel once with the pistol, then return to the doorway you de-boarded.

Quicksave, then wait for three manhacks to break through the closed door. Quickly shoot the barrel twice to blow it up

and hopefully destroy all three manhacks. If any of them survive, quickrestore and try again. After that's done, climb the ladder that's on the wall near the de-boarded doorway to reach a narrow ledge that you can go along to find a box of pistol ammo and two supply crates. Crouch-walk along one of the two long, skinny planks that connect that ledge to a wooden platform with crates on it, then bash your way through the crates so you can jump onto another narrow ledge that has an armor battery and pistol ammo on it.

*NOTE: The two long, skinny planks that connect to the wooden platform are very fragile. If they both break for some reason, you can jump over to the wooden platform fairly easily from the small section of raised ledge that the ladder top is attached to.*

Go back down the tunnel that leads to the camp and pick up the other explosive barrel, then go through the camp's exit doorway and along a short tunnel. Quicksave when you reach the spot where the tunnel turns to the right, then drop your barrel next to the fence door that's ahead. Shoot the barrel once, then wait until the manhacks past the fence door break through some wooden crates and fly up to the door. Shoot the barrel again and retreat, then go see how many manhacks are left after it explodes. If there's more than one, you may want to quickrestore and try again.

To finish the surviving manhack(s) off, you could stand near the fence door without being right up against it and swing the crowbar at them, but that could take awhile. It's faster to shoot them through the fence door, after which you can return to the resistance camp to pick up any pistol ammo that's left there. (Though note that you'll need to shoot another manhack that showed up and killed the resistance guy while you were gone.) Bash any remaining wooden crates and planks as you go down the tunnel past the fence door, then quicksave right after going through a doorway.

Get the pistol out and turn on the flashlight, then face left and right-strafe down to where the tunnel turns left. Quickly shoot the nearest explosive barrel twice, then turn left and sprint back down the tunnel and past the fence door. Close the door and wait to see if any of the manhacks survive the explosions, then either shoot them to pieces or quickrestore and try again. Move down the tunnel past that until you reach another fence door, then skip past it long enough to search a side area for two health packs and a box of pistol ammo. Return to the fence door and open it, then get out the crowbar and quicksave.

Sprint forward to the wooden crate, but don't take the time to bash it. Instead, quickly pick it up and throw it to the right, then repeat with the barrel. Open the fence door and run through it, then bash the wooden pallet that's past it. Turn and close the door so you can leave the next batch of manhacks behind without fighting them, then use the flashlight to help you see the explosive barrel that's ahead. Shoot it once with the pistol, then move forward to where you can drop to a narrow ledge and then to a soggy floor.

Get out the pistol and shoot the explosive barrel you can see a ways ahead once, then quicksave before slowly moving forward along the left wall. As soon as a metro cop rappels down, shoot the explosive barrel twice more to blow it and the cop up. Run forward to a non-explosive barrel, then use it for a bit of cover while shooting the two cops who appear farther ahead. After they're all down, pick up their SMGs, then go back to where you dropped down from a narrow ledge and use the ladder to get back onto it.

Go along the ledge until you can crouch-walk onto a large pipe, then move along it to where you can bash out a vent grating. Move into the vent, then get out the SMG and quicksave. After you turn a corner in the vent shaft, a manhack will appear. Quickly destroy it with SMG fire, then move past it and bash through another grating to find a small area with several supply crates. Bash all but one of them, then go back through the vent shaft with the pistol out. When you get near the other end, a cop will appear next to the explosive barrel that I had you shoot once earlier, so quickly shoot it twice now to kill the cop.

Go back and pick up the supply crate that you didn't bash, then carry it through the vent shaft. Carefully drop onto the large pipe and then the ledge, then set the crate next to the higher walkway that the cop and barrel were on. Use the crate to jump back up there, then go revisit previous areas for leftover supplies. (Note that you can go all the way back



to the area in the previous chapter section where the hunter-chopper was.) Return to where you left the supply crate, but don't bash it yet. Drop it down to the soggy floor, then drop down yourself (without landing on the supply crate) and return to the area where a cop rappelled down.

Look for an explosive barrel next to a broken grating, then pick the barrel up and drop it in a spot that's directly under the large circular opening in the ceiling. Shoot the barrel once with the pistol, then crouch-walk through the broken grating and down to where a zombie torso breaks through a wooden crate. Keep swinging the crowbar while backing up until the torso is dead, then move past it to find an armor battery and a frag grenade. Get the pistol out and go back to the broken grating, ready to quickly shoot the explosive barrel when another cop rappels down. (If the barrel rolled away, have the SMG ready to head-shot the cop with.)

Move on past that to reach a small pool with a slow-moving mixer thing in it, then dive in and follow the mixer around counter-clockwise until you can enter a small underwater tunnel. Swim down it to where you can surface for air, then dive back down and continue to the end of the tunnel. Jump out of the water, then wait for a scanner to come nosing around. Quicksave and do the usual "bash it for an armor battery" routine, then dive back into the water and return to the mixer area. Go get the supply crate I had you preserve, then carefully carry it with you through the underwater tunnel.

It can be a bit of a pain to get the crate all the way through the tunnel and out of the water, but it shouldn't be too hard now that you're already familiar with the tunnel's layout. Move up to the huge pipe, then turn right and drop the crate so that you can use it to jump onto the ledge that's next to the pipe. Turn around and crouch down near the ledge's edge so you can pick up the supply crate, then drop it on the ledge and bash it at last. Face the pipe and back up as much as you can, then take a running jump onto the pipe. Turn right and move close to a steam vent, then wait until right after it stops blowing hot steam to edge past it and onto the ledge on the right.

Shoot the explosive barrel once with the pistol, then pick it up and toss it into the nearest barnacle tongue. Back up against the wall and crouch down, then wait until the barrel is near the barnacle. Shoot it twice quickly to blow it up and kill all of the barnacles, then look in the area ahead to see a manhack flying around behind some bars. If it gets around the bars and comes after you, quickly destroy it with the SMG. Otherwise, jump back onto the pipe and use the pistol to sharp-shoot it while watching out for steam vents. Check the ledge under the barnacles you blew up to find an SMG, some pistol ammo, and a health pack, then move slowly along the pipe while avoiding steam blasts.

When you get near the bars, look to the right for some boards you can bash. Before you drop down from the pipe, consider going back and picking up leftover supplies and dropping them down first. After you drop down, look nearby for the crouch-only entrance to another short underwater tunnel, but don't drop into the water yet. First, toss any imported supplies into the water, then crouch-walk under the pipe and around to a secret supply area. Pick up everything you can (including your first SMG grenade), then carry any leftover supplies over to where you can toss them into the tunnel's water.

Drop into the water and swim along until you find a ladder on your left, then climb to the top of it and get out the SMG. Quicksave, then move forward a short way to get the cops on the raised ledge ahead to open up the back of a truck filled with explosive barrels. Blow up one of the barrels as fast as you can, which should kill both cops for you. If not, or if you get damaged by a barrel explosion, quickrestore and try again, maybe using the pistol instead of the SMG. Once it's done, stay against the left wall while going over to a spot underneath the truck, then run into the corner that's to the left of the large archway.

Wait a few seconds for some cops to move around, then get out the pistol and quicksave. While crouching, very carefully edge your way over to where you can see a cop who's on a high-up ledge. He'll probably spot you right away, so quickly take him down with head shots. Edge over some more until you can see a cop who's on the ground past the archway, and do him the same way. (If you're careful, you should be able to kill him with a single head shot before he notices you.) The other cop who's with him will come out and start firing at you, so shoot him down, too. Pick up their

dropped SMGs, then go over to the start of a long, narrow tunnel and quicksave.

Several manhacks will appear at the other end of the tunnel as you move down it, and they'll find it pretty easy to get over the fence door that's down there. Get out your frag grenade, then sprint down the tunnel until you're near the fence door. Roll the grenade toward the door using the "Secondary Fire" key, then turn around and sprint back to the tunnel entrance. Get out the SMG and use it to shoot surviving manhacks as they come down the tunnel after you. (Note that if too many survive the grenade, you may want to quickrestore and try again.)

If some manhacks make it to your end of the tunnel, sprint back into the water and stay near its surface while whacking them with the crowbar. Once they're all destroyed, do the "bash for armor battery" routine on the scanner that's outside, then check the tunnel's two little side areas for pistol ammo and a health pack. Past the fence door, go up some steps and down a short passage to a dark room with a red light on the wall. Use the flashlight to help you find that room's supplies, plus a vent grating that you can bash.

Crouch-walk into the vent shaft, then go down to where you can see a drop-down to another grating. Don't drop down yet, but instead carry all of the leftover supplies you want to keep with you (remembering the ones you dropped into the underwater tunnel earlier) into the vent shaft and drop them onto the grating first. After that's done, get out the pistol, then get out the crowbar so you can quickly switch between them with the "Last weapon used" key. Quicksave, then check to see if the grating broke due to supplies being dropped onto it. If so, switch to the pistol, then carefully drop onto the barrel stack you can see below. If not, drop onto the grating and bash it with the crowbar, then quickly switch to the pistol as you fall.

Run forward to where you're near a long ladder, then shoot the nearest explosive barrel twice. Quickly climb down the ladder into some water, then swim over to where you can jump onto an underwater drainage grating. Making that run without getting damaged by manhacks or exploding barrels can be fairly tricky, so keep trying until you make it. While on the drainage grating, you can crouch to be underwater, and stand up briefly when you need air. Many of the manhacks will be destroyed by the barrel explosions, but several of them will survive and come after you.

When they do, crouch down to be underwater (and therefore nearly impossible for the hacks to damage), and whack them with the crowbar when they fly in close. Keep that up until you're sure they're all destroyed, then climb a short way back up the ladder to see if you're right. If not, quickly return to the drainage grating to finish off the rest. Climb up to the main floor and look around for the supplies you brought with you, which will have been scattered by the barrel explosions.

*SECRET ARMOR BATTERY: If you didn't bring enough armor batteries with you to get your armor back up to 100, you may want to go for a secret armor battery. Find an upright barrel, or carefully set one upright by holding one end of it over a fallen barrel and letting go. Look in one corner of the area for a large vertical pipe that goes up past a railing-less section of walkway, then set your barrel next to that pipe. Jump onto it and then onto the walkway, then crouch down so you can pick up your barrel and set it on the walkway next to the pipe. Jump onto it, then slowly edge to the left if necessary so you can jump-crouch onto the pipe. Once there, crouch down and pick the barrel up again, then carry it along the pipe until you pass the point where it bends left. Turn around and set the barrel on the pipe bend so you can use it to crouch-jump onto a large metal beam. Stand up and jump-crouch over to the nearby shaft, then move along it to get the armor battery.*

Drop back to the floor if you're in the secret armor battery's vent shaft, then climb up to the top of the long ladder. Turn around and hit the "Use item" key to move onto a rusty light-blue pipe. Turn left and go along the pipe until it bends to the right, then crouch down and continue along it until you drop onto a walkway. Go down the side passage to reach the top of a room with a lot of water and pipes, then go along its walkway until you can move onto a large brown pipe. Turn right and carefully drop onto a lower brown pipe, then turn right and crouch-walk onto its lower section.

Turn right again and carefully crouch-drop your way down to the two skinny white pipes that are next to a red valve

wheel. Use the wheel, then drop into the water and swim around to a supply crate. Bash it, then swim over to the corner with the long ladder. Climb it to return to the walkway you came in on, then go back to the room with all the barrels. Don't bother fighting the new batch of manhacks, but instead jump over the railing and sprint over to the ladder. Climb down it until you're beneath the floor, then let go and swim over to the huge pipe opening that's in one wall.

Go through the pipe and surface as quickly as you can, then climb up the nearby ladder to get onto a narrow ledge. Look down into the water to see several boards that are holding down some crates and large wooden spools. You could dive down there and bash boards until you free up one of the spools, but it's easier to just shoot the boards with the pistol while staying on the ledge.

After a spool rises to the surface, jump over to it, then quickly jump onto the opposite ledge. If that doesn't work, get in the water and push the spool up against the opposite ledge, then use it to jump onto the ledge. Once you make it, go up the steps and along the winding passage to reach the point where section d1\_canals\_05 loads.

### SECTION D1\_CANALS\_05: CANALS AND PARASITE ROCKETS

Look to the left of the fence for a ladder, then climb up it and turn left. Move onto the narrow ledge, then cross either of the two boards to get to another narrow ledge. Turn right and go down to its other end, then get out the crowbar and quicksave before dropping into the water. As soon as you do, turn left and sprint down to the end of the canal, then immediately crouch down and look up. A manhack will be flying around nearby, and it'll soon be joined by another one. You'll be underwater while crouched, so stay there and bash both of the manhacks to pieces before standing up for air.

Stay near the end of the canal while waiting for a scanner to fly up, then do the "quicksave and bash for armor battery" routine on it. Leave the battery floating in the water if you don't need it, and move slowly down the canal with the pistol out. When you see something fall into the water ahead, stop and be ready to quickly shoot down two cops who rappel into the canal. Go down to where they were to find a barrel imbedded in the sand, then use it to jump onto the ledge. Check to the right for some supplies, then get out the crowbar and quicksave.

Move a short way into the nearby corridor to get the attention of some manhacks, then turn around and drop back into the canal. Turn left and sprint past a barrel to reach the canal's other end, then crouch there while bashing the manhacks that come after you. If some of them don't follow you, jump back onto the ledge and shoot them to pieces with the SMG. Bash your way through any wooden crates that the hacks didn't destroy, then go down to the end of the corridor to find a small room with two barnacles and some supplies. Pick up the barrel and "feed" it to the nearest barnacle, then go under it to reach the supplies.

Go back down the canal to pick up the armor battery you got from the scanner earlier if you haven't already used it, then return to the corridor and go through the doorway that's partway down it. Jump onto the small ledge so you can climb a ladder, then get off to the right to possibly find a few supplies. (These supplies are all condition-sensitive, and there may be nothing there if you entered this area in really good shape.) Carefully move along the planks and metal sheeting that have been set up as a makeshift walkway until you reach another niche with condition-sensitive supplies.

Drop down to the floor and go along a small tunnel to reach a drop-off with a pool of radioactive goop below it. Move to the right end of the drop-off, then turn left and jump over toward the two wooden planks that are set up as a ramp. Go up the planks and jump onto the two smaller pipes, then go along them to find a small supply area. Go back along the pipes and down the plank ramp, then turn left and keep right as you move past a second radioactive goop pool. Enter the small one-man resistance camp and check the table for an armor battery and a health pack.

Across from the table is the game's first unlimited ammo crate. This one has SMG ammo in it, so keep opening it until you've got all you can carry. Pick up the armor battery if you didn't use it, then carry it along as you carefully cross some radioactive goop using wooden planks. Quicksave when you come to some wreckage that you have to crouch-walk your

way through. When a large parasite rocket lands a ways ahead of you, quickly drop your armor battery (if you're carrying one) and sprint up next to the rocket. Look up at the top of it and swing the crowbar continuously until all three of the headcrabs that crawl out are killed.

Look nearby for a few supplies, including an SMG, then get out your own SMG. Two burrowing headcrabs will surface and leap at you as you move into the flimsy shelter area that's to the left of the parasite rocket. It's best to move forward slowly so they'll surface one at a time, and quickly shoot them to death before they can leap. Go to the back fence to witness a guy getting overpowered by a headcrab, then get the crowbar out again. Run up to the parasite rocket in the next area and whack the two headcrabs that climb out of it, then check the nearby dead guy to find an SMG.

Have your SMG ready to shoot a burrowing headcrab as you approach the fence opening, then go through it and turn right, ready to shoot another burrowing headcrab that's next to a parasite rocket. To the right of it is a radioactive goop area with two "sleeping" zombies in it. Move up to the fence gap to get the zombies to wake up, then move behind the left piece of fencing until the left zombie is past the barrel that's near him. (This is so the zombie won't be able to damage you by knocking the barrel at you.) Let the zombies get fairly close, then shoot them in the head (headcrab, actually) with the SMG until they die. You could use the crowbar to save ammo, but there's no need.

Cross the metal beam "bridge," then approach the small fence gap with a parasite rocket just past it. A burrowing headcrab will appear, so quickly crouch down and strafe over to the left edge of the fence gap. That'll make it easy to crowbar the headcrab when it walks into view. A short way past the fence gap is a swinging electrical wire that you'll need to get past, but you may first want to go back to previous areas to check for leftover supplies. You can wait to do that until after going past the electrical wire, but there'll be several new burrowing headcrabs to deal with.

Move onto the wooden planks that the electrical wire swings across, then sprint past them right after the wire twitches over to the right. Run up to the parasite rocket, then get out the SMG and quicksave. As you move past the rocket, a zombie will bash through the wall over to the left, and you'll want to quickly head-shot it to death without dodging into any of the nearby hazards. After it's dead, move carefully up to the nearest end of the large electrified storage container. If its right door is closed, whack it with the crowbar until it's wide open. If that doesn't work, you may need to crouch down and whack on a sheet of metal until it's out of the way of the door opening.

Crouch-walk into the container and bash the two supply crates, then stand up and quicksave. Move forward and past a wooden crate without touching the electrified container, then stop near the container's other end. The headcrabs from the parasite rocket should all leap at you, hit the container, and die. If you can't get that to work, charge the rocket and swing the crowbar at its top to kill off the crabs as they climb out. Quicksave again after they're all dead, then run across the bent metal beam that bridges another stream of radioactive goo.

A zombie will rise up and try to knock you into the goo, but it probably won't be able to if you run across the beam without trying to sprint or jump. Don't bother killing the zombie, but instead run through the fence gap and go along the wooden planks to reach the walkway that leads into the airboat garage. Go over to the airboat and use it to climb in, then wait until the woman opens up the gate that's blocking the exit. Drive forward slowly until you come to a large open area, then head to the back of it to find another closed gate.

*GENERAL AIRBOAT NOTES: You also use the "Use item" key to exit the airboat, but it'll only work when the airboat is stopped or moving very slowly. Use the two strafing keys to turn the airboat left and right, remembering that you'll be turning the front of the airboat if it's moving forward, and the back of the airboat if it's moving backward. It's impossible to damage or overturn the airboat, but you'll take damage whenever you ram something solid at high speed. You can ram enemies to kill them, and supply crates to break them open and grab their supplies (if you need them). Note that barnacles can't be rammed, and their tongues can latch onto you and pull you out of the airboat. A final note is that the airboat has a powerful headlamp that you can turn on and off with the "Flashlight" key.*

If you want a box of pistol ammo, turn left from the gate and make your way slowly along the side of the area until you

find it next to some rubble. Look to the right of the gate for a concrete platform with a small wheel and several wooden crates on it. Drive the airboat around to the right end of the platform and up its steps, then ram the crates until they squash a headcrab that's hiding among them. Exit the airboat and bash through the crates if necessary to find a supply crate, then go over to the wheel.

Lean on the "Use item" key while facing the wheel until the gate is fully raised, then get back into the airboat and drive through the gate. Drive slowly forward until you see a supply crate floating in the goo ahead, then accelerate toward it to break it open and get what's inside (if you need it). Crash your way through the debris and crates past that until you reach the spot where the next chapter starts.

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## WATER HAZARD

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**TREE Link:** [planetphillip.com/posts/half-life-2-water-hazard/](http://planetphillip.com/posts/half-life-2-water-hazard/)

<b>SECTION D1_CANALS_06: BARN AND POOL</b>
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After you drive down a ramp, move ahead to some barrels, then stop the airboat and get out. Climb the ladder in the right-side area to reach a short bit of metal walkway, then jump over the gap to reach two boxes of pistol ammo. Drop down into the water, then get back in the airboat and crash through a small wooden barrier. Stop and use the zoom feature to locate the G-Man standing up near the large red barn's front entrance, then sail on past the barn. It has some supplies in a hanging crate, but you probably won't need any of them.

*GETTING THE SUPPLIES: Park the airboat near the large concrete steps that lead out of the water, then go up the steps and over to a ladder. Climb it, then go up the wooden steps and around to the barn's front entrance. Let the two zombies in the barn see you, then duck out of sight while they knock some barrels at you. Watch for a good opportunity to sprint past them and up the left side of the wrecked wooden stairs that are in the back of the barn. Past the stairs, crouch-walk across wooden boards and beams, bashing a crate along the way, until you get near the base of a short ladder. Be ready to whack a headcrab that drops down when you approach the ladder, then climb it and whack the barrel that's jamming the crane's gears. Quicksave, then carefully jump so that you land in the water near the fallen supplies.*

After you go around a bend, there'll be a large barricade ahead with a ramp on it. Line the airboat up with the ramp, then speed toward it and do a simple ramp jump. Turn right and park the airboat near the wooden posts, then get out and bash the two scanners that come after you for armor batteries. (Or just bash them without worrying about getting batteries if your armor is 100.) Go over to where the resistance guy on the bridge dropped some supplies down for you, then move ahead to find a blue container next to a small pool.

Pick up the blue container and dive into the pool, then swim down to where you can release the container underneath the cage that's on the bottom of a ramp gimmick. Jump back out of the pool and move forward until you're off of the concrete, then turn right to find a lambda-marked pipe entrance. Jump up to where you can enter the pipe, then use the flashlight to help you navigate your way to its other end, where you'll find two more blue containers. Toss them both into the pool before dropping into it yourself, then carry each of them down to where you can release them into the ramp's cage.

Return to the airboat and drive it up close to the ramp, then slowly back up while facing the ramp until you hit the small wooden barricade. Stop and quicksave, then drive straight toward the ramp and go up it at full speed. You should be able to easily make it to the other side of the pool. After you round a corner, go over a slope with some barrels on it, then park the airboat on the large dirt mound on the left. Leave the airboat and get out the pistol, then go down to a spot near the far end of the dirt mound. Use the zoom feature to locate a metro cop who's standing to the right of a wrecked tanker truck.

Using the zoom feature to help you aim, shoot that cop down, then go over to the nearby mound with all the logs on it. Maneuver around on it until you can use the zoom feature to spot the other two cops who are down there, then sharpshoot them. Return to the airboat and drive it down to where the dead cops are, then get out and look for their dropped pistols and a supply crate. Look nearby for an open pipe with a lambda symbol next to it, then get the barrel that's a ways to the right of that. Set the barrel so that you can use it to jump into the open pipe.

Swim through the pipe's underwater section to reach a small cave, then get out the crowbar and quicksave. Sprint along the right side of the cave to reach the two supply crates, then quickly bash them. A zombie will have risen up, so sprint

by it on either side to get back to the pipe, then swim back through it and return to the airboat. Look around for a flickering vidscreen in the distance, then optionally zoom in on it and keep pausing the game with the ESC key until you get a distorted view of the G-Man. Get in the airboat and sail on at full speed, keeping to the right so you can run over three metro cops as they drop down from a concrete ledge.

Past that, turn right and keep left so you can use a small ramp-like thing on a dirt mound to jump over a log-covered barricade. When you land in the radioactive goo, keep going forward at full speed, and maneuver over to the right-side wall as soon as you can. That'll let you ram through some weak wooden supports and dump a couple of metro cops into the sludge. Past a downramp, drive onto the mound that's in the back right corner for SMG ammo, then keep to the right to avoid two barnacle tongues while going under the first bridge. Past the second bridge, section d1\_canals\_07 will load.

### SECTION D1\_CANALS\_07: BIG GATE AND APCS

Right after you round a bend, stop the airboat and get out. There's a cop with an SMG on an elevated platform ahead who'll start shooting at you when you come into range. You could ram his platform's wooden supports with the airboat to kill him, but you may be injured by the ramming and/or his SMG fire. It's safer to move up to the first marker post, then shoot down the cop from there with the pistol. Get back in the airboat and go around the bend that's past the cop's platform, then pull alongside the concrete walkway and get out.

Go along the walkway to find some steps followed by a ladder. Climb the ladder and get off to the left, then jump onto the railing. Run along it and jump across to the nearest small semi-circular concrete ledge, then get out the pistol and crouch-walk as far forward as you can without falling off. Use the zoom feature to look ahead and see an explosive barrel past a fence, then look to the left of it to see another explosive barrel a bit farther away. Carefully shoot the farther-away explosive barrel until it starts burning, then wait for the large gate to the left of it to be knocked open.

A Combine dropship will fly in and glitch around a bit, but you don't need to worry about it. Drop down to the concrete walkway, then go back up the ladder and get off it to the right. Go around to a door, then go through it and look on the shelves to the left for some SMG ammo. Optionally wait and listen to Dr. Breen's amusing bit of anti-Freeman propaganda, then go through the next door and check the open room ahead for supplies. A bit to the right of it is a closed door and an unlimited ammo crate for frag grenades.

Open the door to find a room with two supply crates, then open the grenade crate to fill up on frags. Don't go any farther into the garage area, or you'll be seen by some cops. Instead, go back the way you came to return to the airboat, then drive it carefully over the fallen gate and around the swinging metal beam. Drive over two supply crates to bash them open, then stop the airboat and get out. Go back to make sure you got both supply crates, then move to where you can see the two cops who are on the large bridge that's off in the distance.

Get out the pistol and move up to the nearest "X" marker post, then back up a bit and strafe to avoid the cops' fire. If you moved back far enough, they should stop firing, and you can sharp-shoot them by using zoom mode to help you aim. After they're both down, get out the SMG and return to the airboat, then drive it past the first marker posts and up close to the next ones. Quicksave, then drive past those posts and under the right half of the bridge. The APC ahead will start firing homing rockets at you, so weave left and right a bit as you speed forward to throw them off.

Try to run over the cop who rappels down when you turn right to go under the left half of a bridge, then do your best to kill both cops who rappel down when you go under the right half of the next bridge. (Watch out for the barnacle that's just to the left of the two cops.) Follow the canal as it curves left past that bridge, then stop the airboat in the back left corner and get out. Quickly sprint back to where you can shoot down any cops who survived your last ramming, then go pick up their ammo before returning to the airboat and quicksaving.

Get in the airboat and drive straight toward the left side of the next bridge. Try to kill both cops who rappel down in front

of you, then turn left and keep going at full speed. When another APC starts firing rockets at you, do the "weaving left and right" routine, but don't neglect to turn right as soon as you can and aim yourself at the white sheet of metal that's on the right side of the canal ahead. Keep weaving a little as you go toward the metal sheet, then use it as a ramp to get past the cops' flaming barrier. Go under the bridge's right half, then turn left and drive over to the wall.

If you took too much damage from rocket hits, you may want to quickrestore and try again. Once you make it with acceptable damage, get out of the airboat and quicksave, then keep right as you crouch-walk under the right half of the bridge. There are two cops on the ledge near the tanker truck's cab, so slowly move to where you can shoot them without them being able to shoot you. After they're both dead, hug the right wall as you go past the truck, then stay right as you go past some vertical logs and along a wall to the point where it curves left a bit.

Quicksave there, then sprint around to a spot that's directly underneath the APC. It'll be able to shoot at you and maybe even fire a rocket as you run, so quickrestore and try again if you get hurt too badly. Crouch-walk through the hole in the bars, then go over to the left wall and move slowly along it until you're close to the supply crates. Quicksave again, then crouch down and edge forward slowly while trying to pick up the leftmost supply crate until you get it. If a headcrab crawls up through the bar hole that's past the supply crates, you went too far forward, so quickrestore and try again.

Once you get that crate, turn right and set it down, then get the other crate in the same way. Bash both crates to get some health and armor, then crouch-walk back through the hole in the bars and quicksave. Sprint back the way you came, then stand and wait once you're out of the APC's sight until all the rockets it fires explode. Hopefully, you'll end up in slightly better condition than you were in when you left the airboat. Go back along the wall and under the truck and bridge to return to the airboat, then get in it and quicksave again.

Use the zoom feature to scope out the left side of the area ahead. Past a short fence is a mound of dirt, immediately followed by a covered structure. What you'll want to do is drive up that mound of dirt and through the covered structure, then through another covered structure and under the left half of the bridge. It's fairly easy to do that without taking any rocket hits, so you may want to keep trying until you manage it. Past the bridge, keep going until section d1\_canals\_08 loads.

### SECTION D1\_CANALS\_08: GATE 5

When you come to some rubble blockage, go around it on the right, then stop the airboat near a pillar that has the lambda symbol painted on it. Get out and go over to the basket that's on the ground, then pick up one of the two cinderblocks that are in it. Carefully lift the cinderblock out of the basket and drop it on the ground, then repeat with the other cinderblock. The other basket will then fall to the ground, so go over and move all around it to pick up its supplies. Get back in the airboat and crash through a wooden support beam, then sail on until you emerge outdoors.

Immediately turn right and drive up to the large row of vertical logs, then get out of the airboat and use the logs for cover while shooting the cop who's up ahead with the pistol. After he's dead, get back in the airboat and go around to the back side of the large ship that's stuck nearby. Exit the airboat and dive down in the area behind the ship to find a box of pistol ammo in an underwater container. Sail the airboat over to the small docking area that's across from ship, then get onto the walkway and bash the padlock off the door with the crowbar.

Turn left past the door and move up to the first green cabinet that's against the left wall, then quicksave. Run over to the chair that's next to the table, then pick it up and throw it off to the left. Move so that you pick up the .357 Magnum that's on the table if you haven't already, then immediately crouch down and get out the SMG. Stay crouched against the table, and as far to the right as you can, while head-shooting the three cops who run into the room. If you take very much damage, quickrestore and try again. Once that's done, bash the two supply crates in the back of the room to get more .357 ammo, then go back the way you came to return to the airboat.



Drive over to the raised walkway that the cop you shot down earlier is on, then look along it for a gap in the railing. Carefully move the airboat up against the wall directly beneath the railing gap, then turn it in place so that its back is under the gap. Exit the airboat, then nudge it into place if necessary. Go around to the front of the airboat and jump your way up it to get through the railing gap. That's a slightly tricky maneuver, but you should be able to do it with a bit of practice. Turn left and go to the end of the walkway, then look to the right for a ladder.

Climb most of the way up the ladder, then get out your frag grenades and quicksave. Toss one so that it lands in the room above, then quickly climb back down to the bottom of the ladder. After the grenade explodes, climb up and make sure it killed both of the cops up there. If not, quickrestore and try again. Use the control on the console to open the big gate, then check for supplies before climbing back down the ladder and heading left. Past some steps, go through the large doorway on the right, then move up to the nearest red storage container.

Go to its right end, then turn left and move up to the next red storage container. Get out the SMG and quicksave, then strafe left until you can see a doorway with a cop standing just past it. Quickly hit him with an SMG grenade, then strafe left a bit and wait for another cop to appear in the doorway. If he doesn't before long, strafe back to the right until you see him. If you take too much fire while shooting him down, or if your grenade went awry, quickrestore and try again. Before you go through the doorway, explore the area to the left of it to find a supply crate.

Past the doorway, use the health station and armor charger on the left wall, then look to the left of the stairs for two more supply crates. Go up the stairs and through a doorway, then push or bash your way past the wooden crates so you can move forward and jump over a railing. A short way past that, a .357 Magnum is lying on the floor. Pick it up, then turn around and head right to get back onto the higher floor. Return to the room with the health station and armor charger, then go outside and get the SMG ready for action.

After you move around the two red storage containers, you'll find a cop standing just past the large doorway. Quickly shoot him down, then go back and use the health and armor stations again if he damaged you at all. Return to the railed walkway that's past the control room's ladder, then jump over the railing and get back in the airboat. Drive it through the large open gate, then move on until you can turn right. Stop before going under a small bridge, then get out of the airboat and bash the supply crate that's floating in the water.

Swim over to the left or right side of the steel girders that block the way to the rest of the supply stash, then jump-crouch to get into the stash area. Bash its two supply crates, then squeeze back past the girders so you can return to the airboat. Drive past the bridge and on down to where you'll need to make a careful U-turn on a slanty section of concrete. Move on past that to reach the entrance to a large pipe, then move down it until section d1\_canals\_09 loads.

### **SECTION D1\_CANALS\_09: HUNTER-CHOPPER DODGING**

Quicksave after this chapter section finishes loading, then stay to the left as you drive outside. Turn left as soon as you can, and keep left while speeding toward the next spot where you can turn left. You should be able to make it around that second left turn before the chopper starts dropping mines. Move a bit to the right so you can pass by the right side of the boat ahead, then keep going straight until the chopper starts dropping mines ahead of you. Swerve to the right, hopefully without hitting any mines, and drive toward the next boat that you can see ahead.

Near that boat is a shortcut that you'll want to take. Look to the left to see an open space that's between two small hills. There are lots of snaggy logs on the slope that leads up to the open space, and you'll have to go up the left side of the slope to have any chance of getting over them. Once you make it through the open space, drive on down to where some logs block the stream, then go past them on their left side. If your armor isn't at or near 100, swerve left to find a dead-end area with several armor batteries. Turn around as soon as you can and go across to the large pipe segments you see ahead.

Slow down after entering the first pipe segment, and swerve toward the rusty barrel that's near the entrance to the second pipe segment to make sure you pick up the SMG grenade that's near it. Move through the pipe segments slowly, ready to stop and back up if a mine drops directly in your path. Watch for a supply crate to ram, and keep going until you exit the final pipe segment. Look to the left for a niche with some wooden support beams that you can ram in order to drop some supply crates down, then make sure you ram them all open before turning toward the large circular tunnel ahead.

Past that tunnel are some pipe segments that you'll need to drive across, but it's hard to get all the way across the segments without falling off to either side. Back up as far as you can while facing the circular tunnel that leads to the pipe segments, then quicksave before speeding forward and across the segments. If you don't make it, quickrestore and try again. If you keep falling off in the same direction, try making a small steering adjustment in the opposite direction when you get near the spot where you usually fall off. Once you make it, sail on down the tunnel until section d1\_canals\_10 loads.

### **SECTION D1\_CANALS\_10: HUNTER-CHOPPER DODGING, PART 2**

Quicksave after this chapter section finishes loading, then move down the tunnel and try to hit a couple of supply crates near its end without slowing down. Speed on ahead to a path split, then turn right and keep left so you can go up a makeshift log ramp. Swerve right a bit as soon as you're past the ramp, then try to dodge mines as you make your way through an open gate and under the right half of a bridge. As soon as you're past the bridge, turn left and get onto the slanty concrete ledge that goes along the left side of the area, then turn right and stay on the ledge until you reach the entrance to a large, partly covered passage.

Move into the passage slowly, watching for mines to drop down ahead of you. When you get near the exit, quicksave, then drive through the next area on one of the two slanty concrete walls to help avoid mines. Past that, turn left and keep left to come to two large, dark side areas. Quickly enter the second one, then drive to the back of it. Stop and get out of the airboat, then look around to find a health pack, an armor battery, and a couple of frag grenades. Get back in the airboat and aim it toward the exit, then quicksave before driving out of the side area and under the right half of the bridge that's ahead and to the left.

Keep right as you go under the next bridge to avoid barnacle tongues, then turn right as soon as you can and head under the right half of another bridge. Watch out for mines past that, and keep right so that you can go up a left-curving slope and ramp-jump across to a landing that's next to a big warehouse building. Swerve into the warehouse, then stop the airboat near the back wall and get out. Quicksave, then look among the crate stacks for three supply crates to bash. On the opposite side of the warehouse are a health station and an armor charger next to an open door.

Get back in the airboat and carefully maneuver it onto the large lift. Once it's in place, leave the airboat and use the lift's wheel continuously until it's fully lowered. Quicksave, then carefully crouch-drop onto one of the lift's two metal ends and then onto the lift in order to avoid damage. Get in the airboat and turn it to face the direction where you can't see any wooden structures, then drive down that way and through a large open gate. Past that, angle to the left and drive straight toward the two ruined wooden dock structures you can see on the other side of the area.

As soon as you're past the second dock structure, turn right so you can hug the wall as you drive past the huge falling smokestack. Turn right when you can, then sail toward the large tunnel entrance ahead, swerving left and right in an attempt to dodge the rockets that the APC will be firing at you. Once you're inside the tunnel, keep going at full speed until the tunnel turns left, then slow down and coast into section d1\_canals\_11.

**SECTION D1\_CANALS\_11: THE GAUSS GUN**

After this chapter section finishes loading, make a regular save to celebrate the fact that you won't have to face the chopper again (or any more APCs) until after you get an airboat-mounted gun that you can shoot them with. Drive the airboat straight forward until you ram a supply crate near a barred pipe section, then turn around and move slowly back to where you can turn left to see a lowered ramp and a closed gate. Get out of the airboat and check the little elevator that's to the right of the ramp to find another supply crate.

Jump onto the elevator and bash the crate, then drop off of the elevator and use the big yellow-handled lever. Pick up the barrel that's on the ramp and toss it aside, then go back to the pipe segments that lead to the supply crate you airboat-rammed. Don't go down to where the crate was, or a zombie will rise up and attack you. Instead, look on the left wall between the two pipe segments to find a ladder. Climb it and get off on a narrow ledge, then drop down to the top of the first pipe segment. Carefully go along the wooden walkway that leads to a slanty yellow metal ledge, then drop down from it to a wooden ledge with a washing machine on it.

Move up next to the washing machine and slowly push against it until it falls off the ledge and into the small elevator. Turn around and go to the other end of the ledge to drop down, then get back in the airboat. Move slowly toward the ramp until the front of the airboat is about even with the elevator's handle, then stop and quicksave before leaning on the "Move forward" key to hopefully make the jump over the gate. If you don't make it, quickrestore and try again, maybe backing up a bit first. Keep trying until you make it, then turn left and head down to a lowered metal gate.

Wait until the resistance guys open the gate, then move slowly forward until the airboat is next to the dock. Look to the right and exit the airboat, then go up the stairs to where a vortigaunt is holding your new airboat gun. Follow the guy who's standing next to the vort into a room, bashing two supply crates on the way. Stand and watch as the guy shows you some stuff on a map, then leave the room when he says to and go back down to the dock. Wait until the vortigaunt moves aside, then enter the airboat and try out your new gun.

*NOTE: After the vort says something to you about the gun, you can talk to him repeatedly to get all of the game's interesting vort-ish sayings. No need to hurt yourself badly in order to visit a special secret-area vortigaunt later on in section d1\_canals\_13.*

Shoot out the crates that are next to the gate ahead, then use zoom mode to help you shoot the two barnacles that are on the ceiling a ways past it. (That's right! You can fire the airboat gun while in zoom mode!) After the gate rises, slowly move forward until you're underneath the dead barnacles, then quicksave. Soon after you round the bend in the tunnel, the chopper will appear at the exit and start firing. You could just zoom forward and scare it into flying off without firing at it, but there's no way to do that without getting shot up a bit.

Move forward very slowly until the music starts up, then immediately stop the airboat, go into zoom mode, and start firing your new gauss gun at the tunnel exit. You should be able to damage the chopper enough to make it fly off before it starts firing at you. Exit the tunnel and look over to the right for some dock structures with explosive barrels on them that you can have fun shooting, then look to the right of them to see a supply crate up on a flimsy wooden structure. Shoot the structure to pieces, then boat on over and ram the supply crate (or get out and go after it on foot).

Past that, do a simple ramp jump, then turn right and go over to a large open gate. Quicksave, then go slowly through the gate and up the slanting fence section that's on the right. Turn in place to face the higher concrete ledge that you're next to, then quicksave again if you've managed to do that without the cops springing their ambush. Move backward very slowly while facing to the right until the gate you came in through closes, then stop and wait for a couple of cops to run down to a spot that's near the explosive barrel you can see on the opposite side of the area. (If you moved back too far to see the barrel, quickly move forward until you can.)

Shoot the barrel to hopefully kill at least two cops, then quickly move forward a bit so you can shoot down the rest of them. If you're fast enough, you'll have time to turn around before the cops who are on your side of the area come out and start shooting at you. If you can't get that to work very well after several tries, you can leave the airboat right after getting it onto the ledge, then sprint down to the third wide pillar. Stay against it for cover and use the SMG to quickly spray the cops who come out through the nearby door. After that, use the pistol to blow up the barrel on the other side of the area, and to take down any cops who survive the explosion.

Get back in the airboat if you left it, then drive it between two of the pillars so you can go ram the supply crate that's floating near the second closed gate. Get back up on the ledge the same way you did before, then go down to its other end. Quicksave after driving the airboat slowly onto the knocked-over section of fencing, then drive toward the APC you can see on a ridge ahead, dodging and/or shooting down its rockets on the way. Once you're pushing up against the slanty ground that's directly underneath the APC, it shouldn't be able to fire at you at all, and you can easily blow it up with the gauss gun. If you take too much damage, quickrestore and try again.

After the APC is destroyed, drive back to the ledge with the knocked-over section of fencing on it, but don't try to drive back over the fencing. Leave the airboat there and go past the fencing on foot. Go through the door that's on the left to find a room with two health packs and an armor battery on shelves, then return to the airboat and keep left while driving back down to the APC's end of the area. Once there, look to the right to see a wooden structure in the distance with two cops on it. Zoom-shoot both of them with the gauss gun, then drive up the ramp that's underneath the leftmost cop's position to ram a couple of supply crates.

After dropping off the ramp, go straight forward as far as you can, then stop and turn left. Zoom-shoot the explosive barrels that two cops have on a wooden bridge above a tunnel entrance, then shoot any barrels that fall off the bridge without blowing up. Look near the little island with the big rocks on it for another supply crate to ram, then use zoom mode to watch the tunnel while moving very slowly toward it. After you shoot down the two cops who appear on the tunnel's right ledge, start shooting at the two cops who are stationed along its left ledge.

Once they're all dead, there are only two cops left. Keep moving slowly forward while watching the back of the tunnel in zoom mode until they appear, then quickly finish them off. Turn around and drive back out of the tunnel, then look to the right for a steep slope that leads up to a concrete platform. Back up as far as you can while facing that slope, then speed forward so you can drive up the slope and onto the platform. (Note that you'll need to hit the slope a ways to the left of the platform, then follow it along to the right.)

Once you make it, get out of the airboat and cross the wooden bridge, then look for a box of .357 ammo near the top of some stairs. Go down the stairs and turn right, then move along the ledge to find two dead cops' dropped pistols and another box of .357 ammo. Go back the way you came to return to the airboat, then get in and maneuver it carefully back into the radioactive goop. Drive back down the tunnel and around the bend, then move up onto some concrete to get section d1\_canals\_12 to load.

### SECTION D1\_CANALS\_12: COPS AND APCS

Move the airboat onto the concrete, then exit it and jump onto the left ledge. Go back along the ledge until the previous chapter section loads up again, then look in the alcove on the right for two armor batteries. Continue along the ledge if you want to find some of the cops' dropped pistols, then return to this chapter section and get back in the airboat. Drive down the ramp and along the tunnel until you exit it, then stop and quicksave. While staying against the left wall, move slowly around the bend until you can see and shoot the APC that's on a bridge ahead. Quickly retreat after shooting it for a bit, then repeat until it blows up.

*BACKWARDS DRIVING TIP: If you're like Tow Mater in the Cars movies and are into fancy backwards driving, you can use that here to avoid all fire from the APC. If it hasn't seen you yet, you can turn around and drive into its area*

*backwards (while facing forward) without it firing at you. Apparently, its motto is: "I can't shoot you if you can't see me." Weird! Unfortunately, the cop who's on a ledge near the bridge doesn't share that motto, but if you drive backwards to the bridge fast enough, you can look to the right and shoot him down before he can do you much damage.*

If you shot the APC from around the corner, do the same to the cop who's on a ledge to the left of the bridge, then drive under it and around the next bend. A Combine dropship will fly overhead, but there's no benefit to destroying the APC it's carrying, so don't bother shooting it. As soon as you round the next bend, stop the airboat and use the zoom feature to spot the G-Man standing on the second covered bridge's walkway. After he walks off, zoom-shoot the three barnacles that are hanging on the bridges, then move slowly forward until you can see an explosive barrel next to a tire barricade ahead and on the right.

Shoot the barrel to blow it up, then edge forward until you can see whether or not it killed the cop who's behind the tire barricade. Finish the cop off if necessary, then get out of the airboat. Go back past the first covered bridge and on to where you can enter a side area on the left. Check near the dead body for a .357 Magnum and some ammo, then return to the airboat and drive it over the cop's tire barricade. Move slowly along until you can see a supply crate on the ground near a high ledge, then continue slowly forward until the zombie that's behind a barrel over to the right of the supply crate starts to get up.

Stop there and quickly shoot the zombie to death, then wait for several headcrabs to drop down from the ledge. Shoot them as soon as they land on the ground, and make sure you get them all before exiting the airboat. Go see what the supply crate on the ground has in it, then climb the ladder that leads to a small loft area to find two more supply crates. Stay and enjoy the invisible wind chimes for as long as you want, then get back in the airboat and carefully navigate your way back out of the side area.

Turn right after leaving the side area, then go slowly up the curving dirt slope. When you get to a makeshift metal ramp, speed up so you can ramp-jump across to the next tunnel. Move down that tunnel very slowly, shooting down three zombies and a barnacle as you go. Quicksave when you reach the end of the tunnel, then move out of it slowly and toward the left wall. Stay next to it as you move forward, watching the large semi-circular opening over to the right. As soon as you can see a cop in the area past the opening, stop and shoot him down.

Move forward and onto the slanty dirt mound until you can see a second cop through the opening, then shoot him down, too. Drive through the opening, then immediately turn left and force the airboat up onto the ledge that the cops were on. You can then drive straight forward to enter a new tunnel, but slow down after you're in it. There's a barnacle just around the bend that you'll want to shoot out before you pass under it. Turn right after you exit the tunnel, then park the airboat next to the open end of the large red storage container that's directly ahead. Get out and bash the two supply crates inside the container, then run over to the front of the nearby beached ship.

Jump onto the ledge that's next to the ship, then go past the ship's front end to where you can turn and jump onto it. Go along its left edge until you reach a spot where a log that's sticking way up almost touches the ship, then turn left and jump to a small bit of ground that's to the left of that log and between some other logs. If you stay against the sticking-up log and move forward as far as you can without jumping, the APC that you can see off in the distance should start firing rockets at you. None of them will reach you, and some of them will hit the other APC.

After the other APC is destroyed, retrace your route to get back to the airboat, then slowly drive past the back end of the beached ship while staying on the ground that's next to it. When you come within sight of a large wooden ramp, stop and quicksave, then very slowly edge forward until you can see part of the remaining APC to the right of the ramp. If the airboat isn't sliding around too much, you should be able to shoot the APC to pieces without it firing any rockets. If you do slide into its view, quickly turn and drive back around the boat for cover before carefully maneuvering back into APC-shooting position.

After you destroy that APC, look a ways to the left of it (on your level) for a couple of supply crates. Go to the back of the

area to find two large storage containers, then leave the airboat so you can enter the left container and bash another supply crate. Go around the outside of the other container until you find a large hole in it, then look through it to see two explosive barrels. Shoot one of the barrels twice with the pistol, then sprint away and wait for the explosions. If any of the supply crates you bashed had pistol ammo that you didn't need before, go get it now, then carefully drive the airboat into the open end of the container that the explosive barrels were in.

After you exit from the container's other end, head around to the left until you see the large wooden ramp ahead. Back up as far as you can while facing the ramp, then quicksave before speeding forward and doing a ramp jump. Once you make it across, drive to the tunnel's other end, then drop down and turn left. Enter the large passage on the right and go down it until you reach section d1\_canals\_13.

### SECTION D1\_CANALS\_13: SHOWDOWN AT THE DAM

Drive forward until you drop into the water past a large log tangle, then turn around. You're going to need to be able to get back over that log tangle and into the area you just came through very quickly, so take some time now to practice doing that. The trick is to keep left and drive over the leftmost part of the log tangle. After you've done that until you feel comfortable with it, drive on out into the large outdoor area. When you get near a big white pipe with a supply crate on it, angle a bit to the left and move between the large rocks.

Move slowly forward from there, ready to turn around and speed back to the log tangle when you hear a loud alarm start up. As soon as you're over the tangle, turn around and carefully move up to the top of it without going over it again. Wait there and shoot the chopper when it appears, ready to quickly back up when it starts to hover nearby and fire its cannon. For some reason, it can now fire its cannon for a really long time without stopping. Back up far enough to make sure it can't hit you, then wait it out. As soon as you hear its cannon stop firing, move up to the top of the log tangle and shoot the chopper as it flies off.

Wait there for another opportunity to shoot the chopper, then retreat again when it starts to hover and fire. Repeat that process until the chopper is destroyed, then go outside and start looking around for supplies. Over to the right is a large beached ship with two supply crates near it, one of which is behind it. After ramming the supply crate that's on the big white pipe, get out of the airboat and crouch-walk into the pipe to find two health packs, an armor battery, and two frag grenades (minus anything you automatically picked up while driving over the pipe in the airboat).

*NOTE: If for some reason you need more frag grenades, you could use the two ramp-like logs that are near the white pipe to ramp-jump up and skim over the tops of some tall rocks. There are two frag grenades setting on a log on top of the farthest of those rocks.*

Look on the ground that's between the last two tall rocks mentioned in the above note to find another armor battery and health pack, then look nearby for another supply crate before getting back in the airboat and moving toward the back of the area. There are a few other supply crates scattered about, but you probably won't be able to get anything useful from them. When you get to the area with all the explosive barrels in the water, hang back and shoot them all, then drive over to the large closed gate that's past them.

Get out of the airboat and climb the ladder that's to the left of the gate, then use the wheel continuously until the gate is fully opened. Drop back down and reenter the airboat, then drive through the gate and toward a slanty wooden structure that looks like a ramp. Head off to the left so you can turn and face the ramp, then drive up it and forward until you get near a building. Two cops will hear you coming, so be ready to shoot them as they exit the building and come after you. (Note the handy explosive barrel on their walkway.)

Carefully drive the airboat up the steps that lead to their walkway, then drive right up to the building's door. Back up a short way and be ready to quickly gauss-blast a cop when he comes out through the door, then repeat the "knocking on

the door with the airboat" routine if necessary to get the second cop to come out for a quick blasting. Leave the airboat and enter the building to find the game's absolute greatest supply stash. It even has half a dozen SMG grenades! Fill up on ammo, armor, and health, then exit the building and turn right.

Move to where you can use zoom mode to see the G-Man standing on a walkway off in the distance (to the right of the second light pole), then move forward and drop down so you can cross a wooden bridge to get yourself over there. Look near where ol' G was standing to find the tops of two ladders with a lever between them. The lever will lower the right ladder so you can use it to go to and from the area below, but that's not very useful. Climb down the left ladder and move along the concrete walkway until you reach the gate control booth. Use the right lever to open a gate in the dam, then go back the way you came.

Get back in the airboat and drop carefully back down into the water, then drive back through the gate you opened and over to the dam. There are two ways to get through the gate that you opened in the dam, one of which involves using the nearby two-log "ramp" that points toward the gate. Line yourself up with the ramp and the gate, then back up a ways and quiksave. You'll need to hit the ramp just right while going at full speed in order to make it through the gate.

The other way is to repeat the trick from back in section d1\_canals\_08 where you used the airboat to get onto a raised walkway. Drive the airboat up against the ledge that's underneath the open gate, then turn around and try moving backwards to make sure the back of the airboat is against the ledge. Exit the airboat, then go around to the front of it. Jump onto it and over to the ledge, then drop down past it.

Whichever way you get through the gate, the next chapter will start as soon as you land in the water below.

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## BLACK MESA EAST

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**TREE Link:** [planetphillip.com/posts/half-life-2-black-mesa-east/](http://planetphillip.com/posts/half-life-2-black-mesa-east/)

### SECTION D1\_ELI\_01: FINDING THE LAB

Keep left as you sail (or run) along, and you'll soon come to a docking area where a lambda symbol is painted next to a ladder. Get out of the airboat if you brought it with you, then climb the ladder and move toward the tall electrical tower that's directly ahead. Turn left at the blue wagon and move along the back alley until you can go through a fence door and push past some barrels. Enter the small airlock, then wait until its other door opens. Go through it, then follow Dr. Mossman along until she takes you to where Dr. Vance is.

After Dr. Vance says to feel free to look around, you can move up to various things (like the teleporter and the bulletin board) to get Dr. Vance to comment on them, or you can just stand and wait until Alyx arrives. After she does, you can play around with the crystal-scanning machine that Dr. Vance turns on, or you can just keep waiting until Alyx invites you to go outside. Follow her along, optionally going down the Ravenholm tunnel for some extra dialogue, until she opens an airlock similar to the one you were scanned in earlier. Enter it and wait for section d1\_eli\_02 to load.

### SECTION D1\_ELI\_02: MEET THE GRAVITY GUN

Follow Alyx outside, then wait for her to remove the gravity gun from its case and hold it out to you. Move up to her to take it, then look to the right of her and up to see some barrels on a high-up ledge. You can wait until she asks you to pull those barrels down, but you might as well pull them down now to speed things along. After that's done, look a ways to the right of the barrels' ledge to see a smaller ledge that's not quite so high up. Pick up a crate (either with or without the gravity gun) and set it next to the cage-like container that's full of rocks so you can jump onto the crate and then onto the ledge.

From up there, look over toward the barrels' ledge to see a supply crate that you can pull in with the gravity gun. After you raid it, wait for Alyx to climb up on your ledge, then follow her into the next part of the scrapyard. After she calls her pet robot Dog over, stay where you are and wait for him to start throwing wooden crates at you. When a crate gets near you, either try to catch it ("Secondary attack" key) or knock it away ("Primary attack" key). After Dog takes a huge rock off of a large metal basket, go over to the basket and hit it with a regular-fire burst from the gravity gun to knock it over and reveal a charge-less rollermine.

That rollermine is very useful to have in the next chapter, so don't lose it. Pull it in with the gravity gun, then fire it toward the back of the area while looking down toward the ground. That should keep it from flying off somewhere and getting lost. After you and Dog toss the "ball" back and forth a few times, Alyx will tell Dog to throw something bigger. That's your cue to pull in the rollermine and keep ahold of it. When the Combine attacks, stay close to Alyx as she runs back to the airlock. After Dog opens the exit doors, go through them and follow Alyx along, still holding onto the rollermine.

*WARNING: There's a glitch that may happen at any time in this chapter or the next one that causes the rollermine to turn invisible. It'll still be usable, but not being able to see it is way too inconvenient. If this ever happens to you, pick up the rollermine (if you can find it), then quicksave and quickrestore to hopefully make it visible again.*

When some rubble falls ahead of you, stop and wait for Alyx to tell Dog what to do, then follow him down the Ravenholm tunnel. Go under the door when he lifts it, then move along the passage until you reach the point where it's blocked by junk. Quicksave, then drop the rollermine so you can pick up the junk items with the gravity gun and toss them out of the way. Go down the stairs and move any items that fell down there out of the way, then hit the large green cabinet with a



regular-fire burst or two from the gravity gun to shove it out of the way. Go through the fence doorway and past some more junk to reach the bottom of a long ladder.

Use the gravity gun to pull or blast the lock off of the ladder's cage, then hit the cage with regular-fire bursts if necessary to get it to swing open. Push up against it to make sure it stays open, then go a short way up the ladder. Turn around and look down so you can pull in the roller mine with the gravity gun, then use the "Move back" key to climb to the top of the ladder while continuing to face down and away from it. When you reach the top, turn around and hit the "Use item" key while holding down the "Move forward" key to get off the ladder safely. Turn on the flashlight and start down the dark passage to begin the next chapter.

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**"WE DON'T GO TO RAVENHOLM..."**

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**TREE Link:** [planetphillip.com/posts/half-life-2-we-dont-go-to-ravenholm/](http://planetphillip.com/posts/half-life-2-we-dont-go-to-ravenholm/)

<b>SECTION D1_TOWN_01: TRAPS AND ZOMBIES</b>
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After you step outside, move forward to the tree that has a pair of legs swinging on it, then look to the left with the flashlight on to see a "sleeping" zombie. Move up against it until it starts to climb slowly to its feet, then quickly back up. Wait until it starts staggering toward you, then throw the rollermine at it to kill it. Look to the right of where it was to find two boarded-over doorways, then use the gravity gun to remove the boards from one of them so you can enter a shed that's filled with saw blades and explosive gas canisters.

*NOTE: The game provides many fun ways to kill zombies and headcrabs, including throwing things like saw blades and gas canisters at them with the gravity gun. However, I'll usually advise using the rollermine to kill them. It's endlessly reusable, and there's never any chance of the headcrab surviving when you rollermine-kill a zombie, no matter where the rollermine hits it. Also, the rollermine will blow up if it gets too close to fire or explosions, so it's safer for it (and for you) if you're not throwing around anything flammable or explosive.*

Look in the back left corner of the shed for a doorway that's partially blocked by a table and two saw blades. Use the gravity gun to pull out both of the saw blades and toss them aside, then pick up the rollermine and throw it at the zombie that shambles into view past the doorway. Throw the table aside, too, then go through the doorway and use the rollermine to kill the zombie that's in the dark passage on the right. Check to see if either of the two nearby "sleeping" zombies have started getting up, and rollermine them if so. Go down the dark passage to reach a room with several explosive barrels and a couple more zombies.

Rollermine the zombies, then go through the doorway at the other end of the room and down a short passage to get back outside. Crouch-walk toward the whirling blade machine until a couple of zombies spot you, then back up and wait for them to be sliced up by the machine. Use the rollermine to kill any surviving headcrabs if they don't jump into the machine's whirling blade, then crouch-walk up to the left side of the machine so you can use its lever to turn it off. Carry the rollermine past the machine after its blade stops moving, then go up the stairs and toss it through the doorway without knocking the wooden pallet over.

Wait until the rollermine kills a headcrab or two, then knock the wooden pallet out of the doorway and turn left past it. There are three zombies just past the small doorway in the back left corner, so lure them out for a good rollermine. Pull off all the boards that are covering the exit doorway, then go outside and turn right to see some explosive barrels. A bit past them is another zombie, plus maybe a headcrab if there weren't two of them in the building you just left. Rollermine them, then go down to the doorway that's past the zombie and look through it without going through it.

Get the attention of some of the zombies and/or headcrabs that are past the doorway, then quickly retreat and rollermine them as they come after you (or rollermine them from the doorway if you can do so without being attacked). After you get all of them except for two sleeping zombies, go in and wake them up so you can get them, too. Look near the doorway you came through for two supply crates, then pull the wooden pallet and board off of the other doorway. Drop two of the nearby explosive barrels into the area past the doorway, then pick up the rollermine and drop down yourself. Wake up the zombie that's reclining against a barrel, then kill it in the usual way.

Hold onto the rollermine while slowly moving past a green car, then quickly back up when a couple of zombies appear ahead. Wait for a crazy shotgun preacher to kill the zombies and leave, then go down the street to the point where it turns right and slants upward. Go that way slowly until two zombies break through the boards on a doorway, then rollermine them to death. Go through their doorway and turn right, then use the gravity gun to pick up the long wooden

table that's in the back right corner of the shop. You'll probably have to drop it and pick it up again from one end before you can carry it out the door.

Set the table on the street a little ways past the shop's doorway so that it's up against the right wall. That'll allow you to jump onto the left side of the high-up ledge with trees on it from on the left end of the table. Once that's set, throw the rollermine into the back right corner of the shop to get it out of the way, then go back down the street to where you killed a zombie that was reclining against an explosive barrel. If any of the three barrels there aren't upright, set them upright by using the following method: Pick the barrel up by one end with the gravity gun, look way up, release it, and grab it with the "Use item" key as it falls. Remember that for all future barrel-uprighting.

Carry one barrel at a time over to where you can get it up onto the ledge using your table. Set the first barrel against the wooden wall, as far to the left as you can. Put the second barrel on top of the first one, then put the third barrel on the ground next to the first one. Drop back down to the street and go get the rollermine, then jump back onto the ledge and quicksave. Before carefully jumping (or jump-crouching) up your barrel "staircase" and onto some wooden planks, you may want to go for a couple of secret areas, though you shouldn't need anything that's in either of them.

*SECRET AREA #1: This one is inside the shop where you got the table. Find the other table that's in the shop, then use the gravity gun to throw the gas canisters that are on it at the bottom of the high-up wooden ledge that's above it. Doing this should cause the headcrab up there to burn to death. Clear everything else off the table, then go get the engine block from the other end of the shop. Set it on the table, then jump onto the table and then onto the engine block. Turn to face the high-up ledge, then jump up and down to see what's on it. Besides the dead headcrab, there'll be a health pack and a box of .357 ammo that you can pull in with the gravity gun.*

*SECRET AREA #2: Carry the rollermine down the street to where some stairs lead up to a large fire, then turn left before you reach the fire. Go past the big tank and look to the left for a sleeping zombie that'll rise at your approach. Rollermine-kill it, then go the opposite way to reach the white fuel tank that's feeding the fire. Use the red wheel to turn the gas off, then pick up the rollermine and go through the doorway that the flames were blocking. Use the rollermine to kill all the zombies in the upstairs area, then go up there and use the explosive barrel or the railing to help you jump onto the leftmost of the two large generator machines. Jump your way onto the highest part of the machine, then use the gravity gun to pull the vent shaft's grating off and toss it aside. Crouch-walk through the shaft and knock off its other grating so you can drop down to a ledge that has an armor battery, a frag grenade, and an SMG grenade on it. From there, you can drop back down to the formerly fiery area and go retrieve the rollermine.*

After jumping up the barrels to reach the wooden planks, move forward a short way, then turn around to see a nearby window. Throw the rollermine through the window, then approach it carefully and jump-crouch through it. Pick up the rollermine, then quicksave before carrying it through a doorway. Move up to the edge of the huge floor hole and look down, then wait if necessary for a zombie to shamble into view. Throw the rollermine to kill it, then back up and wait for the rollermine to roll over all of the headcrabs that are down there. To speed things up, you could go up to the edge of the hole and hit headcrabs with regular-fire gravity gun bursts to injure them.

After you drop down, use the gravity gun to remove the boards from the left doorway, then carry the rollermine through it and a concrete doorway to find yourself next to one of two "car crusher" gimmicks. Move around near it until some zombies see you and walk underneath the crusher's car, then quickly drop the rollermine and use the crusher's lever. Finish off any surviving zombies with the rollermine, then go over to the second car crusher and use its lever to raise the car up. Crush some zombies with that car, then finish off any survivors with the rollermine.

*ANOTHER SECRET AREA: Look to the right of the second car crusher for a wooden wall with the lambda symbol painted on it. Drop the rollermine against the left end of that wall, then quickly use it to jump over the wall. Turn the flashlight on and go to the back of the area to find a health pack, an armor battery, and a frag grenade. To leave the area, jump onto the low end of the slanty metal beam that's to the right of the wooden wall, then move along it until you can go back through the gap you jumped in through.*

Go past the second car crusher and to the end of the street, then get onto the ledge with the plants on it. Look up and across the street to spot a window with a wooden plank ledge underneath it. Quicksave, then keep trying to throw the rollermine through the window until you succeed. (Be sure to quickrestore and try again if the rollermine ends up somewhere unreachable.) Go back to the second car crusher and use its control lever to lower it, then run over to it and jump onto its hood and then its roof before it can rise back up again.

After the car stops rising, jump onto the nearest wooden plank ledge. Move onto the next one, then jump onto the third one to reach the window that you threw the rollermine through. Past the window, pick up the rollermine and open the door, then go down the short hallway until section d1\_town\_01a loads.

### **SECTION D1\_TOWN\_01A: CROSSING THE STREET**

Move up to the next door and open it, then move through it. Go up the steps and use the rollermine to kill a fast headcrab, then open the door. Carry the rollermine through the door, then use the flashlight to find a sleeping zombie over to the left. Wake it up and rollermine-kill it, then toss the rollermine back through the door and close it. Look through the right window to see two poison headcrabs on a ledge across the street, then locate the two red gas canisters that are in your room. Use the gravity gun to throw them through the window at the poison headcrabs.

Jump-crouch onto the window sill after both poison headcrabs are dead, then move slowly forward until some zombies over to the right see you. Stay there and watch the zombies while Father Grigori shoots them down, ready to quickly back up into the room if one gets close to you. Quicksave after Grigori leaves, then get out the SMG and move through the window slowly while looking to the left and right for any surviving zombies or headcrabs. Quickly shoot them if there are any, then switch to the pistol. Drop onto the ledge if you haven't already, then turn right and stay crouched while moving along the ledge until you can see down into the main street area below.

Quickly shoot the upright explosive barrel that's to the right of the car three times to blow it up, then repeat that process with the rest of the explosive barrels down there as fast as you can. That should kill all or most of the zombies and headcrabs that are down there before they can escape the explosions. Turn around and go back along the ledge until you're next to the second window, then look to the right and down to see an explosive barrel behind a grating. Shoot it twice, then move on to where you can see and shoot the explosive barrel that's in the back left corner down below.

After the explosions stop, jump-crouch back through the broken-out window, then open the room's door and get the rollermine back. Jump-crouch through the window while carrying it, then jump across to the ledge that the two poison headcrabs were on. Turn left and drop off the end of the ledge to reach the street without taking any damage, then check around for any surviving zombies or headcrabs. Rollermine any that you find, then locate the square hole that's in the wall next to where you dropped down. Wait if necessary for the flames to die down, then crouch-walk through the hole to find a small room with health packs and pistol ammo.

Exit back to the street, then pick up the rollermine and quicksave before moving down the street toward the large fire. Throw the rollermine into the area past the fire, then edge past it on its left side. Optionally check a narrow left-side area for a couple of health packs, then go down to where the rollermine ended up. Pick it up and go over to the bottom of the nearby ladder, then drop it and climb partway up the ladder before looking down and pulling it in again. Face to the right of the ladder while going up it, then turn right to face a small metal walkway. As before, press the "Use item" key while holding down the "Move forward" key to get off the ladder without falling.

Move along the two skinny metal beams until you reach their end, then turn left and move over to an open spot in a metal roof. Toss the rollermine through the hole, then wait for it to kill the fast headcrab that's in there. (If that doesn't work, pull the rollermine back in and drop through the hole, then quickly turn right and throw it at the headcrab.) Look around for two health packs and two frag grenades, then pick up the rollermine and jump back through the roof hole. Go

back along the metal beams until you can turn left and move up to a window.

There's a zombie torso in the room past the window, so make sure it won't be able to whack you as you enter. (Note that it may crawl out onto the beams after you.) Kill it with the rollermine, then open the room's door and move through a larger room to reach some stairs. There are a lot of zombies down there, so keep throwing the rollermine at them and then pulling it back in until they're all dead. If the rollermine gets surrounded by zombies so that you can't pull it back in, use the saw blade that's on the floor near one of the room's wooden supports. After the zombies are all dead, carry the rollermine down the passage past the stairs until section d1\_town\_02 loads up.

### **SECTION D1\_TOWN\_02: TWO NEW ZOMBIE TYPES AND A SHOTGUN**

Move into the small room ahead to find two health packs and a box of SMG ammo, then look in the room to the right to find more health and ammo. Quicksave, then move through the doorway and quickly back up to the wall that's directly behind you. Wait for a fast zombie to come running after you, and hit it with the rollermine as soon as it reaches the doorway. Quickrestore and try again if something goes wrong, then pick up the rollermine and go outside. Move forward until you reach the top of a ramp, then turn left and use the flashlight to help you see headcrabs.

One of them starts out in the small niche area on the left, and another one is in the open space over to the right. A third crab is walking around on a ledge past a bit of lower ground that has a zombie torso on it. Smash all three crabs with the rollermine, then drop down and do the same to the zombie torso. There are two regular zombies in the lower-ground area past that, plus a fire that you'll need to be careful to keep the rollermine away from while using it to kill those zombies. Look on the dirt mound underneath the big water tank to find two health packs and an SMG grenade, then go up the nearby ramps and turn right to find a doorway to go through.

Past some washing machines and another doorway are several flimsy cardboard boxes. Use the gravity gun to knock them out of the way so you can rollermine-kill the zombie that's past them, then do the same to the zombie that's on the stairs. Go up the stairs and look to the left to see another zombie, then quickly rollermine it after it breaks through some boards. There's nothing in the area past it but headcrabs, so skip that and open the nearby door. Go through it and look to the right for a doorway that two zombies will be coming through. Rollermine them, then look for ammo on a nearby table, plus health packs on the table that's past the zombies' doorway.

Leave the room and go up the next set of stairs, then turn left and quicksave. Go up some steps with the rollermine at the ready, then turn left to see a door past some more steps. There's a headcrab to the right of that door, plus another one to the left. The one on the right should soon walk into view, so squash it with the rollermine as soon as you can. Strafe right while facing the door and jump up and down if necessary to get the other crab to walk into view, then do it the same way. Go up the steps and open the door while carrying the rollermine, then turn left and go over to the edge of the roof.

Look down to see into a large water tank, then fire the rollermine into it. Pick up the shotgun ammo that's lying nearby, then look around until you see Father Grigori. Move a bit closer to him if necessary to get him to talk to you, then wait for him to throw you a shotgun. Right after you catch it, switch to the crowbar and quicksave, then take a running jump over to the water tank that you tossed the rollermine into. Climb most of the way up the tank's ladder, so that your head is about even with its top rung. Look up and wait for fast zombies to appear in front of you, then swing the crowbar to kill them.

If any zombies drop into the tank, look down and switch to the gravity gun long enough to use the rollermine to kill them. Quickrestore and try again if you get injured, since you shouldn't if you're in the right position on the ladder. After the zombies stop coming, climb out of the tank and go over to another ladder, then climb up to the top of it. Get off on the walkway to the left, then immediately turn around and climb back down the ladder. Run over to the water tank's ladder and get back into zombie-whacking position on it, then finish off the new batch of fast zombies that come after you.

After they're all dead, pick up the rollermine and climb up to the ledge you visited briefly before. Open the door and toss the rollermine through it, then close the door to keep it inside for now. Go over to the corner of the ledge that has a red drain pipe on it, then look down to see a fence that goes right past a telephone pole. Use the gravity gun to throw the ledge's three health packs into the area past that fence, then open the door and toss the rollermine into the same area after quicksaving (in case it gets too close to the fire). Toss the health pack that's past the door over there, too, plus whatever's in the supply crate.

Go over to a spot near the red drain pipe and quicksave, then back up a bit and take a running jump toward the area past the fence. You'll probably take a lot of damage when you land, but you should survive, and your four health packs will help a lot. It is possible to land with little or no damage if you can sort of "bounce" off of the telephone pole and land on the parasite rocket, though that's a very tricky maneuver. Once you make it, quickly pick up all the health packs you need, then go back and forth along the fence while holding the rollermine to get the poison zombie that's on the other side to toss its spare poison headcrabs at you.

Quickly rollermine-kill any poison headcrabs that land on your side of the fence, then go through the gap in the back fence after the zombie tosses all three of its spare headcrabs. Go down to a doorway, then toss the rollermine through it and back up while it kills a headcrab for you. Enter the crab's room and check for shotgun ammo and health packs, then leave the room while carrying the rollermine and turn right. Quicksave before moving forward to where section d1\_town\_03 loads.

### **SECTION D1\_TOWN\_03: STREET OF A THOUSAND ZOMBIES**

As soon as this chapter section finishes loading, drop the rollermine and run forward a bit. Look up to see some fast zombies monkeying around on the rooftops, and watch for them to knock three explosive barrels around. You're going to need all three of those barrels, so quickly pull in any of them that don't look like they're going to fall down to the street on their own. Also, make sure that none of them (or the rollermine) roll too close to the fire that's over to the right. If something goes wrong, restore the quicksave you made right before entering this chapter section and try again.

Once you get all three barrels down to the street, set them just inside the alley you came down so that they won't roll away, then pick up the rollermine and quicksave. Look to the right of the nearby fire and up to see a metal walkway that's next to two windows. If you don't want the rollermine pestering you while you're doing a delicate barrel-stacking operation, you'll need to throw it through the open window. That can be very difficult due to the railing, so move to where you can toss the rollermine through the small gap that's at the right end of the railing. Keep trying until you succeed, then go pick up one of your explosive barrels.

Set the barrel upright if it isn't already, then go down the street to the spot where some light is shining on one corner of a large green structure. Don't go down the street past that point, or many and various zombies will spawn and attack you. Instead, set your barrel on the street right next to the green structure's corner, then go get another barrel to set on top of it. Put the final barrel on the street next to the first one, then quicksave before carefully jumping (or jump-crouching) your way onto the top of the green structure. Once you make it, go over to the nearby SMG ammo box, then optionally use the gravity gun to pull in the SMG ammo and shotgun that are on a nearby roof.

Climb up the nearby ladder, then quicksave before sprinting across some wooden planks to reach another ladder. Hit the "Use item" key to grab onto it, then climb up it and move forward to where you can turn right and jump across to the walkway with the open window next to it. The walkway will partially collapse under your weight, but you should have no problem making it through the window. Move away from the window to be safe from all the outside zombies, then look around for your rollermine. If it's not in the room, it'll probably be pestering the zombies that are in the small side hallway.

Use the rollermine to kill those zombies, then move into the next room and over to the top of the stairs. Wait for some more zombies to shamle into view, then retreat a bit and wait for them to come up the stairs. You don't want the rollermine bouncing off somewhere out of sight downstairs while you're killing zombies with it. After they stop coming, carry the rollermine downstairs to return to section d1\_town\_12.

### SECTION D1\_TOWN\_12 (AGAIN): GOING TO CHURCH

Turn right past the stairs to enter a room with a ladder that leads up to a headcrab-infested attic. Drop the rollermine and quicksave, then toss a frag grenade up into the attic. After it explodes, throw the rollermine up there to see if it'll go after any surviving headcrabs. After giving it some time to clear the place out, climb up there and pick it up again, then open the door. Go through it and turn left to see a fast zombie in the distance, then go back into the attic and over to the corner that's to the left of the door. Wait there for the fast zombie to come in, then rollermine it.

Leaving the rollermine in the attic, go through the door and across some boards to reach a rooftop. Another fast zombie will spot you there, so turn around and sprint back to the attic and do the "rollermining from the corner" routine on it. Take the rollermine with you as you leave the attic this time, then go back to the rooftop where the second fast zombie saw you. Past it, go along the wide ledge until you can jump over to another rooftop, then quickly run across it and go left to where you can drop down to the street.

Turn left at the intersection with a fire next to it, then move on down to where the street dead-ends next to a short wall with railing on top of it. There's a poison zombie in the area past the railing, and the first thing to do is entice it into throwing all of its spare poison headcrabs at you. Be sure to dodge them, and use the rollermine to squash any that land on your side of the railing. After that's done, use the railing gap at the wall's right end to throw the rollermine at any remaining poison headcrabs, plus the poison zombie.

Jump over the wall, then pick up the rollermine and hop up the set of partially wrecked steps in the back of the poison zombie's area. Go up some more steps and along the walkway until you come to a closed door, then turn around and wait for a fast zombie to appear at the other end of the walkway section you're on. Quickly kill it with the rollermine, then retrieve it and open the door. Past it, look for some ammo on the floor, then go up the stairs to find some more ammo and a ladder with a closed trap door at its top.

Drop the rollermine and climb the ladder far enough to open the trap door, then climb back down and get off the ladder. Pick up the rollermine, then hold it up above you while climbing the ladder. Look to the left for some health packs and shotgun ammo, then look over to the right to see Father Grigori standing next to a fence. After quicksaving, jump over toward Father Grigori, then carefully slide or drop down to the street to avoid taking any damage. Run over to the back of the nearby dead-end area, then stand and wait for the fast zombies to start coming after you.

As soon as a zombie appears ahead of you, kill it with the rollermine, then run forward a bit if necessary so you can immediately retrieve the rollermine. Back up and wait if necessary for the next zombie to appear so you can repeat the process on it. (Note that they usually come in pairs, with a bit of a wait between pairs.) There are a lot of fast zombies in this attack, so be patient and stay where you are until you're sure they've stopped coming. Quicksave, then leave the dead end cautiously and with the rollermine ready to throw, since sometimes the last few fast zombies wander around instead of coming after you like they should.

Go around the way you did before to return to the rooftop that you dropped down from. Grigori's squeaky little cart will be there, ready for you to ride in, but you can't ride across while carrying the rollermine. Go over to the roof corner that's to the right of the cart, then quicksave. Look almost straight up, then fire the rollermine to hopefully get it to drop into the area on the other side of the fence. Once you see that it's there, quickly get into the cart and use the yellow-handled lever to start your trip across the fence.

Grigori will be stupidly shooting at your rollermine, so jump out of the cart as soon as it stops and see if you can retrieve the rollermine. If not, quickrestore and try the whole process again. Once you've got ahold of the rollermine, check the supplies on Grigori's little table, then wait for him to run off. Follow him until section d1\_town\_02a starts.

### SECTION D1\_TOWN\_02A: TRAVELING WITH FATHER GRIGORI

Follow Grigori along until he goes over a fence using a board ramp. Wait until after he drops down and starts moving forward again, then go across and drop down yourself. Move on until you hear some fast zombies coming, then hang back and be ready to rollermine any of them that come after you. Most of them will probably cluster around Grigori, so go help him out as soon as you can, retrieving your rollermine as quickly as possible after every use. (Grigori will still shoot at it when you're not holding it with the gravity gun.)

After the fast zombies are all dead, follow Grigori to another board ramp, then quicksave after he goes across it. Follow him across, then move on past him and use the rollermine to score some quick up-close kills on the first group of zombies. Grigori will soon run by you and onto a small concrete platform, so finish off any zombies he bypasses, then wait near him (and render assistance if necessary) while he blasts the zombies in the next group. Also, look back the way you came frequently, since there's a chance that some new zombies will magically appear behind you.

When Grigori leaves that platform, follow him closely as he runs down to a larger platform. Follow him up onto that platform and look for supplies, then quicksave before going back down the steps and forward to the previous path bend. Drop the rollermine long enough to pick up the nearby explosive barrels and throw them at the zombies that are approaching the platform, then pick the rollermine up again and watch back the way you came for new zombies to magically appear. Check the steps to Grigori's platform periodically to make sure no zombies are getting to him, though that's a very unlikely occurrence after he blows up some fuel tanks and starts a big fire.

Quicksave again after the fire dies down, then hurry over to Grigori and use the rollermine to help him kill off the nearest zombies. Stay close to him and be careful not to lose the rollermine or let Grigori get surrounded by zombies. When he runs to the back of the area, follow him far enough to get a poison zombie to appear, then go back the way you came and check for leftover zombies while Grigori kills the poison one for you. (You could speed things up by dropping the rollermine long enough to blow up the two explosive barrels that are over there with the pistol when the poison zombie is near them.)

Keep watching for zombies and leftover poison headcrabs until Grigori raises the nearby fence gate, then crouch-walk under it while holding onto the rollermine. Stay and watch Grigori continue to fight zombies if you want to, then go up the grassy slope and through a large doorway. Open the door past it, then go through it and head right to get section d1\_town\_04 to load.

### SECTION D1\_TOWN\_04: THE RAVENHOLM MINES

Go through another door to reach a room that contains the top of a deep mine shaft. Move up to the edge of the shaft that's opposite the two barrels, then drop the rollermine so that it falls down the shaft. Use the gravity gun to pull on the explosive barrel so it drops down, too, then crouch-walk carefully onto the wooden beam that's right in front of you. Turn left and crouch-walk onto the partial beam that's angled downward, then drop off of its end to the beam below it. Turn around and crouch-walk down to where you can drop off the end of another downward-angled beam, then repeat that one more time.

After dropping down from the third angled beam, there are three small beams below you that you need to drop down to in order. Once you're on the lowest beam, move to where you can drop onto a walkway next to several health packs. Being careful not to fall off of the walkway, move along it while looking down to the cave floor to see that there are a



bunch of headcrabs and explosive barrels down there. Also, your rollermine will be down there, doing some damage. It's fairly slow at killing headcrabs, though, so you may want to just leave the game running while you go off and do something else for awhile.

One way to speed up the headcrab-killing is to get the pistol out and use it to blow up explosive barrels when there are several headcrabs near them. Just be sure to quicksave first, and quickrestore if your rollermine gets blown up. Also, if you crouch down near the edge of a railing-less section of walkway, you may be able to pull in a barrel with the gravity gun, after which you can throw it at a group of headcrabs. You may also be able to pull in the rollermine, after which it'd be safer to shoot out explosive barrels.

As a last resort, use the pistol and SMG to shoot headcrabs directly, but don't expend too much ammo on that. (Note that a nearby supply area has an SMG grenade in it, so feel free to use one of those, too.) After all of the headcrabs on the floor below are dead, find the spot where the walkway has a small gap. Jump the gap to get to a supply building, then bash its crates and jump through its back window. Move along the rock wall until you can drop down to the ground, then go straight forward to come to some stairs that lead up to a walkway segment. Don't go up the stairs yet, though.

Instead, go past the stairs on the left, then turn right to find a fence. Use the pistol to blow up the explosive barrel you can see past the fence, then go find your rollermine (if it hasn't already found you) and pick it up. Quicksave, then go quickly up the stairs to get to where you can jump over to some wooden beams that are above the fence. Crouch-walk a short way along the beams, then drop the rollermine onto the floor below. Move carefully along the beams until you're in the corner that's above the fire, which may cause some headcrabs to jump into the fire while trying to get at you.

This is the last place where the rollermine is useful, so it's okay if it rolls into the fire and gets blown up (or gets caught in the explosion when you shoot the explosive barrel that's down on the floor). After all the headcrabs are dead, move along the beams to where you can drop down without getting burned, then go over to the fence to find three health packs. At the other end of the passage, there's a deep shaft with a small ledge on its other side. Use the gravity gun to pull in the health pack and SMG ammo box you can see over there, then drop into the shaft to fall down into some water.

Surface for air, then dive down and swim along the underwater tunnel until you can surface again in another shaft that has a barnacle hanging from the ceiling. Get out the gravity gun and quicksave, then let the barnacle catch you. Look up and use the flashlight to spot a health pack that's on the edge of a high-up ledge. Pull the health pack off the ledge with the gravity gun, then watch for other supplies that you might want as you're pulled up past the ledge. Quickly pull them in, then switch to the crowbar and look up at the barnacle so you can whack it before it starts chewing on you.

After falling back into the water, jump over the horizontal wooden beam that's at water level, then dive down and swim forward until you emerge in a large cave tunnel. Move up to a customized zombie-chopping machine and its activation lever, then quicksave. You could use the lever to activate the machine, then crouch-walk your way slowly up either side of the tunnel while avoiding the machine's whirling blade, but it's a lot faster and safer to crouch-walk past the left side of the machine and then sprint straight up the tunnel. You should reach the top of the slanty ground before running out of auxiliary power, and can just run quickly forward to where section d1\_town\_05 loads.

### SECTION D1\_TOWN\_05: SNIPERS AND SOLDIERS

When this chapter section finishes loading, run forward until you're outside to leave the last of the tunnel's zombies behind. Get out the crowbar and turn to face the tunnel exit, then back up until a poison headcrab on a ledge sees you. Dodge its leap, then quickly turn and crowbar it. (If it refuses to leap at you, kill it with the .357.) Jump onto the large wooden crate that's just to the left of the ledge, then bash the supply crate to get several shotguns. Jump onto the crate that the supply crate was on, then jump onto the ledge.

Use the gravity gun to pull in the .357 Magnum and two frag grenades that are on the ledge, then drop anything you don't currently need to the ground before dropping down yourself. Bash the wooden pallets that are next to the crates you jumped on to find another supply crate, then bash it to get four boxes of .357 ammo. Head down the tracks to the left to find a health pack hiding behind a train car, then get out the gravity gun. Go back along the tracks until you can pull in a barrel from the ledge on the right, then move slowly on from there while watching for a fast zombie to appear on top of the next set of train cars.

Back up a bit and wait for the zombie to get close, then kill it by throwing the barrel at it. Quickrestore and try again if you miss, maybe switching to the .357 or shotgun to shoot the zombie with, since there's plenty of ammo around to resupply from. After it's dead, resupply on ammo if you used any, then move down the tracks until you reach a spot where a sniper in a covered bridge is sniping down some zombies. Wait until he finishes with that, then move under the bridge just far enough that you can look up and see the opening to his little sniper nest.

Move to where you're directly underneath the opening, then back up a bit while looking up at it. Get out your frag grenades and quicksave, then toss one so that it goes through the opening. Wait to see if it kills the sniper, then quickrestore and try again if it doesn't. Bash the nearby supply crate to find several more frag grenades, then move along the left track until you reach a large red tanker car. Get out the gravity gun and crouch-strafe slowly to the right until you can see two or three explosive barrels ahead, one or two of which are on a large right-side ledge.

Without moving far enough to the right to be seen by the second sniper, use the gravity gun to pull in all three barrels and set them against the left wall to where they won't roll around. If there's a barrel you can't pull in, shoot it twice with the pistol (unless it rolls underneath the tanker, which is okay). Sprint over to the right-side ledge and jump onto it, then sprint for its back right corner, where you'll be safe from the sniper. Use the gravity gun to pull in the supplies that are near the middle of the ledge, then move carefully over to the edge of the ledge so you can see a large flatbed car on the left track ahead.

Wait for the sniper to fire off another shot, then immediately sprint over to the back of the flatbed car. (If the sniper isn't firing, go whenever you want.) Crouch down as soon as you get near the flatbed, then hug the left wall as you crouch-walk along under it. Have the gravity gun ready when you reach the flatbed's other end so you can quickly blast a headcrab with it. That should knock it out to where the sniper will kill it for you. If not, keep blasting it with the gravity gun until it's dead. Move out from under the flatbed, then run up to a large red train car.

Quicksave, then sprint along the left side of the train car until you're past the sniper's covered bridge. Go back to where you can grenade the sniper safely, then use the large metal step that's next to the train car's open door to jump inside. Bash the supply crate to get more frag grenades, then move down the tracks until you find some supplies next to an overturned tanker car. Get out the SMG and quicksave, then sprint on past the tanker and over to the open door in the red train car ahead. Fire an SMG grenade so that it hits the ground a bit to the right of the Combine soldier you can see next to some wooden crates.

If you do it right, it'll kill the soldier you see, plus the one who's hiding just to the right of the train car's second open door. If one of them survives, quickly shoot him in the head to kill him, or quickrestore and try again. (You should also try again if your grenade injures you.) Make sure the zombie is dead, then jump over the nearby flatbed car and enter the next red train car through its back opening. Get the two pulse rifles from on the wooden crate, then bash the supply crate to get more pulse rifle ammo. Exit the car the same way you entered it, then use its ladder to get onto its roof so you can move past it without having to edge carefully past a fire.

Quicksave after dropping back down to the tracks, then move down to where you can look to the left and see a long fence. If two Combine soldiers appear in the parking lot past the fence, quickly retreat and use the .357 to shoot down the third soldier, who'll be coming after you along the tracks. Use the left wall for cover while shooting the other two soldiers, perhaps using the pistol to blow up some explosive barrels near them. If you don't see any soldiers right away, go over to the fence, then move along it to the right until you come to a spot where a wooden pallet is leaning against it.

Throw the pallet out of the way with the gravity gun, then crouch-walk slowly along the fence while watching the right edge of the large blue-and-white metal building that's directly across from you. When you get to where you can see part of a soldier, shoot him with the .357 until he's dead, using the zoom feature to help you aim. The other soldier over there shouldn't run out and see you, but be ready to retreat and use the previous strategy if he does. Repeat the sneak-shooting process on him, then crouch-walk along the left side of the three tanker cars that are in a row on the leftmost set of tracks.

When you reach the third tanker car, move along it until you get to where you can see the third soldier standing right in front of it. He should have his back to you, enabling you to kill him with a single pistol shot to the head. (You may need to first move back a bit to avoid accidentally hitting the tanker.) Stand up and sprint down to where a train car is leaning against a wall, then quickly crouch down and move to where you can catch a glimpse of the G-Man on the track ahead, walking away with his back turned. Go back along the side of the tanker cars until you reach an overturned one, then look to the right of it for an explosive barrel next to a ruined car.

Look to the left of a red-and-white truck cab and past a green car to locate a doorway, then quicksave. Pick up the explosive barrel with the gravity gun, then move up next to the truck to get two Combine soldiers to appear in the doorway. Throw the explosive barrel to hopefully kill at least one of them, then strafe right and pick up the explosive barrel that's in front of the truck's cab. Strafe left and throw it at the surviving soldier, then quickrestore and try again if you miss. After they're both dead, check near them for dropped pulse rifles, then go through the doorway and bash the supply crate on the right to find the game's first pulse rifle energy orb.

Go back through the doorway and straight forward to find a shotgun and a health pack next to a white van, then go back around to get to a blue van that's on the other side of the fence. It has more stuff next to it, including some pulse rifle ammo. Go back along the tracks, all the way back to the beginning of the chapter section, looking for leftover supplies that you can use now. (Be careful when edging past the fires in the area where you found the first two pulse rifles.) When you return to the parking lot, go through the doorway and around to where you can enter the garage.

The resistance guys will undoubtedly have finished off all the Combine soldiers in there by now. If not, just hang back out of sight and wait. You'll know when it's over because some music will start playing. Go over to where a wounded resistance member is being tended to, then follow the guy who talks to you until he contacts Alyx on a vid-radio. After Alyx is through talking, follow the guy over to a door that he'll open for you. Before you go through it, look around the room for two wooden crates that have supplies setting on them. If there's a leftover armor battery, carry it through the door to where the next chapter will start.

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## HIGHWAY 17

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**TREE Link:** [planetphillip.com/posts/half-life-2-highway-17/](http://planetphillip.com/posts/half-life-2-highway-17/)

### SECTION D2\_COAST\_01: NEW VEHICLE, NEW ENEMIES

Open the next door, then check for health packs on a crate as you move down to where the jeep is waiting for you. (If you brought an armor battery with you, drop it next to the crate.) Get out the gravity gun, then go up to either side of the jeep so you can hit the "Use item" key to get in. Wait until the crane moves the jeep a short distance and stops, then quicksave. As soon as the jeep hits the ground, hit the "Use item" key to exit it, then turn and sprint between the nearby support pillars so you can stand in a corner and grav-blast any antlions that approach you. That won't kill them, but it will push them back and knock them senseless for a few seconds.

As soon as the last antlion in that wave is killed by the resistance gunners, sprint over to where you can climb a ladder to get back onto the pier that the jeep started on. Go pick up a health pack from the crate (and the armor battery, if you imported one), then climb back down the ladder. For some reason, the antlion spawn rate will have greatly slowed down, but not stopped. Sprint over to the jeep and hit one of its back wheels with a gravity gun burst to hopefully knock it back upright. Keep trying until that works, then look around until you locate a dark-colored path.

Use the gravity gun if necessary to point the jeep toward that path, then quicksave before getting in, since that'll greatly speed up the antlions' spawn rate. Drive onto the dark-colored path, then turn right and drive past the right end of a red boat to come to a steep bit of dark-colored ground. If you're moving fast enough (or briefly hit the "Turbo" key), you'll be able to get onto the higher ground without having to back up and try again. Move forward a short way, then stop and quicksave. The antlions aren't allowed to spawn or to follow you up there.

Ahead is the first ramp jump that you'll need to do in the jeep, and the only way to make it across is to approach the ramp at full speed and start holding down the "Turbo" key right before you reach it. Release the "Turbo" key while the jeep is in the air, then lean on the "Handbrake" key to quickly stop the jeep right after it lands on the other side of the gap. Drive slowly down to where the road is blocked by red-and-white-striped warning signs, then turn right and drive up the slope to reach a higher bit of road.

Turn right and drive along the road until you reach a lambda-marked shed, then stop and get out of the jeep. Check both inside and outside the shed for supplies (including an SMG grenade on a small chest of drawers), then get back in the jeep and drive it through the warning signs ahead (or blast them away with the tau cannon). Drive down the large tunnel until section d2\_coast\_03 loads.

### SECTION D2\_COAST\_03: ABANDONED HOUSES AND NLO

Drive slowly forward until you exit the tunnel, then stop and quicksave. Turn right and go through the large railing gap, then coast carefully down a slope. Drive toward the tall rock that's a bit to the right ahead, then go by it on its left side. Keep left as you drive around to where you can park next to a large black thumper device, which someone turned on at some point in the past to keep the antlions away from the nearby house. Use the jeep's tau cannon to blast away the nearest sections of wooden fence, then optionally explore the house for supplies before driving down the path that's past the fence.

*HOUSE #1 SUPPLIES:* Go over to the window that has a wooden crate on the ground next to it, then bash the crate and the window with the crowbar. Move to where you can throw a frag grenade through the window so it'll bounce over to the right. Its explosion will destroy the board that's holding the front door shut, so go around the right corner and open

*the door. Go through it and close it behind you, then go through the nearby doorway and quickly shoot the poison headcrab that's on the floor to the right with the SMG. Jump over to the floor section that has a supply crate on it, then bash it before jumping across the next floor gap. Check the fireplace for an SMG grenade, then look in the bedroom for two supply crates. Leave the bedroom and drop down to the cellar, then bash some wooden crates to reveal an infinite frag grenade crate. Use the gravity gun to blast away the cellar doors so you can return to the jeep and resupply on SMG bullets from the ammo crate that's on the back of it.*

Quicksave, then drive down the slope that leads away from the house to reach another antlion-infested stretch of beach. Turn left past the slope and keep left as you drive down to where you can go up a slope and park next to another active thumper. Stay in the jeep and watch the house and shed to see if any antlions or Combine soldiers run into view. If so, blast them quickly with the tau cannon. Or if you don't want to raid the house and shed for supplies, you can just drive on without stopping.

*HOUSE #2 SUPPLIES: Look inside the shed to find a supply crate, then jump onto one of the wagon's wheels so you can jump into the wagon and find an SMG grenade. Go up the ramp that leads to the house, then turn right and look for two gas cans. Use the gravity gun to throw one so that it hits the center of the wooden wall that's almost directly across from the ramp. That'll burn up the shotgun-wielding soldier who's on the other side of that wall. Crouch down and sneak past the doorway, then get out the .357 when you reach the back of the house. Carefully sneak-shoot the soldier who's around the corner, then go get the second gas can and throw it at the soldier who's in the house. (If antlions start attacking you during that process, knock them silly with the gravity gun and kill them with the SMG.) Enter the house and block the door with the nearby wooden crate, then look around for supplies, including a loose SMG grenade near the red couch and a supply crate in the small side room. Also, use the binoculars gadget to get a G-Man sighting. (He's on the upper floor of a building, talking to someone.)*

Point the jeep to the left of the shed and quicksave, then drive forward and across a stream, careful not to run into any of the large rocks. A short way past that is a boathouse with another thumper next to it, but it is definitely not worth stopping at. In fact, bypass it entirely by swerving to the right as soon as you see it ahead and going past it while staying close to the shore. Keep driving along until you reach a wide thumper-guarded slope on the left, then drive past the thumper and into the New Little Odessa (NLO) resistance base.

Park the jeep and get out, then follow the guy who talks to you until he goes through a doorway. Don't follow him inside, but instead search in and around the other two buildings (and a small shed) for loose RPG rockets. You'll automatically pick up the first three you find, but that's unavoidable. Pick up the fourth one in grab mode (or with the gravity gun), then go over to the house that the resistance guy led you to. Don't go through the doorway he did, though. Instead, go through the higher doorway that's past the nearby steps. Go up the stairs to the top floor, then look around for a supply crate and two rockets.

They're near a good corner to stockpile rockets in, so drop your rocket in the corner and bash the supply crate. Move the other two rockets into the corner, then go back to the other buildings to find another rocket. Add it to your little corner stash to give it a total of four rockets, then go down the stairs to the house's basement. After Colonel Cubbage acknowledges your presence, wait until he holds the RPG out to you, then move up to him to take it. Immediately sprint back up the stairs and over to your rocket stash, then quicksave.

Watch through the large wall hole that's to the right of your stash for the gunship to show up, and fire a rocket the second it does. Steer the rocket into the gunship, putting a little spin-and-swerve on it to help keep the gunship from shooting it down. Quickly strafe into the corner for cover, then quicksave if your rocket hit the gunship, and quickrestore if it didn't. Keep peeking out and firing rockets at the gunship, remembering to take cover and quicksave after every hit, and quickrestore after every miss (and whenever you get badly shot up). After you destroy the gunship, go back down to the basement and look for a spare rocket on a crate, plus some health packs on a table.

Go over to the vortigaunt and wait until he says something, then wait some more to see if he'll give you some armor

charge (he will if your armor is really low). Optionally talk to him to get the same dialogues that you could've gotten from the one who installed your airboat gun back in "Water Hazard," then go outside and look for leftover rockets if you don't have three. Get in the jeep and drive up to where the road is blocked by a large gate. After it opens, drive down the road until you can turn right to go off-road again, then coast down the winding slope until section d2\_coast\_04 loads.

### SECTION D2\_COAST\_04: NORTHERN PETROL

Before proceeding, get out of the jeep and make sure you have the shotgun out, then get back in and quicksave. When you round the next bend, drive straight for the patch of rocky ground that you can see ahead on the right, then quickly hit the handbrake and get out when you reach it. Blast all of the antlions that come after you, then look around for supplies, including health and armor in the two supply crates. When you're ready to move on, get back in the jeep and drive under the center of the large bridge.

Keep driving straight into the big pond until the jeep stalls, then get out of it and stay in the middle of the pond while moving toward the APC that you can see off in the distance. When two Combine soldiers run out from behind the APC, back up a bit and wait for them to make it onto the large dock structure. (If any antlions leap at you, just dodge them and let them land in the pond. It'll drown them very quickly.) Quicksave, then stay way back and shoot down the soldiers you can see with the .357 Magnum, using the zoom feature to help you aim. If you aim for their heads, you could kill each of them with only one shot.

You may have to move farther down the pond to get all three of them. If so, be sure to stay away from the shores, especially the right one. Once all three soldiers are dead, move to where you're directly across from the boat that's on the right side of the pond, then quicksave. Sprint over to the boat and jump onto it, then wait to see if any antlions spawn. If they do, either quickly blast them with the shotgun, or quickrestore and try again. Move carefully along the right edge of the boat until you're near its front, then quicksave before running up to the front tip and making a somewhat difficult jump-crouch over to the wooden dock structure.

Once you make it, go down the first of the two nearby slanty wooden planks, then turn to face the inactive thumper. Get out the gravity gun and quicksave, then jump toward the thumper's on/off button, which is on its left side as you're facing it. Quickly use the button to activate the thumper, then turn left and sprint toward the nearest edge of the big pond, grav-blasting any antlions that get directly in your way. As soon as you're in the water, turn and grav-blast any antlions that are following you or leaping at you, then go back down the middle of the pond until you return to where you left the jeep.

Get behind the jeep, then push it down the middle of the pond with repeated gravity gun blasts. (Good thing the gravity gun works underwater!) When you get near the other end of the pond, grav-shove the jeep over to a spot near the left side of the thumper. Go up the two planks that lead onto the dock structure, then get out the shotgun and quicksave. Sprint forward and along the left side of the small white shed, ready to double-barrel the Combine soldier who appears right in front of you. Turn right past the shed and double-barrel a shotgun-toting soldier, then use the SMG to shoot the two soldiers who are up on the higher walkway while taking cover underneath that walkway.

It's okay if you take a lot of damage while doing that, since some of the nearby supply crates will give you armor and health when you bash them. Don't do that yet, though. Fire an RPG rocket at the soldier who's on the crane platform way off in the distance, then immediately enter zoom mode so you can guide the rocket into him. After that, it should be safe to go down to the jeep to resupply on SMG ammo, but watch out for leftover antlions. Go back up to the white shed, then look to the right to see a red shed with a slanty roof. Use the gravity gun to pick up one of the large wooden crates by its end, then carefully place it next to the right end of the red shed.

Pick up a barrel and set it upright if necessary, then put it on top of the wooden crate, back against the shed. You can then jump onto the crate, then onto the barrel, and then onto the shed's roof. (Quicksave before you try, just in case you fall down to the ground below.) Go to the other end of the roof and look down without falling down to see a small supply

stash that includes an SMG grenade and a pulse rifle energy orb. Pull everything in with the gravity gun, and carry items you don't currently need over to where you can drop them onto the dock structure for easier access.

Drop back down after that's done, then use the gravity gun to pick up the two supply crates that are next to the white shed and throw them against the left side of the red shed to break them. You should get several armor batteries from them, but don't pick them up yet unless you're really low on armor. Climb the ladder that's behind the white shed to get onto the upper walkway, then go along it until you find another supply crate. Pick it up with the gravity gun and go throw it against the red shed like you did the previous two.

Get back onto the upper walkway, then go down it to a large red storage container. Near its open end is a ramp that leads down to the lower level of the crane platform. Look near the ladder for health and SMG ammo, then climb the ladder and get off to the right. Push yourself into the short ladder to get into the crane's control area, then extend the crane's arm out as far as it'll go. Turn the crane to the right until the magnet bumps against a large storage container, then retract the crane arm a little until you can get the magnet above one of the containers.

Have the magnet pick the container up, then swing it to the right. A large door will open in the building over to the right, and three soldiers will come out and start shooting at you. They can't hurt you while you're sitting at the crane controls, so take your time in killing them by swinging your container around, raising it up and dropping it on them, etc. Once they're all dead, turn the crane and adjust its arm to where the magnet will hit the large bridge that's sticking straight up. Move the crate left and right if necessary until the magnet knocks the bridge down to its lowered position.

Move the crane left until you see the jeep down near the thumper, then wait until the magnet stops swinging around. Adjust the position of the crane and its arm until the magnet is directly over the jeep (notice its shadow), then lower the magnet so it'll pick up the jeep. Rotate the crane back around to where it's facing the building the soldiers came out of, then wait for the magnet to stop swinging around so you can carefully drop the jeep near the building without it falling down to the sand. Exit the crane and climb down the ladder, then go up the ramp and past the large red container to reach the bridge you lowered.

Go most of the way across the bridge, then get out the gravity gun and quicksave. Pull in the explosive barrel you can see inside the building, then run forward to where you can turn right and throw the barrel through the doorway at the rightmost soldier. He'll have already tossed a frag grenade at you, so quickly strafe right and sprint around the right side of the building. Get out the shotgun and wait a bit, then go see if a soldier came out of the building. If so, quickly double-barrel him, then switch to the pulse rifle to shoot the one remaining soldier, who'll still be inside the building. If no soldier ran out, pulse-rifle both of them inside the building.

Resupply on shotgun and pulse rifle ammo from the soldiers' dropped weapons, then enter the small shed that's at the back of the building. Use the gravity gun to pick up and smash both supply crates against the back wall before you pick up any armor batteries. That'll ensure you get as many batteries as possible from the crates. Use the lever that's to the right of the window to open the building's large side door, then drive the jeep into the building and through the side door. Turn right past the side door and be ready to tau-blast the soldier who appears at the top of the ramp as you move slowly forward.

Quicksave after he's killed, then drive up the ramp and quickly tau-blast the other three soldiers in the area ahead. (Note that there are a couple of explosive barrels that might help.) After they're dead, drive into the building that has a huge doorway, then zoom up the ramp and crash through a large window. Drive onto the nearby street, then stop and get out. Raid the supply crate that's on the ledge you just drove over, then go along the building's left side so you can return to previous areas and check for leftover supplies. (Don't forget the supply stash I had you make on the dock structure back near the thumper.)

*NOTE: You could go all the way back across the big pond and return to the supply area on the rocks that you visited at the beginning of the chapter section, but you might encounter a few antlions on the way. They should be fairly easy to*

*avoid, however.*

When you get back to the jeep, get in it and quicksave, then drive slowly down the road until you're near the point where it starts slanting upward. Get out of the jeep and use the gravity gun to shove it down the road until it's well past the start of the upward slant, then get back in and drive on around to the next ramp-jump. If you do that right, no gunship will show up to give you a hard time. Do this ramp-jump just like the one back near the beginning of the chapter, using the "Turbo" key to make it across and the "Handbrake" key to stop after you land on the other side.

*NOTE: That ramp jump was the last thing you need the jeep to get past, so you could abandon it now and proceed on foot. However, that's not the recommended way to go, and this walkthrough will assume that you keep the jeep. After all, its unlimited-ammo tau cannon is pretty handy!*

Drive slowly down the road to where it bends left, then stop the jeep and get out. Look near a wrecked truck on the right side of the road for some health and rockets, then move down the road to find some more health next to a van with an infinite rocket crate in it. Use the gravity gun to knock the junked cars out of the road so the jeep can get by, then slowly drive it along until you're past all the wreckage. Stop next to a blue van and use the gravity gun to pull three supply crates out of it and smash them, then drive on down the road and into the next tunnel to get section d2\_coast\_05 to load.

### **SECTION D2\_COAST\_05: ROLLERMINES AND AMBUSHES**

After you leave the tunnel, coast on down the road while watching for a rollermine to go active. Unlike the rollermine you used back in Ravenholm, this one can still deliver a powerful charge. Stop the jeep and wait for the rollermine to attach itself to it, then get out and use the gravity gun to pull the rollermine off. Throw it over the railing so it'll land in the ocean and blow up, then get back in the jeep and continue down the road slowly until you encounter two more rollermines. Stop and let both of them jump onto the jeep, then get out and throw them both into the ocean.

Move ahead on foot to where two cars block the road, then grav-blast them out of the way before returning to the jeep. Drive carefully over the large dirt mound, then go on down to where three rollermines will activate at once. Make sure you're not very close to the right edge of the road when you stop, then wait for all three rollermines to attach to the jeep before you exit it and do them the same way you did the previous ones. Get back in the jeep and quicksave, then move slowly down the road until an explosion ahead causes some large rocks and a telephone pole to fall over.

Immediately stop the jeep and enter zoom mode so you can quickly shoot down a Combine soldier when he runs out from behind the large fallen rocks. Look a bit to the right of that to see a large wooden crate near some fencing, then wait for two more soldiers to appear near there. Quickly tau-blast them, then drive up to a spot near the large shed and get out of the jeep. Look inside the shed for a supply crate, then look near the fencing to the left of it for another one. Get back in the jeep long enough to blast away the fencing with the tau cannon, then leave the jeep again and go down the road past the fallen telephone lines on foot.

When you get around to where you're near the front of a house, quicksave, then run up to its door. Don't open it, but immediately turn right and sprint all the way back to the jeep. Get back in it and wait for three more soldiers to run into view for a good tau-blasting. Drive slowly past the phone lines and the house, watching the road ahead for some wreckage. Use zoom mode to examine it, and slowly move forward until you can see at least one Combine soldier next to it. Stop and zoom-shoot the explosive barrels that you can see down there with the tau cannon, then wait and watch for a bit to see if there are any survivors.

After all the soldiers you can see down there are dead, leave the jeep and go back down the road to the house. Enter it and search the ground floor to find supplies, including a supply crate in the room under the stairs, and two armor batteries on a shelf in the kitchen. Go up the stairs to the second floor, then stay at the top of the stairs while using the



gravity gun to pull in a supply crate that's near the other end of the floor. There's another supply crate behind the large stone pillar, but it's probably too much trouble to pull in, so leave it and go back outside.

Return to the jeep, then drive slowly toward where the soldiers and explosive barrels were, watching for any soldiers you missed before. Move carefully past the wreckage and over the big dirt mound, then stop and get out to bash a couple of supply crates that are next to the mound. Drive on to where the road bends left, then navigate your way past a couple of wrecked cars. Past them, nudge the jeep up against the railing near its left end, then stop and use zoom mode to scout out the gas station that's off in the distance.

You see that APC that's over to the right of the buildings? It has two large striped blocks under its wheels that are holding it in place. Use zoom mode and altfire blasts from the tau cannon to knock those blocks away, then wait for the APC to roll down the hill and fall into the water. Look a ways to the left of where it was to see a high-up billboard, then use zoom mode to altfire-blast the Combine soldier who's on its little ledge. (If altfire blasts don't work for some reason, use regular fire instead.) Back up a bit so you can turn left and continue down the road to where it's blocked, then get out and use the gravity gun to knock the large beam bundle and the green car out of the way.

Before you get back in the jeep, look near the blue car to see a grassy knoll with a dead body and a supply crate on it. Go up there to get a crossbow and some bolts, then bash the supply crate to see what's in it. Return to the jeep and drive slowly through the wreckage, then stop and use zoom mode to spot a couple of soldiers to the right of the wide bridge. Maneuver to where you can altfire-blast the nearest soldier, then altfire-blast the explosive barrel that's near the other soldier to see if that'll blow him up. If not, move to where you can kill him with an altfire blast.

Drive across the bridge, then stop and quicksave when you're about even with the big billboard. Drive slowly along while looking to the right until you can see a couple of explosive barrels, then stop the jeep and start tau-blasting the soldiers who appear a ways past the barrels. Shoot the barrels to blow them up if any soldiers make it that far, though none should if you're quick about shooting them down. Quickrestore and try again if you take much fire, then get out of the jeep and check inside the large red shed to find two supply crates.

Look across the street from the building that the last several soldiers came out of to see a fenced-in area. Look near the small red shed for two upright barrels, then carry one of them down to the bent section of fencing. Drop it on the ground so you can jump onto it and then over the bent fencing, then go around to where you can move between a brick wall and a large white cylindrical thing. Look for two supply crates next to the cylindrical thing, then check near the dead body for a .357 Magnum. Jump over the bent section of fencing to get back out, then get in the jeep and drive on down the road until you reach section d2\_coast\_07.

### **SECTION D2\_COAST\_07: CLIFFTOP LOOKOUT**

Drive slowly toward the tunnel's exit until you see (and hear) a Combine dropship in the distance. Wait until you can't hear it anymore, then drive down the road until you approach the spot where it bends right. Stop and quicksave, then speed on around the bend and try to ram the Combine soldier who stupidly runs right out in front of you. Quickrestore and try again if necessary, then move down the road until you pass a leaning telephone pole. Move forward very slowly while watching the door to the house that's past the small red shed, ready to quickly tau-blast a soldier when he comes out.

Park the jeep near the red shed, then get out and go over to the door that the soldier came out of. Get out the SMG and quicksave, then open the door and immediately start shooting the soldier who's still inside the house to hopefully kill him before he can shoot you at all. Get out the RPG and go along the left side of the house until you reach a dark-colored barrel, then stop and look ahead to see an open shed. You should also see the end of the shotgun that's being held by the soldier who's hiding in the shed. Look to the left of the shed to see an infinite ammo crate, then look left of that to see some steps that lead up to a wooden walkway.

Quicksave, then fire a rocket so that it hits the floor just to the right of the soldier in the shed, killing him. Immediately look to the left and rocket the soldier who runs to a spot at or near the top of the steps. Quickrestore and try again if you get shot, then look a ways to the left of the steps to see a white building with most of its roof missing. You could go toward that building while aiming just to the left of its doorway, ready to blast the soldier with a rocket when he comes out. However, it's probably easier to drive the jeep toward the building and tau-blast the soldier when he appears.

After that's done, exit the jeep and go over to the infinite ammo crate to find that it contains RPG rockets. Resupply from it, then check the roofless building for a supply crate. Go back to the house that the first two soldiers were in, and check its back room for three more supply crates. Go up the wooden steps that are near the rocket crate, then turn right and go through a doorway. Past an openable door, you'll find a broken-off wooden staircase. Pull the supply crate down with the gravity gun and smash it on the floor, then look around for something you can set underneath the broken stairs so you can jump onto them. (I prefer to use one of the tables.)

Past the stairs, go up to the doorway that you can see supplies through, but don't go through the doorway. Use the gravity gun to pull in each supply, and go drop what you don't need down to the lower floor. After that's done, drop back down to the lower floor and leave the house. Go down to the white roofless building, then turn left and go up the slope to some fencing. Past it is a small fenced-in area with two headcrabs in it. Get the gravity gun out as you approach, then move up near the fence gap and quicksave.

Go through the gap and grav-blast the large wooden crate that's over to the right to hopefully kill a headcrab. If that doesn't work, try picking up a tire and throwing it at the crab. Next, look to the left to see a large sheet of metal leaning against the back fence. Grav-blast it to knock it aside and reveal a poison headcrab, then quickly kill the crab by throwing a tire or the nearby white container at it. Bash the two supply crates, then check near the poison headcrab for an SMG grenade.

When you leave the fenced-in area, stay left and go up a slope to reach the start of a long train bridge. Turn right and go along the tracks until you're stopped by a large blue force field, then consider how you want to proceed. As noted earlier, you don't really need the jeep anymore, and can leave it behind. Due to that, you don't have to make the long, hard journey to the force field controls and back. You could instead do some tedious item-stacking to get over the two force fields that are between you and the exit to this region. That isn't recommended, but it's described briefly in the two italicized paragraphs below.

*Optionally drive the jeep back to the previous chapter section to look for leftover supplies, then return to this one. Search the house-and-shed area to find six barrels and one tall wooden wardrobe. Carry all seven items up to a spot near the tracks' force field, then use the barrels to make a 3-2-1 barrel staircase next to the force field. Jump-crouch very carefully up to the top barrel, then use the gravity gun to pull in the wardrobe. Lift it over the force field and gently drop it on the other side, then do the same with two of the barrels that aren't in the stack you're standing on.*

*Jump over the force field, then move your wardrobe and barrels if necessary to get them off the right track. Go down the right track until you hear a train whistle, then scrunch up against the stopped train until the oncoming one is past you. Move your wardrobe and two barrels down to the next force field, then set the wardrobe upright against the force field. Put one barrel on top of the wardrobe, and one on the ground next to it. You can then use them to jump over the force field and move on to the next chapter.*

Drive the jeep over to a spot near the shed with the swinging doors that you rocketed a soldier in, then get out and use the gravity gun to knock the jeep around to where it's next to the shed and facing the roofless white building (or a spot just to the left of it). Go past the jeep and turn left, then go along the narrow cliffside path that leads under two of the buildings slowly while watching for a poison zombie ahead.

Rocket the zombie to death, then use rockets and/or SMG bullets to finish off its headcrabs, plus the regular headcrab

that's down a side path. Don't go down the side path, but instead continue along the main one until you reach a door. Go through it and check the table ahead for health packs and armor batteries, but don't use any batteries if your armor is higher than 85. Open the next door and go through it to get section d2\_coast\_08 to load.

### SECTION D2\_COAST\_08: TRAIN BRIDGE

Move forward until you reach an infinite rocket crate, then open it to resupply. Go through the doorway that's to the right of the crate, then move carefully up to the edge of the walkway and look down. Quicksave, then run forward to land on the broken walkway section you can see below you. Move to its other end, then look up and over to the left to see a barnacle. Blast it with a rocket, then carefully move along the metal girders until you're under it. Quicksave again, then keep moving carefully along the left-side metal girders until you reach a small platform with a shed.

Get out the crowbar, then look through the shed's window to see a headcrab. Jump up and down if necessary to get the crab to see you, then crouch down and whack it as it comes through the shed's doorway. Check inside the shed for spare rockets and health packs, then exit the shed and wait until the bridge stops shaking around from a train going by overhead. Move down the next bit of broken walkway, then follow the metal girders left to reach an upward-slanting bit of walkway. Get on it and go along until you reach a ladder, then climb down to the bottom of it and quicksave.

Sprint into the shed that's directly ahead, then get out the crossbow and wait a few seconds. Two Combine soldiers will have appeared near the next shed, and you'll want to peek out and shoot them down while using your shed for cover. If one of them hides inside the other shed and makes himself impossible to shoot, fire a rocket into the shed to blow him up. Move to the center of your platform and rocket the barnacle that's on the "ceiling" ahead, then try to move around to where you can open the rocket crate without picking up any of the loose rockets (especially if you've already picked one of them up). Quicksave, then jump onto the small walkway piece that's a bit below your platform.

Move along a girder to get to a spot underneath the barnacle you rocketed, then hop onto the next walkway piece. Past it, move along another girder and get onto another walkway piece, then get out the pistol and turn on the flashlight. Crouch-walk slowly toward the shed's doorway while watching its left edge. When you can see part of a headcrab, sneak-shoot it to death, then wait to see if the other one will start moving around. If so, quickly shoot it down. If not, move to where you can sneak-shoot it. After that, go through the shed to reach a long, straight walkway section. Watch carefully for a hole that you'll need to jump over as you go along it.

At the end of the walkway, go through a doorway, then turn right and go through another doorway to find a desk with some health packs on it. Go down the stairs and through the doorway on the left, then get out the crossbow and quicksave. Move along the walkway until you can see two soldiers on metal walkways over to the right, then quickly back up a ways before they can shoot or grenade you. Use the crossbow's zoom mode to watch the doorway that's at the end of your walkway, ready to shoot one of the soldiers when he moves into view. (Note that he may try to shoot at you from the other side of the fence that's past the doorway, but he usually won't.)

Move up to where you can crossbow the other soldier who's on the metal walkways over to the right, then go up to the doorway. Move through it, then quickly back up a ways and watch for two more soldiers to appear on the upper walkway over to the right. Quickly crossbow them, then switch to the pistol and crouch-walk slowly up to the doorway until you can see part of one of the two soldiers who are over to the left past it. Sneak-shoot him to death, then carefully move to where you can do the same to the other soldier. After that, it'll be time to import some RPG rockets.

Go back the way you came and up the stairs, then recross the long, straight metal walkway with the hole in it. Carefully make your way down the girders until you reach a platform that's directly below the one with the infinite rocket crate on it, then optionally climb down the ladder to find a couple of spare health packs. Go up the ladder to reach the shed, then exit it and get some crossbow ammo. Pick up one of the spare rockets that are next to the crate, then carry it along while carefully making your way back to the room where you sneak-shot two soldiers. Drop the rocket on the floor near

the supply crates, then go back and get another one.

*NOTE: If there are only three loose rockets next to the rocket crate because you picked up two of them earlier, you'll have to go back to the previous shed to pick up the spare rocket that's left in it.*

After importing a total of four rockets, move stuff away from the fence so you can stack the two nearby wooden crates against it. Put an upright barrel on the floor next to the crate stack, then jump onto it while carrying another upright barrel so you can set it on top of the crate stack. That way, you can jump your way onto the railed upper floor. Before you do, drop back down to the lower floor and throw (or grav-throw) all four of your imported rockets so they'll land on the upper floor. After jumping up there, go up the stairs and turn right to find a supply crate in one corner. Set it on the nearby table, then move all of your imported rockets into the supply crate's corner.

Look to the right of the doorway that leads to the stairs to find another doorway and a radiator grille. Pull in the grille with the gravity gun, then go through the doorway and drop it. Look up and pull in the wooden crate you see near an upper doorway, then drop it and pick the grille up again. Go up the stairs and over to the left side of the doorway, then quicksave. Move forward so the soldiers in the room past the doorway can see you, then quickly back up and wait for one of them to come out to where you can flatten him with the grille. Immediately pull the grille back in and use it to kill the second soldier when he comes out.

Quickrestore and try again if something goes wrong, then go through the doorway and use the gravity gun to pull out the large cable that's plugged in over to the left. Go to the back right corner of the room to find a button panel on the wall, then use it to turn the train bridge's force fields off. Quickly leave the room and go back down the stairs, then get out the RPG and quicksave. Go stand against the wall directly across from the doorway that leads outside after tossing the chair out of the way. When you see (and hear) the gunship flying up to a position directly across from the doorway, fire a rocket and immediately run forward a bit, then strafe right for cover as soon as the rocket hits.

Remember to quicksave after every hit, and quickrestore after every miss, to ensure that you don't run out of rockets. After the gunship is destroyed, get out the pulse rifle and quicksave again, then go down the stairs that lead to the railed floor you jumped your way onto earlier. Move around on the floor briefly before running back up to the top of the stairs. Wait and watch for two soldiers to run into view on the lower floor, then shoot them down. Bash the supply crate that's near your rocket stash corner, then go back up the stairs to the force field control room and use the gravity gun to pull in its two supply crates.

Use the health station and armor charger on the right wall, then go back down to the rocket stash room, and then down the stairs to the railed floor. Look for two supply crates to bash on it, then jump over the railing and bash the two supply crates that are on the lowest floor. Go through the doorway and down to where you can climb some stairs to return to the desk with the health packs on it, then go through the next doorway and head right to find another supply crate. Go the other way to get back on the long, straight walkway with a hole in it, then make your way back to the ledge with the infinite rocket crate.

Resupply on rockets, then quicksave before carefully jumping onto a metal girder and carefully making your way up to the previous shed. From there, go down the walkway on the left until it slants downward, then quicksave again before running off its end to land on another walkway section. Take a running jump from it to the ladder ahead, hitting the "Use item" key to grab onto it. Climb it to the top, then go through the doorway to return to the bridge's first infinite rocket crate. Go up the nearby stairs to find two health packs and two armor batteries, then pick one of the batteries up and carry it back down the stairs.

Go through the doorway on the right, then cross the walkway to reach a door. Drop the battery long enough to open the door, then pick it back up and go through the door. Drop the battery near the center of the room, then go back and get the other upstairs armor battery and drop it in the same spot. Add the health packs and armor batteries from the nearby table to your center-of-the-room stash, then move toward the exit door to get section d2\_coast\_07 to load back up.

**SECTION D2\_COAST\_07 (AGAIN): DRIVING ACROSS THE TRAIN BRIDGE**

Get out the SMG, then open the door and move through it. Watch as two antlions fly up and attack the zombie that's on the path ahead, then wait until there's a winner (usually the zombie). Sprint over and shoot down the winner, then sprint on past that until you get back up to the shed that you parked the jeep next to. Move along the house that's past the shed until you can turn right and go up next to its porch. Get out the RPG and quicksave, then move past the porch while looking to the right to see a soldier off in the distance. He'll immediately start running, so carefully steer your first rocket into him.

Blast the other soldier who appears down there with your second rocket, then quickly turn left and use your third rocket to kill the soldier who's over that way. Go back around to the jeep, then quickly enter it so you can tau-blast the final soldier as he runs out of the roofless white building (if he hasn't already). Wait in the jeep to see if any antlions will fly into the area, and tau-blast them if they do. Get out of the jeep and go back down the cliffside path with the shotgun out. Kill all remaining antlions, then go up to the door that leads to the room with your health and armor stash.

Open the door, but don't go through it, or more soldiers will spawn. Instead, pull in what you need with the gravity gun, then go back to the jeep. Use its ammo crate, then go get more rockets from the infinite rocket crate. Also, go around and check all the leftover supplies in the area to see if there's anything you need now. If your armor isn't 100, and if there are any leftover batteries in the house next to the fallen telephone lines in the previous chapter section, drive back there and get them, then return to this chapter section. Drive the jeep over to the roofless white building, then turn left and drive up the slope.

Past some fencing, approach the fenced-in area that had some supplies in it, then turn right and go up the narrow slope that leads to the train tracks. Drive slowly along the left track until you reach the stopped train, then exit the jeep and go down the right track on foot. When you hear a train whistle, scrunch yourself up against the stopped train and wait for the oncoming one to pass by. Return to the jeep, then drive it down the right track. After you get past the end of the stopped train, slow down and look on the left for a slope that you can drive down. Go under a large, broken bridge archway, then drive up a ramp to enter the tunnel that leads to the next chapter.

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## SANDTRAPS

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**TREE Link:** [planetphillip.com/posts/half-life-2-sandtraps/](http://planetphillip.com/posts/half-life-2-sandtraps/)

<b>SECTION D2_COAST_09: ZOMBIE TUNNEL AND TWO OUTPOSTS</b>
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Drive down the tunnel until you see an overturned truck ahead, then slow down and tau-cannon the zombie that walks into view. Go past that truck and a ruined tanker truck, then stop and tau-cannon the sleeping zombie who's leaning against the front of a white car. Drive up to where the jeep's front wheels are about even with that car, then back up a bit before getting out. Locate the explosive barrel that's next to the large car blockade ahead, then get out the gravity gun and quicksave. Sprint over to where you can pick that barrel up, then strafe left a bit so you can throw it down to where it might kill a zombie or two for you.

Immediately sprint back to the jeep and get in, then back up as far as you can and start tau-blasting zombies. There are three fast zombies that you'll want to be sure to kill with the tau cannon, so watch for them. After they're all dead, you could exit the jeep and use the gravity gun to kill the remaining zombies with barrels or tires. Use the gravity gun to blast the leftmost wrecked cars over to the right so the jeep can pass, but don't drive away just yet. First, look near the white car that a zombie was sleeping against for a ledge with a health pack and a supply crate on it.

Crouch-walk into the small square hole that's in the wall near the health pack, then use the gravity gun to kill the two headcrabs in the room beyond by throwing junk around. Enter the room and look next to the window for some supplies, then knock the junk away from the door so you can open it. Go through it and quickly kill the nearby zombie with a tire, then get in the jeep and drive carefully past all the junked cars. After exiting the tunnel, drive down to where the road is blocked by cars and wooden crates, then carefully drive onto the ground at a spot that's just to the right of the white car.

Turn left and drive along the ground next to the road until you see a house ahead. Stop the jeep and use zoom mode while shooting out the fencing near the house so you can see and blast two Combine soldiers. If you don't see them at first, drive forward slowly while watching in zoom mode for them to magically pop into existence. After they're dead, continue driving along next to the road until you reach a spot where you can easily get back onto it, then stop and decide whether or not you want to visit the house for supplies.

*HOUSE SUPPLIES: There's a supply crate on the ground near the APC. To enter the house, go around to the back to find a large wall hole you can go through. There's a health pack and an armor battery on a counter in the kitchen. On the third floor, don't go past the table blockade. Use the gravity gun to pull in the supplies, which include a frag grenade, a crossbow, and two armor batteries underneath the dead guy. Leave the house by going back through the big wall hole, then turn left and run (or drive) down to where there's a slope you can use to get onto the beach. Turn right and go down to the large red boat, then look behind it for two supply crates. If you go a long way farther down the beach, you can find two more supply crates next to an old rowboat.*

Once you're back on the road, drive down it slowly until you can see a Combine watchtower way off in the distance. Stop the jeep, then use zoom mode to help you altfire-blast the soldier who's on the watchtower. Drive forward slowly until two rollermines pop up on the road ahead, then stop and wait until they both attach themselves to the jeep. Get out and use the gravity gun to throw them both into the ocean, then use zoom mode to examine the wall that's to the left of the road. There's a little stick-up square of metal on top of the wall that a soldier is hiding behind.

Get in the jeep and see if you can kill that soldier with a carefully aimed altfire blast. If not, back up a ways and move over to the right, or strafe right while on foot until you can snipe the soldier with the crossbow. After he's down, drive the jeep slowly toward the left wall so you can steer around the two striped things that pop up as you approach. Blast the little warning markers out of your way, then move slowly past the left wall while watching the truck cab that's ahead,

ready to blast the soldier who runs out from behind it. Next, drive slowly toward the shed that's past the truck cab until a soldier runs out of it.

Once he's dead, back up while turning right so you'll be facing the red-shingled house, then shoot out all of its windows. If that doesn't get the two soldiers inside the house to run to where you can shoot them, drive up to the house, then quickly back up. After they're both tau-blasted, get out of the jeep and look to the left of the house for a health station on the side of the gray metal wall. Search the house and shed to find an armor battery in each, then optionally drive back to the house mentioned in the italicized paragraph above and pick up its leftover armor batteries or other supplies.

Drive carefully around the second set of striped pop-up things, then crash through a weak board barrier. As you drive on down the road, watch for a spot where a large chunk of it is missing, and go around it on the left. When you reach an area where an overturned tanker truck is blocking the road, park the jeep near the two large rocks that are to the left of it, then get out and go between those rocks on foot. Turn right and move up to a tree, then turn around and run back to the gap between the rocks. Crouch there and watch for two Combine dropships to fly by overhead.

As soon as the second one flies over, sprint back to the jeep and get in, then back up a ways and watch for five Combine soldiers to appear in the gap between the big rocks. They may also appear in the gap between the tanker truck's cab and the first rock. Quickly tau-blast them as they appear, then drive back a ways and use the zoom feature to see if you can spot any more next to the first rock. If necessary, drive right up to the rock gap, then back up quickly to get the last ones to appear. Once you've gotten them all, look to the right of the tanker truck for a grassy mound that you can drive the jeep over.

Look to the left as you go over the mound in case you missed any soldiers, then get out and blast the jeep with the gravity gun if it gets stuck. Drive slowly along the road until two rollermines activate, then stop and let them get stuck on the jeep before getting out and disposing of them in the usual way. Go down the road to the closed gate, then use the gravity gun to knock the red car off of the road. Enter the red building and look on the right for a wooden counter with a health pack on it, then jump onto that counter and look across to the other side of the building to spot a high-up lambda-marked stash.

The stash includes a health pack, two armor batteries, a box of .357 ammo, a pulse rifle energy orb, and an SMG grenade. Move around on the counter, jump up and down, and use zoom mode to help you see and pull in all of those items with the gravity gun. (Or toss a frag grenade up there to hopefully knock everything down.) Look on the counter to the left of the three-battery setup to find more health and armor, then pick up the battery that's on the nearby bedframe and push it into one of the two empty battery slots.

Go outside and look past the large green trailer for an overturned bathtub. Hit it with a gravity gun blast to reveal a battery, then go put it in the final battery slot. Look around near the building for two more armor batteries on barrels, plus a third one on the concrete ledge that's next to the green trailer. The gate is now open thanks to your battery-placing, so drive the jeep on down the road and into the tunnel that leads to section d2\_coast\_10.

### **SECTION D2\_COAST\_10: LIGHTHOUSE POINT**

After exiting the tunnel, drive on down the road until you reach Lighthouse Point. Look along the left side of the road for a small open garage with a guy standing next to it, and stop the jeep there. Driving into the garage far enough for its door to close will trigger a big Combine attack. It happens in two stages, with a gunship battle being the second stage.

There's only one good strategy for the gunship battle, but there are two good strategies for the first stage, where soldiers are dropped off by dropships. The first strategy makes the soldier combat super easy, but requires you to make a dangerous run to the lighthouse while under fire from the gunship. The second strategy avoids the dangerous run, but requires you to deal with all of the soldiers yourself.

**STRATEGY #1: HIDE!**

Drive the jeep into the garage while staying as far to the right as possible, and move forward far enough for the sliding door to close. Get out of the jeep and go through the side door, then move up to the resistance guy to get him to talk to you. After he announces the arrival of dropships, go back through the side door and get in the jeep, then back up as much as possible and aim the tau cannon at the side door. The endlessly respawning resistance guys will probably be able to kill all of the incoming soldiers before they can reach the garage, but be ready to tau-blast anyone opening the door, just in case.

Wait there until you hear the gunship flying around, then wait some more if you still hear Combine soldiers outside. When you're sure the gunship is all that's left, get out of the jeep and quicksave, then go through the side door and sprint down to the lighthouse, hopping all the way to go a bit faster. Hopefully, the gunship will be distracted by the resistance guys, and won't shoot at you very much. Once you make it to the lighthouse, go up all the stairs until you reach the floor with the infinite rocket crate, after which you'll be in position to do the gunship battle (which is described after strategy #2).

**STRATEGY #2: DELAY!**

Quicksave before you start driving the jeep into the garage, then drive it in only partway. You don't want the garage's sliding door to close behind you, or to even try to close and then reopen. If either of those things happen, quickrestore and try again. You'll only be able to get the jeep in a bit less than halfway. After experimenting to see how far you can go without the garage door trying to close, exit the jeep and squeeze past it (or jump over it) to get back outside. Go along the path that leads to the lighthouse, then enter it and leave its door open.

Look nearby for two large wooden crates, then pick one up by its end and carefully place it so that it goes horizontally across the large concrete doorway. Pick up the other crate and set it on top of the first one, then carefully nudge your crate stack if necessary so that no one who's standing outside will be able to see in at all. Go downstairs to find another large wooden crate, then carry it upstairs and set it so that it blocks the bottom of the stairs that lead up to the next floor.

Jump onto that crate, then go up the stairs until you reach some that are blocked by a supply crate. Move the supply crate aside and look around to find infinite ammo crates for SMG bullets and RPG rockets, then get out the RPG and go up to the lighthouse roof. Quicksave, then look down at the camp in zoom mode to spot the garage that you parked your jeep partway into.

Fire a rocket, then use zoom mode to help you guide it to where it'll hit the back of the jeep and cause the garage door to close (or try to). That'll start the dropship attack, during which your goal will be to destroy each dropship's troop carrier before it can offload any soldiers. Each carrier takes four rockets to destroy, so you'll have to sprint back down the stairs and get more rockets from the infinite rocket crate in the middle of each carrier-rocketing operation.

*HELPFUL NOTES: After you open the rocket crate, you don't have to stand and wait to get the rockets -- you can immediately start sprinting back up to the roof. As you go up the stairs, you can look up and fire a rocket, then use zoom mode to steer it toward your target after you reach the roof. It can help to memorize the dropships' appearance pattern, since each one will always appear in the same spot. The first one comes from the approximate "middle" of the area, the second one from the left, the third one from the right, and the fourth one from the middle again.*

It can be quite a frantic back-and-forth sprint-athon to get all of those troop carriers destroyed before any soldiers can be offloaded, so you may need to retry several times before you can manage it. If only one soldier escapes a carrier's destruction, you could quickly rocket him, or just leave him to the resistance guys to kill. If he makes it all the way to the



lighthouse, he'll be stopped by your crate barricade, so there's no need to worry about soldiers coming up the stairs after you.

When the fourth dropship appears, it'll fly straight for the lighthouse. As it comes in, it'll be able to shoot you with its gun if you're up on the roof. Try to hit it with at least two rockets before it can start shooting at you, then retreat and resupply on rockets while it's lowering itself toward the lighthouse door. Sprint back up and quickly steer two rockets down at it to hopefully blow up its carrier before it can offload any soldiers. The gunship should show up soon after that, so sprint back down to resupply on rockets, then quicksave again.

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When the gunship arrives, go up the stairs and let it see you briefly, then sprint back down to the rocket crate and resupply on rockets if don't already have three. Go about halfway up the stairs, then immediately crouch down. Turn around to face the bottom step, then look up. When the gunship flies past you, you should be able to see the back end of it sticking up. If not, you'll at least hear the loud whooshing-air sound that means it's very close. Fire a rocket into the air, then stand up just long enough to steer it into the gunship before crouching down again.

Stay crouched until the gunship comes around again, then repeat the process. Sprint back to the rocket crate whenever you run out of rockets, then return to the middle of the stairs. After you destroy the gunship, resupply on rockets one more time, then break the supply crates that are near the rocket crate to see what they have in them. Go down to the next floor and check its table for health packs and two SMG grenades, then go down the stairs until you reach the crate that you blocked them with. Bash it, then see if there's a resistance guy nearby who says to follow him.

If not, bash the crates that are blocking the doorway, then go scour the entire area to see if there are any leftover Combine soldiers lurking about. If so, finish them off and return to the lighthouse. If not, quickrestore and take down the gunship again, and hope the resistance guy shows up this time. (There has been a rare glitch in the past where he never would.) Follow him down to the lowest floor, then bash the two supply crates that are down there. Don't go through the secret door that the guy opens for you, but instead go search the other buildings in the area for supplies (including an infinite frag grenade crate).

You can then optionally return to previous chapter sections in search of leftover supplies. If you didn't drive (or rocket-knock) the jeep all the way into the garage, you can drive it back for supplies instead of going on foot -- though note that you'll have to use the gravity gun to get it over the grassy hill that's next to the tanker truck blockade in the previous chapter section. You could go all the way back to the spot just past the ramp jump in section d2\_coast\_04 in the previous chapter, but you shouldn't need to go farther back than the previous chapter section.

When you're ready to move on, go back down to the lighthouse's lowest floor, then go through the secret door and drop onto the first grassy ledge. Turn left and look down to see a lower ledge with a supply crate on it, then pull the crate in with the gravity gun and break it open on your ledge. Quicksave, then drop to the crate's ledge and sprint forward. If you jump the gap to the next ledge before the soldier who appears up above can shoot you, you should be safe. Keep left and make your way carefully along the ledges until you reach a dark cave. Move through it until you get to the point where section d2\_coast\_11 loads.

## SECTION D2\_COAST\_11: ANTLION COUNTRY

Exit the cave and move along until you reach the point where a guy yells at you to stay off the sand. Get out the pulse rifle and back up a bit, then wait for several antlions to spawn. Help the guy kill off the antlions, then jump over to his rock to make using the gravity gun to pull in the nearby supplies easier. There are two clips of pulse rifle ammo to resupply from, plus an armor battery and a supply crate. Jump over to the nearest rock, then start making your way down the wide sandy passage by jumping from rock to rock. Note that briefly touching the sand will cause a rumbling

noise, but no antlions will spawn, so your jumps don't all have to be perfect.

Be sure to quicksave often so you can quickrestore whenever antlions spawn without losing much progress. When you reach a spot near a side area with two supply crates, the jumps are going to get a bit harder. Use the wooden pallet and/or sheet of metal that are setting between two rocks to get across (or do a sprint-jump), then move one or both of them with the gravity gun so you can use them to jump across to the next rock (or just do another sprint-jump). Quicksave, then make some tricky rock jumps to reach another large, flat rock.

It'll then be pretty easy to get to a rocky ledge that you can go along to reach a spot where you can jump over to a grassy ledge. Quicksave before you make that jump, since it can be a little tricky. Jump from the grassy ledge over to another rocky one, then turn left and jump over to a rock with some long wooden beams on it. Run up one of the beams to get onto a higher rock, then jump onto one of the next two wooden beams. Crouch-walk carefully along it until you're near its other end, then use the gravity gun to throw away the sheet of metal and broken board pieces that are next to a large wooden crate.

*NOTE: You're meant to move that crate down to the other end of the wooden beams, then set the other nearby crate next to it (or on top of it) so you can sprint along the beams and hop onto a grassy ledge. However, I take great pride in figuring out ways to bypass clumsy, annoying seesaw gimmicks, so I recommend you try the method given below before resorting to this one.*

Quicksave, then carefully jump-crouch onto the crate without knocking it out of position. Once you're on it, you should be able to jump-crouch onto the nearby grassy ledge. An alternative is to use the two rocks to the right of the ledge to get onto it, though I've found that to be a bit trickier. Jump from that ledge onto a slightly higher one, then go left and drop down to a lower ledge. Do two jumps from there to get to a much larger grassy ledge, then go to the back of it to find a long wooden plank next to a couple of trees.

Use the gravity gun to get rid of the other items that are near the plank, then quicksave. Pick it up and drop it again in a new position, then move around to where you can carefully pick it up by one end. Carry it over to where you can drop it to bridge the gap between your ledge and the nearby ledge with a shed on it. Hop onto the plank and walk across carefully, then check inside the shed for ammo, including the game's one and only infinite pulse rifle ammo crate. Use it to refill, then have fun shooting down the two nearby seagulls. Use the crate to refill again, then set one of the barrels upright.

Carry the barrel out of the shed, then turn right and go around to where you can set the barrel on the ground next to the lowest bit of slanty roof. Jump onto the barrel and then onto the roof, then turn left and jump over to a grassy ledge. From there, you can easily jump your way up to a platform with two supply crates on it. Carefully drop back down to the shed's roof and then the ground, then go pick up the long wooden plank by its nearest end. Carry it past the right side of the shed and over to a concrete platform, then drop it so that you can use it as a ramp to get up to the next shed.

There's a supply crate inside that shed, plus another one on the nearby wooden structure, but leave them both alone for now. Go down to the bottom of the ramps that lead to the sand, then quicksave before doing a sprint-jump over to the nearby rocky ground. Go along the left side of it until you reach a large generator, then use its red button panel to start up the nearby thumper. Go over to a spot that's as close to the thumper as you can get without touching the sand, then get out the gravity gun and quicksave. Sprint over to the thumper, grav-blasting any antlions that get directly in your way.

When you reach the thumper, run around it a few times while watching for antlions that have somehow managed to get close. After knocking them away with the gravity gun, look past the thumper to see a grassy ridge with a supply crate on it. Use zoom mode to find the rocky ramp that can be used to get up to the ridge, then quicksave again. Use the gravity gun to pull in explosive barrels and toss them at any antlions that are between you and the rocks, then switch to the shotgun and sprint over to the base of the rocky ramp.

You should be able to make it up the rocky ramp and onto the grassy ridge before any antlions catch up to you. Stay on the ridge and blast them as they come after you, then sharp-shoot any that are staying off in the distance with the .357 Magnum. Quicksave after that's done, then move over to the edge of the drop-off that leads down to the next area. Don't drop down, but instead crouch-walk very carefully along the edge from one end to the other. That should cause you to hit the trigger point that stops the antlions from spawning in the area you've just come through.

Go back down to the sand to see if the antlions will still spawn, then quickrestore and try again if they do. Once they've been turned off, locate all four of the supply crates that are on the grassy ridge. Don't bash any of them, but instead drop them all gently down into the next area so they won't break. Go back past the thumper and down to the wooden ramps that lead up to a shed, then get the supply crate that's inside the shed and go drop it into the next area, too. (It has three armor batteries in it, which may be helpful later on.)

Look for three supply crates near the thumper, plus one more over near a large pipe end that's in a cliff wall. Either carry all four of them up to where you can drop them into the next area, or just bash them now if you don't want to bother. Return to the shed that's up the wooden ramps, then bash the supply crate that's on the wooden structure that's next to it. Get back over to the shed with the infinite pulse rifle ammo crate in it and see if there's anything there you need now. All of that is probably way more than enough in the way of supplies, but there are lots more if you want to look for them before moving on.

*MORE SUPPLIES: There are two supply crates inside the broken-up house that's next to the generator that powers the thumper. After getting them, look a ways to the right of the thumper to see a grassy ledge that has a sort of natural ramp leading up to it. Go up there to find two more supply crates, then look around to spot a beached ship nearby. Go down to it to find a supply crate, then use the wooden crate that's next to the ship to jump onto it and find another supply crate. Return to the thumper and look to the left of the ship to see two more supply crates next to a tall rock formation.*

*EVEN MORE SUPPLIES: Go back to the beached ship, then turn right from facing the ocean and move along until you reach some tall rocks. Look next to them for two supply crates, a health pack, and two armor batteries, then go over to an old rowboat to find two more supply crates and two more health packs. Go up the nearby slanty rock to get onto a broken-up wooden dock, then use it to jump over to the ledge that has a shack on it. Shove the loose door out of the way so you can enter the shack to find some .357 ammo and an SMG grenade, then bash your way through the large wooden crates on the next wooden dock structure to find two more supply crates.*

*GUESS WHAT? MORE SUPPLIES: Return to the big windmill seesaw area, then look for a passage in the back of the area that leads to a dead end with three supply crates. There'll be an antlion back there, even if you never touched the sand anywhere near the place, so kill it with the SMG before going for the supplies. Turn right after leaving that side area, then go back along the passage that you rock-jumped along earlier until you find the right-side area that has two supply crates in it (unless you pulled them in and bashed them earlier). After that, all that's left are any leftover supplies in the small stash that's back near the rock the two guys were on when you first arrived.*

What a place, huh? When you're done marveling at all the supplies it so generously provides, return to the grassy ridge that's past the thumper and drop down onto the next area's highest rocky ledge. If any of the supply crates that you dropped into this area earlier ended up on that ledge, drop them down to the next ledge before you drop onto it. Drop any crates from it onto the ground, then turn to face the area ahead. Quicksave, then drop off the ledge and run forward. A huge antlion guard will rise up a short way ahead of you, so keep left and start sprint-hopping along.

Your goal is the back left corner of the area. Keep sprint-hopping along until you pass the closed door to the resistance base, then hop over some tangled logs. Run into the corner that's next to a tall rock, where you'll be safe from all the antlions. Wait there for the resistance gunner to kill the antlion guard for you, then go back past the resistance base's door and look up to see a supply crate in a high-up pipe. Pull it down with the gravity gun, then return to the other end of the area and bash your imported supply crates to see what all you get from them.

Follow the vortigaunt over to the dead antlion guard, then stand back and wait for him to zap the guard's body. Move through it to collect some pheropods, then go bash the supply crate that's near the resistance base's door. Wait for the vort to open the door, then follow him through it and down to a small camp area where two other vorts are talking in their native language. Look next to them for a supply crate, then check the other two shelters for more supply crates. There's also one behind a row of barrels in the back corner.

Continue on past the camp to catch up with the vort you're following, then continue following him until he says to toss some pheropods (which I'll call bugbait from now on) into a nearby pit. Get out your bugbait and throw some into the pit, then turn right and throw some at the Combine soldier dummy when the vort says to. Follow him over to a log barricade, then hit the "Secondary fire" key to squeeze the bugbait and call the antlions over. Wait until the barricade is raised, then go past it and down the large cave tunnel to where section d2\_coast\_12 loads.

### **SECTION D2\_COAST\_12: APPROACHING NOVA PROSPEKT**

Continue along the cave tunnel until you emerge outside, then turn right and go over to the large active thumper. You don't want those things on now, so climb the ladder and use the thumper's button panel to shut it off. Climb back down and go over to the next thumper, then climb up and turn it off, too. Climb down and move over to the nearby rocky hill, then quicksave. Go around the end of the hill to where you can toss some bugbait into the area where Combine soldiers are. Quickly retreat back around the hill for cover, then wait until your antlions start gathering around you. That'll indicate they finished off all of the nearby soldiers.

Go up to the soldiers' fortified gun emplacement to find two supply crates near it, then go along the rocky hill that's near the emplacement until you get to where you can see the next active thumper ahead. Quicksave, then move around the hill and toward the second Combine gun emplacement. Crouch down so the soldiers can't see you, then toss some bugbait their way. That should get at least some of your antlions to go after them. Note that you can temporarily incapacitate a soldier by hitting him directly with bugbait, so do that if any of them come into view.

After all the soldiers in and near the gun emplacement are killed, sprint over to it and use its gun to shoot the soldiers who are down near the thumper. (Wait for them to run in from the left if they haven't already.) Bash the two supply crates that are inside the emplacement, then use the button panel on the wall to shut off the loud, annoying alarm if it's sounding. To get back out of the emplacement, you may have to crowbar a few antlions to death, or toss some bugbait to get them to move away from the exit. Look inside the small concrete structure near the emplacement for two more supply crates, then go down to the thumper and turn it off like you did the previous two.

Move over to the left side of the next area's entrance, then look ahead to see a large rock with a couple of bright Combine-style lanterns on top of it. Toss some bugbait so it'll hit the ground just past that rock, then wait for your antlions to run over there. Quicksave, then sprint over to the rock's right side. Stand where the nearby gun emplacement can't shoot you, and quickly toss some bugbait at the two soldiers who are near the next large rock to incapacitate them. Keep bugbaiting them until your antlions kill them both, and be ready to quickly switch to the gravity gun if the soldiers toss a grenade toward you (so you can toss it back to them).

Get out the crossbow and then the bugbait so you can quickly switch between them, then quicksave. Sprint down to the rock that the two soldiers were near, then crouch down next to it. Check out the area ahead and a bit to the left to see a log with a large rock past its left end. Toss some bugbait over toward that rock, then wait for some antlions to make it over there before you sprint over to the left end of the log and crouch down. Throw some bugbait at a spot past the rock's right end, then watch for soldiers to appear in that area. Quickly bugbait them when they do, switching to the crossbow to shoot down any that the antlions can't get to right away.

Wait a bit to make sure all of the soldiers are dead before sprinting past the right end of the rock. Turn left and sprint for the grassy slope that has two crates on it, then turn left past it and toss bugbait toward the gun emplacement. Stay back and keep tossing bugbait over that way until your antlions finish off all the soldiers in the emplacement. (If it takes too long, crouch down and move closer while using rocks for cover so you can bugbait any soldiers who've come outside.) Check inside the emplacement for two supply crates, then look nearby for a Combine-style lantern that's marking the entrance to a concrete tunnel.

Go over to the tunnel entrance and quicksave, then throw some bugbait into the tunnel to get your antlions into it. Move down the tunnel to where it turns left, then quickly run back outside and around a corner for cover while letting your antlions deal with the manhacks and soldiers that appear. Go back to where the tunnel turns left, then sprint forward to the end of the tunnel. Toss some bugbait through the nearby doorway, then hide in the corner to the left of it with the flashlight on. Be ready to bugbait any soldiers who make it to your position, though none should, especially if you keep throwing bugbait through the doorway every now and then.

Quicksave after the battle seems to be over, then go through the doorway and up close to the one that's directly ahead. Toss some bugbait through it and wait for the antlions to run on ahead, then go through the doorway and immediately retreat to your previous hiding spot. After the new combat is over, go through the second doorway again and look next to the wall ahead for two supply crates, then look down the hallway to the right to see another doorway off in the distance. Toss some bugbait down that way to make sure there are no leftover soldiers down there, then go down to the doorway and look a ways to the left of it to find a square hole in the wall.

Knock the barrel out of the hole if it's there, then crouch-walk through to find two supply crates and a crossbow. Go back through the wall hole and the nearby doorways to find the exit, then run up to the left end of the long white wall section. Toss some bugbait over the wall and to the right to get the antlions after the soldiers in the next two gun emplacements. When both emplacements are clear, go down to the second one, then go through it to find a doorway that leads to an area with another small gun emplacement in it. Throw some bugbait through the doorway to get your antlions to go outside ahead of you, then quicksave before going through the doorway yourself.

Sprint down the left side of the area until you can turn right and run over to the back of the gun emplacement, then quickly hit the nearby soldier with bugbait. Enter the emplacement for cover, and keep tossing bugbait at the soldier until the antlions kill him. Wait if necessary for them to finish off the other soldiers, then go past the dropship's landing pad to find a narrow cliffside path with a dilapidated wooden railing. Follow the path until you reach a large gap, then quicksave before sprint-jumping across using the stick-out log. Move along until you reach a spot next to a rowboat, then look past it to see two sleeping zombies with a red gas can between them.

You can burn both zombies to death by shooting the gas can with the pistol until it explodes, or you can use the gravity gun to skewer both zombies with the spears that are on the ground next to the rowboat. (Or you can go over and wake the zombies up so that any nearby antlions will kill them for you.) In any case, use the gravity gun to pull out the two vertical wooden beams that are holding the zombies' little shelter up so it'll fall down and make a ramp. Go up the ramp and along the path slowly until you can see some metal walkways with soldiers on them.

Quickly toss some bugbait their way, then back up to where they can't shoot you. After your antlions finish them off, go over to where you can climb a ladder to get onto the lower walkway, then go to its other end and jump over the railing to land next to two supply crates. Bash them, then move along the narrow pathway until you reach the end of it. Toss some bugbait over toward the left end of the next pathway, then jump across to it and look to the left to see a headcrab near two supply crates. After your antlions kill the crab (or you dodge its leap and it falls into the ocean), go bash the supply crates.

If the antlions haven't already started going after the soldiers in the next area, go down to where you can toss some bugbait toward the soldiers' walkways, then retreat back to the headcrab's niche. After the soldiers are all dead, go down to where you can move onto a slightly higher grassy ledge, then keep moving up ledges until you get to where you

can see into a large pipe. Toss some bugbait into the pipe, then retreat a bit while your antlions kill the fast zombie that's in there for you. Hop up into the pipe, then move along it until section d2\_prison\_01 loads up.

### SECTION D2\_PRISON\_01: NOVA PROSPEKT'S FRONT YARD

Drop into the water past the end of the pipe, then look up to see three soldiers on the walkway of a watchtower. Use the pulse rifle to kill the two soldiers who are manning mounted guns, then kill the third one after he takes over one of the guns. Go through the next pipe, then look up and move around if necessary to see another three-soldier watchtower. Use the crossbow to kill those three soldiers, then go through the next two pipes to reach a small pool with a supply crate floating in it. After bashing the crate, climb up the pool's ladder, then turn left and sprint over to a brick wall.

Look up and back up a bit so you can toss bugbait toward the soldiers who are on the one watchtower that you couldn't snipe at from down in the pipes. If your aim is good, you'll be able to incapacitate those soldiers and make them easy targets for the antlions. Once they're down, go over to the middle watchtower to find two supply crates to bash. Go past the tower to some large rocks, then turn left and sprint over to the wall that has some fencing above it. If your antlions don't automatically go after the soldiers who are in the area past the fencing, back up to where you can throw some bugbait over the fencing.

Go down to the third watchtower, then look to the left to see some wide steps that lead up to a small street. Look past the steps to see a sheltered area, then toss some bugbait toward it to get your antlions up there. Get out the pulse rifle and quicksave, then run over to the steps and sprint up them. Turn right past them, then sprint down to where the street turns left. Go around to the door that leads into the little corner guardhouse, then open it and immediately fire a pulse rifle energy orb through the doorway to kill the two soldiers who are inside. (If the orb goes awry, quickrestore and try again, maybe shooting out a guardhouse window and firing the orb through it.)

Run inside and close the door behind you, switching to the gravity gun if necessary to knock an antlion out of the doorway first. Pick up the energy orb that's on the desk, then pick up the desk with the gravity gun and move it to the back of the room. Get the chair set somewhere out of the way, then get out the SMG and quicksave. Open the door and look through it to see an elevated guardhouse a ways ahead, then shoot out one or two of its windows. Toss some bugbait toward those windows, then stay in the corner that's to the left of the armor charger to avoid getting shot while your antlions clear out that guardhouse for you.

Use the crowbar to break out a couple of your guardhouse's back windows, then get out the RPG and then the bugbait so you can switch quickly between them. Toss bugbait through one of the broken-out windows to get the antlions out of your way, then switch to the RPG and quicksave. Peek out and fire a rocket at the gunship when you have a good opportunity (like when it's flying by near your guardhouse), then quickly return to the corner to the left of the armor charger and quicksave if you hit the gunship. As usual, quickrestore instead of quicksaving if your rocket misses the gunship or you get shot up too badly.

At some point, a second gunship will show up just to make things more difficult. Your strategy is still the same, though. Keep directing the antlions to a spot out of the way and rocketing a gunship whenever you can. When you run out of rockets, quicksave before making the perilous run back down the street the way you came. Keep right as you do so, since there's a spare rocket on top of a supply crate next to the right wall. There's another spare rocket on a supply crate in the sheltered area, so quickly pick it up once you make it there.

Quickrestore and make the run again if you got too badly shot up, then throw the explosive barrel that's under the shelter off somewhere before quicksaving. You're pretty much safe from gunship fire if you stand against the back wall in the center of the shelter, so consider that your new safe spot while using up your two new rockets on the gunships. Once that's done, quicksave before making a quick run back to the corner guardhouse. Once you make it without taking too much damage, use the armor charger if you haven't already, then quicksave once again.

You now need to sprint straight forward from the guardhouse to where the street turns left again, then sprint into a large blue dumpster that's turned on its side. Stand in the nearest back corner (the right corner as you face into the dumpster) and use the gravity gun to knock away the explosive barrel, then switch to the bugbait and quicksave. Leave the dumpster and turn left, then look across the street to see another elevated guardhouse. Quickrestore if you get shot up while locating the guardhouse, then quickly look out just long enough to toss some bugbait toward it. Get back into cover and wait for your antlions to finish off the guardhouse's soldiers, then quicksave again.

Toss some bugbait down the street to the left to send the antlions over that way, then sprint out of the dumpster to the right so you can quickly reach the stairs that lead up to a higher floor. Turn right past the stairs and sprint over to an infinite rocket crate. Open it, then immediately turn right and sprint for the railing. Jump over it and get back into the dumpster's safe corner as quickly as you can. Quickrestore and practice that run some more if necessary until you get to where you can do it very quickly. Quicksave once you make it back to the dumpster in good shape, then use it as your cover while rocketing the gunships some more.

Make the run to the rocket crate again when you have to, and keep rocketing those gunships. One technique that you may find useful is to fire a rocket up into the sky before seeing a gunship, then moving out to where you can steer the rocket into a gunship before quickly returning to cover. Remember to keep tossing bugbait to get the antlions away from you, since they'll act as distractions for the gunships. Once both gunships are destroyed, make a regular save in celebration, then return to the corner guardhouse to recharge your health and armor.

Go back to the sheltered area and get any supplies you left there before, then check along the left wall as you return to the guardhouse to see if there's anything there you can use now. Look near the base of the first elevated guardhouse for more stuff, then go up and resupply from the infinite rocket crate. There are more supplies next to the nearby blue dumpster and inside the elevated guardhouse. (You can also climb up the dumpster's rungs to find another health pack, and look for two more scattered around on the ground.) When you're ready to move on, look about halfway between the rocket crate and the elevated guardhouse to find a large hole in the wall.

Jump through the wall hole to get onto the floor past it, then look to the right of the flames for a little red wheel that you can use to turn off the gas that's feeding the flames. After you crouch-walk under some pipes and jump over some others, you'll come to another gas-fed fire. Look near the pipes you jumped over for another red wheel (it's hanging down from an overhead pipe), then use it to end the second gas fire. Past that, go through a door and then a doorway, then move up to a large gap in a fence. Stop there and look back the way you came to watch the ceiling collapse, then wait for the next chapter to start.

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## NOVA PROSPEKT

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**TREE Link:** [planetphillip.com/posts/half-life-2-nova-prospekt/](http://planetphillip.com/posts/half-life-2-nova-prospekt/)

<b>SECTION D2_PRISON_02: FLOOR TURRETS AND HEADCRABS</b>
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Go through the fence opening and around to a door, then bash the two supply crates that are next to it before going through it. Go to the other end of the walkway and down the stairs, then turn left and enter the cell that has a large hole in its back wall. Get out the pistol before approaching the hole, then try to sneak-shoot the headcrab that's past it before it can see you. Or go back through the door you entered the area through and get the explosive barrel, then carry it down to where you can throw it into the hole with the gravity gun while standing in the cell's doorway. (Better quicksave first, just in case.)

Jump into the hole, then move through the small passage and push your way out through another hole. Turn right past the doorway and move up to a closed barred gate to witness a Combine floor turret shooting your antlion buddies. Use the gravity gun to blast the turret and knock it over, then go through the nearby EXIT door and up some stairs. Crouch-walk over some bent fencing to reach another barred gate, then grav-blast the two turrets that are past it (one or more of which may already have been knocked over by antlions).

Go down the corridor to find a security room with a monitor on the wall, then use its controls twice to get a G-Man sighting. Use the health station and armor charger if needed, then continue down the corridor and go up some stairs. Grav-blast the loose door you see straight ahead, then enter its room with the flashlight on to find a supply crate. Go over to where two floor turrets are pointed toward a barred gate, then pick one of them up with the gravity gun and throw it back the way you came to knock it over. Open the door that's to the right of the bars, then pick up the other turret with the gravity gun and carry it through the door and down the stairs.

Turn left and carefully lift the turret over the railing, then hold it up and strafe right a bit if necessary until it kills a barnacle for you. Jump over the railing to land in the water below, then slosh forward until you reach the bottom of some stairs. Go up the first set of stairs, then hold the turret up and turn left until it kills another barnacle for you. Turn right while holding the turret way up to get it to kill another barnacle, then throw it off somewhere to knock it over. Go up the rest of the stairs and along a walkway to reach a doorway. Past it is a large ceiling hole that you can easily get through by running up some rubble, but quicksave first.

After you run up the rubble, sprint over to the doors and open them, then sprint through them and around to a spot behind the left door. Close the doors as fast as you can, then quickly grav-blast any fast headcrabs that managed to get out. If there's more than one, you'll probably want to quickrestore and try again. Locate the large hole on the left side of the walkway ahead, then sprint over to it and drop down to a lower walkway. Move forward to find a pulse rifle and a couple of frag grenades next to a dead Combine soldier. Sprint through the large doorway and over to the back wall of the room past it, then quicksave.

There are two floor turrets on the walkway that's at the top of the wall you're against, and the most obvious way to deal with them is to back up to where you can lob frag grenades at them. Another way that works pretty well is to throw items at them with the gravity gun, preferably the two small green filing cabinets that are in the side room over to the right. If you used frag grenades, go pick up the two that are next to the dead soldier. Go up the stairs and around to some closed doors that have a boarded-over window to the left of them.

Bash the boards off with the crowbar, then jump into the window and push your way through. Turn right to find a supply crate, a health pack, and three armor batteries, then go back through the window and up the next set of stairs to reach the walkway that the two turrets are on. Quicksave, then use the gravity gun to set a turret upright the same way you set



barrels upright. Quickrestore and try again if the turret shoots you as you're doing this, then pick it up from behind and carry it down to where section d2\_prison\_03 loads.

### SECTION D2\_PRISON\_03: ANTLION GUARD AND BARRED GATES

Move through the doorway ahead, then turn left and move around if necessary to get your turret to kill the headcrab that's hiding behind a supply crate on a desk. Set the turret in the corner to the left of the doorway so it won't be able to see or shoot you. Break open the supply crate, then look for an SMG grenade on the floor under the other desk. Bash the crates that are blocking the other doorway, then go down to the end of the walkway that's past it to find a short section of railing. Go back and pick up all the leftover supplies from the previous room and the previous chapter section (especially the armor batteries past the broken window) and drop them over the railing.

Look through the fencing that's at the other end of the walkway to see two closed doors way over to the left on the lower floor. Get your turret and set it just past the doorway, and as far to the right as possible, so that it's facing those closed doors (or a bit to the right of them), then quicksave. Squeeze carefully past the turret so you don't knock it around, then sprint through the next doorway and strafe quickly over to the right wall. Keep right as you move down to the next doorway, then quickly go through it and strafe right again. (This is so the turret won't shoot you.)

Quicksave again once you make it unshot, then carefully jump onto the right end of the railing. Crouch-drop down to the floor below and immediately scrunch into the corner. An antlion guard will magically appear in the area over to the right, and it'll head-butt its way through those closed doors I had you set the turret to face. You should soon hear the turret firing continuously at the antlion guard. If not, quickrestore and try again, since the antlion guard's exact position after head-butting the doors is somewhat random, and it'll sometimes move around a bit. If several retries all fail, load your earlier quicksave and position the turret a bit differently.

*NOTE: If you're very careful, you can crouch-walk into a position from which you can sneak-shoot the antlion guard without it seeing or charging you. This can be a good alternative to quickrestoring and trying again if the turret does a lot of damage to the antlion guard, but doesn't finish it off.*

Once your turret setup is working, just stand in the corner and wait until the turret kills the antlion guard for you. After you hear it die, move out from your corner and turn right. Look for a couple of supply crates, then sprint through the doorway and over to the wall directly underneath the turret's position. Look down to the opposite end of the area to see two explosive barrels, then pull one in with the gravity gun. Quicksave, then back away from the wall until you can throw the barrel at the turret without getting damaged by the explosion. The turret should be knocked over, making the area safe for you and any antlions that show up.

Look around the area where the explosive barrel you pulled in was to find two more supply crates, then look nearby for some closed doors that have several junk items piled in front of them. Use the gravity gun to toss all of the junk items away, then open the doors and go through them. Turn right and get out your bugbait, then quicksave. Go through the large doorway and quickly throw some bugbait toward the soldiers who are in the area on the left, then sprint back through the doors that lead to the antlion guard's area.

Stand and wait there for a good long while, perhaps going off and doing something else while leaving the game running. When you're tired of waiting, quicksave again, then go peek around the corner into the area you tossed bugbait into. You'll probably see a floor turret down near a closed gate that's still upright and active. If so, duck back into cover, get out the pulse rifle, and quicksave. Move back to where you can see the turret, then fire a pulse rifle energy orb straight at it to knock it over. Quickrestore and try again if necessary, then quickly retreat back to the antlion guard's area and wait some more.

Before too long, your antlions should start hanging around you instead of running off to combat, indicating that the area

has been cleared -- except for a turret that's behind the closed gate down there, that is. Keep left as you move around the corner and toward the gate, then turn left as soon as you can. Go over to the open gate that's in the left wall, then toss some bugbait through it so that it hits near the back of the area. Wait for your antlions to run back there before quicksaving, then sprint down to a spot near them. Immediately turn around and sprint back through the gate, then go left for cover and be ready to bugbait any soldiers who come out after you.

If the combat never seems to end, it's because one or more soldiers are refusing to come out of the room past the force field. Go down there to help coax them out so your antlions can finish them off, then use the gravity gun to pull out the large plug that's on the left wall past the force field. Go through the open door on the right side of the room, then use the switch on the wall that has the red light next to it. Look on the nearby desk for a .357 Magnum, then use the gravity gun to move the large green filing cabinet away from the closed door so you can open it and go through (or just go back around the way you came).

Turn left and go through the gate you just opened, then crouch-walk under the stairs and bash the wooden crates to find a supply crate with a pulse rifle energy orb in it. Go to the top of the stairs, then run over to the corner that's ahead and to the left. Toss some bugbait at a spot past the red laser line to get an antlion to detonate the tripmine for you, then be ready to bugbait any soldiers who run into view as your antlions go after them. After they're all dead, enter their room and look for a supply crate on a desk, plus a two-button control panel on the wall underneath a window.

Quicksave, then use the control panel to open the gate that you can see through the windows. Run out of the room and turn left, then close the open door and stand in the corner to the right of it. Toss bugbait over toward the top of the stairs to get your antlions over there, then stay where you are and bugbait any soldiers who come into view. After they're all killed, reopen the door you're next to, then go through it and turn right to find two supply crates and a crossbow. Go around to the other side of the walkway to find a cell door with a lambda symbol painted on the wall to the right of it.

Push up against the left side of the door to slide it out of the way, then enter the cell and bash the wooden crate so you can move around and pick up the supplies, which include an armor battery and a pulse rifle energy orb. Exit the cell and jump over the railing, then turn right and go through an open gate. Turn left and keep left as you go over to the left side of the gate you just opened with a button panel. Near the back right corner of the area past that gate is a floor turret behind a desk that you'll need to take down. Get out your frag grenades and quicksave, then strafe right while facing the gate so you can toss a grenade toward the back right corner.

Immediately strafe left for cover, then check to see what happened after your grenade explodes. If the turret isn't knocked over, or at least knocked around to where it can't shoot anyone, quickrestore and try again. After it's rendered harmless, return to the antlion guard's area and pick up an explosive barrel with the gravity gun, then go back to the gate you were at and quicksave before going through it. Go over to the corner that's past the radiator grille, then strafe right and immediately throw the barrel at the two turrets that are past the force field over to the left. If they aren't both knocked over, quickrestore and try again.

Quickly retreat through the gate and turn right for cover, then wait for your antlions to kill the two soldiers who appear back in the turrets' area. If the soldiers stubbornly insist on staying behind the force field where they're safe, peek around the corner and let them see you, then retreat for cover again (repeatedly, if necessary). After that's done, go back through the gate and look near the desk for a pulse rifle energy orb, though note that it may have gotten knocked way off somewhere by your frag grenade. Check the wall a ways to the left of the desk to find a vent shaft, then use the gravity gun to knock the loose section of fencing away from it.

Pull the shaft's grating off with the gravity gun, then drop it and crouch-walk through the shaft to reach a room with a large fast-spinning fan in it. Pick up the shovel with the gravity gun, then carefully move to where you can push one end of it into one of the two holes in the center of the fan mechanism. That'll jam the blades, so hold the shovel in place until the fan shorts out. Drop the shovel, then crouch-walk under the fan and a short way into the next vent shaft. Blast the grating off the shaft's other end with the gravity gun, then return to the fan room and pick up the concrete cinderblock

with the gravity gun.

Crouch-walk back into the shaft and go about halfway down it before quicksaving, then move slowly forward while watching for a soldier who's over to the left. Kill him with the cinderblock as soon as you can, then exit the shaft and pull the big plug that's on the wall to drop the force field. Look to the right of the plug to see a closed gate, then stay back and use the gravity gun to pull in the two supply crates that are near it. Go back to previous areas and look for supplies (all the way back to the stuff you dropped into the antlion guard's area), then move on past the plug and closed gate to where section d2\_prison\_04 loads.

#### **SECTION D2\_PRISON\_04: MORE BARRED GATES AND BREEN BLATHER**

Go halfway up the stairs, then toss some bugbait through the doorway that's past the top of the stairs. Move up against the right wall and wait for your antlions to trigger a tripmine, then run up to the unbreakable glass that's to the right of the doorway so you can watch the antlions' progress. After the battle is over, go through the doorway and quicksave, then sprint down to a spot near an undetonated tripmine. Toss some bugbait at the stairs you can see behind the mounted gun emplacement on the upper floor, then quickly turn right and sprint through the large doorway.

Wait until your antlions have detonated the tripmine and killed the soldier who runs for the mounted gun, then go back through the doorway and look in the side area that's over to the left for a pulse rifle energy orb and a frag grenade. Locate three barrels and set them upright, then put one against the wall that's underneath the mounted gun. Set it so that it's just to the right of the right side of the gun's protective walls, then put another barrel on top of it, and another one on the floor next to it. Use the barrels to jump up to the mounted gun's floor, then turn around and get out the bugbait.

Look up to see a walkway on the next floor that leads into a passage on the right, then toss some bugbait so that it hits the left wall of that passage. After some antlions fly up onto the walkway, run up the nearby stairs and turn around, then watch the antlions quickly kill the soldiers who appear on the walkway. Go down to where you can turn right and go over to the dead soldiers, then look near them for a supply crate. Turn around and toss some bugbait so that it goes through a fence doorway and lands past a tripmine, then go down there after the antlions detonate it.

Move to where you can toss bugbait at the soldiers who are around the next corner, then back up and wait for the antlions to finish them all off. Look in the back of their area for a couple of spare frag grenades, then go down the next part of the walkway and turn right. Go down to where the walkway turns left again, then enter the dark cell on the right and toss some bugbait at a spot past the tripmine. Watch from the cell doorway as your antlions finish off the soldiers ahead, then wait a bit to see if they can knock over the floor turret that's been set up in a small closet.

If they can't knock the turret over after awhile, go down to where you can see the turret, then either blast it with a pulse rifle energy orb or hold an upright barrel in front of you while moving to where you can close the closet's door. Look to the right of the closet door for a health station and an armor charger, then look the other way to see two barrels near a desk. Use bugbait to get all of the antlions out of the room, then use the gravity gun to toss the barrels aside and pick up the desk by one end. Carefully maneuver it into the room's entry doorway so no one can get in, then locate the switch on the wall that has a red light next to it.

Use the switch to open two nearby gates, then watch through the room's indestructible windows as your antlions fight a bunch of soldiers who run in. Look for a supply crate and a pulse rifle energy orb nearby, then optionally use the monitor on the wall twice to get a brief preview of the white-clad Combine elite soldiers. Jump onto your doorway-blocking desk and move past it, then go through the newly opened gates to reach the point where section d2\_prison\_05 loads.

**SECTION D2\_PRISON\_05: A FAREWELL TO ANTLIONS**

Throw bugbait down the hallway to the left to get your antlions after some soldiers, then enter the nearby room and look for a health station and a supply crate while waiting for the combat to be over. (You can also entertain yourself by watching scenes on the security monitor.) Leave the room and go down the hallway until it turns right, then move along the left wall until you get near a large doorway. Move slowly over to where you can see a small doorway through the window that's to the left of the large doorway, then quiksave before sprinting through the large doorway and then the small doorway.

You should be able to make it without the two turrets managing to shoot you. Pick up the chair in your room with the gravity gun, then move to where you can throw it through the next doorway to detonate a tripmine. Once that's done, go up to the tripmine's doorway and use the gravity gun to knock over the two turrets. Get out the pulse rifle and quiksave, then move up to the large doorway that leads to the prison's huge laundry room. Use zoom mode if necessary to spot the floor turret on the other side of the laundry room, then hit it with a pulse rifle energy orb to send it flying.

Toss some bugbait into the laundry room, then stand next to the window that's on the left side of the doorway and watch the combat. Be ready to quickly retreat if a grenade lands near the doorway, and use bugbait to incapacitate any soldiers who come near the doorway. After the room looks clear, go through the doorway to get one last soldier to appear, then get back behind the unbreakable window while your antlions kill him for you. Enter the laundry room and look near the back right corner for a supply crate and a very short bit of railing. Jump over the railing to find another supply crate, then go down the narrow passage and jump over a laundry cart.

Past the steps, turn left and go over to a doorway, but don't go through it. Use the gravity gun to pull in the crossbow, the two SMG grenades, and the two supply crates. If you need some health, run through the doorway and quickly use the health station, then sprint back the way you came to return to the laundry room without having to deal with the poison zombie. Go up the stairs in the back of the room and through a fence doorway, then go over to some open double doors without going through them. Shoot the explosive barrel that you can see ahead twice with the pistol, then wait for it to explode.

Get out the bugbait and quiksave, then go through the open double doors and up to the next doorway so you can toss some bugbait into the area to the left. Quickly retreat back through the double doors and hide behind the one on the right while waiting for your antlions to finish off some soldiers. When they seem to be done, go up to the big doorway and look to the left to see a laser tripmine off in the distance. Toss some bugbait over there, then wait to see if the antlions will trip the tripmine, or at least take down another soldier or two.

Wait in the doorway until you're sure that no more soldiers will appear, then sprint past the open gate and down to a door. Open the door if it's closed, then toss some bugbait through it and hide to the left of it. There may be another soldier or two near the room's opposite door, and you'll want your antlions to take them down if so. After that, enter the room and bash the supply crate, then go back through the door and turn right. Look down the hallway to see if there are any laser tripmines left, then toss some bugbait to make the antlions detonate them if so.

Once that hallway is tripmine-free, toss bugbait back the way you came to get the antlions out of the way, then get out the pulse rifle and quiksave. Move to where you can see a floor turret through the doorway that's at the other end of the hall, then fire a pulse rifle energy orb at it to knock it over. Quickrestore and try again if something goes wrong, then sprint over to the doorway. Don't go through it, but stay back a bit and use the gravity gun to pull in and toss away any items that are blocking the path from the doorway to the kitchen's back wall.

Once the way is clear, throw some bugbait at the kitchen's back wall, then move into the corner to the left of the doorway and wait for your antlions to knock over a turret for you. (Note that if the turret detonates the big gas leak while shooting at the antlions, you may have to move some more junk out of their way.) After the turret is down, go through

the doorway and up to the back wall, then turn right and move toward another doorway.

Stop a ways back from that doorway and wait if necessary for some antlions to catch up to you. Sprint through the doorway and turn right, then move as far back and left as you can before throwing some bugbait at a spot past the laser tripmine. After it gets detonated, throw bugbait at the wall opposite you to get some antlions down there, then keep throwing bugbait to incapacitate any soldiers who appear down there. Move forward and look to the left to see if there are any more soldiers, then back up and wait for the antlions to kill them if so. Once there are no more soldiers, quicksave.

Keep left while crouch-walking down to the opposite wall, then move up to the closed gate and use the flashlight to help you see the two turrets that you sprinted past earlier. Use the gravity gun to knock them over, then bash the nearby supply crate. Toss some bugbait through the open gate while staying out of the range of the two turrets that are just past it, then wait for your antlions to knock those turrets over. Once that's done, go back around to where you can enter the dark area that the turrets you grav-blasted are in so you can get two pulse rifle energy orbs from a supply crate.

Return to the open gate you were at, then go up the steps past it and move into the doorway on the left. Toss bugbait onto the wall past the next doorway, then back off and let your antlions kill the soldiers in the room past the stairs. Check the room after it's cleared to find a health station, an armor charger, and two supply crates. Go back to previous areas in search of useful leftover supplies, then return to this room and go over to the large window hole. Crouch-jump onto the window sill, then quicksave before moving forward to where you drop down.

As soon as you land, turn left and sprint forward to quickly reach an open gate that's blocked by junk items. Jump onto the trash bin, then crouch-walk through the open gate, using the gravity gun to shove away the other trash bin when it blocks your progress. Bash the two nearby supply crates, then go through another open gate and a doorway. Turn right past the doorway and drop down, then quickly move toward the fire to avoid a zombie. Use the gravity gun to throw the wooden table and pallet back the way you came, then edge carefully past the fire and approach a small drop-off.

Move to the right end of the drop-off and use zoom mode to locate a Combine-style lantern ahead, then quicksave. Sprint over to the lantern to see that it marks a large hole in the wall, then quickly pick up the nearby cardboard box and set it next to the wall hole. Jump onto the box, then keep right while jumping through the hole and moving to the back right corner of the small wrecked room.

Get out the SMG and wait to see if the headcrab on the rubble ledge above you drops down, and quickly shoot it if it does. If the headcrab hasn't seen you, turn left from facing the corner and move along the wall to where you can turn around and shoot the crab while it's still up on the ledge. Move past that to where you can drop down and enter the next chapter.

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## ENTANGLEMENT

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**TREE Link:** [planetphillip.com/posts/half-life-2-entanglement/](http://planetphillip.com/posts/half-life-2-entanglement/)

<b>SECTION D2_PRISON_06: HELP FROM ALYX</b>
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Bash the supply crate, then move through the opening and drop down through the large floor hole. Move along the rubble passage until you see Alyx on a platform ahead, then drop down and run along until you reach a large Combine-style door. Wait for Alyx to open the door, then follow her into an elevator. Get out the crossbow and move up against the left side of the elevator doors after they close, then wait until Alyx says "Get ready." Immediately quicksave, then take aim at the soldier you can see ahead when the top half of the metal doors open. Shoot him as soon as the folding gate opens, then look to the left for another soldier to appear in a large wall hole.

Quickly shoot him, then run out of the elevator and over to the corner that's just to the right. Switch to the gravity gun in case a grenade lands near you, then wait for Alyx to finish off the last soldier. Go through the large wall hole that the second soldier appeared in, then wait for Alyx to do something at a Combine console. Follow her back out, then get out the bugbait and quicksave after moving up next to the force field. As soon as it disappears, sprint over to the bent fencing that's on the right side of the hallway, then start tossing bugbait at the floor near the doorway that's just ahead when a soldier runs out through it.

Keep the two soldiers who appear incapacitated while Alyx shoots them. As soon as the first one dies, get out the SMG and sprint through the doorway. Sprint up one set of stairs, then stop just long enough to quicksave again. Sprint up the second set of stairs, then stop and turn left. Watch for one shotgun-toting soldier to run into view from the left, then quickly SMG-grenade him. Look to the right for another shotgun soldier to run through a force field (or to stop right next to it), and give him the same treatment. Once that's done, you can sprint back down the stairs for cover and let Alyx finish off any remaining soldiers without any fear of her being killed.

Follow Alyx to a closed Combine door, then look in the small room on the other side of the hallway for a supply crate with a pulse rifle energy orb in it. Follow Alyx through the Combine door, then wait and watch while she sends Dr. Vance along to the teleport chamber. Follow her back to the hallway, then go through the door she opens for you and down some steps. Move up to the door that's ajar, then use the SMG to shoot the two fast headcrabs that are in the room past it before you open it. Bash the two supply crates to get replacement SMG grenades, then leave the room and bash through the crates that block the next set of steps.

Go up them and through a door, then move up to the closed gate and wait for Alyx to open it for you. Go through it and look on top of the soda machine to the left for an armor battery, an SMG grenade, a pulse rifle energy orb, and a box of .357 ammo that you can pull in with the gravity gun. (Note that it's easiest to get those items after jumping onto the blue recycling bin that's on the soda machine's left side.) Go through the doorway that's opposite the soda machine, then bash the two wooden shelving units with the crowbar. Use the gravity gun to pull off and toss aside the vent shaft's grating, plus any other junk that's next to it.

Crouch-walk into the vent shaft and turn on the flashlight, then get out the crowbar and move toward the spot where the shaft turns right. Before you reach that spot, start banging on the shaft floor with the crowbar, then whack the two headcrabs that come around the corner to investigate the noise. Go back and get the box of .357 ammo that you pulled off the soda machine, then carry it into the vent shaft with you. Go around the corner and over to the top of a drop-off, then drop the ammo down and get out the gravity gun before dropping down yourself.

Crouch down and quickly grav-blast the headcrab that's in the shaft ahead, then blast it a couple more times to kill it. Quicksave, then go down to where you can grav-blast the grating off the other end of the shaft, which should detonate a

tripmine. If it doesn't, quickrestore and try again. Move up close to the shaft exit, then toss and/or roll three frag grenades into the room past the shaft. After they all explode, move up to the end of the shaft to see if any fast headcrabs survived. If so, either grav-blast them when they jump at you, or quickly shoot them with the SMG.

Go back and pick up the box of .357 ammo you brought with you, then drop out of the vent shaft and set it down. Look around for three loose frag grenades and an SMG, then go behind the fence to find a supply crate. Before you go through the gate Alyx opens for you, set a barrel on the floor to the right of the closed doors that are opposite the gate. Jump onto the barrel and use the gravity gun to knock over the two floor turrets that you can see through the window hole. Go through the gate and toward the doorway that's straight ahead, but don't go through it yet. Move over to its left side and look through it, then use the gravity gun to pull in the chair that's near the desk.

Toss the chair away, then pull in the small green filing cabinet that's on the desk and toss it aside. Quicksave, then run through the door and pull the desk in with the gravity gun. Drop it, then quickly move to where you can pick it up by one end and move it into the doorway to block it. Run over to the corner that's to the left of the windows and crouch down, then get out the .357 Magnum and watch for soldiers to run over to a spot next to the rightmost window hole. They'll be perfectly situated for quick head shots, so let 'em have it! Quicksave after finishing off all the soldiers you can that way, after which there'll probably be just one shotgun soldier left.

Throw a couple of frag grenades so they bounce through the doorway, then strafe right a bit and toss a couple more through the biggest window hole. If that doesn't finish off the shotgun soldier, it should at least get him to move to where you can shoot him through a window hole with the .357. After he's down, stand up to see if a soldier is hanging around near the gate they all came in through, and quickly shoot him if he is. After that's done, bash the room's supply crate and use its infinite frag grenade crate. Move the desk out of the doorway, then go collect your imported box of .357 ammo.

Quicksave before going down to the soldiers' entry gate, since there are two turrets in the back of the area past the gate. Strafe to where you can toss a frag grenade at them, then quickly strafe back to cover. If one grenade doesn't knock both of them over, try another one. Resupply at the grenade crate again, then go through the gate and down to the doorway that's in the back left corner. Crouch-walk through the doorway and over to where the narrow little hallway turns left. Slowly move to where you can see a doorway at the other end of the hallway, then toss a frag grenade at the corner to the left of the doorway.

Toss another frag grenade over there right after the first one blows up, then toss the rest of them so that they go through the doorway. Sprint back to the grenade crate to resupply, then go back to where you were and crouch-walk up to the doorway with the pulse rifle out. If any soldiers see you, quickly shoot them down and retreat. Otherwise, move into the corner to the left of the doorway and check to see if a soldier is hiding just past the doorway. If so, stand up and kill him with a crossbow bolt, then sprint back down the hallway before another soldier can run over to where he sees you.

After waiting and listening for that soldier to walk away, crouch-walk back to the left side of the doorway. Toss several frag grenades toward the wall that's to the right of the far end of the force field, then retreat and get out the pulse rifle. Run through the doorway and shoot down any surviving soldiers, then pick up some of the nearby loose grenades. Move to the left end of the force field, then look to the right to see a doorway on the force field's other side. Toss a grenade so that it goes through the doorway, then wait to see if it'll knock the force field's plug out. If not, try again until it works.

Enter the plug's room and see what the two blown-open supply crates had in them, then look around for some loose grenades if you don't have five. Go through the plug room's other doorway, then use the gravity gun to pull in the wooden crate you see at the corner ahead. Set it aside and quicksave, then run up to the corner and quickly pull-and-throw the floor turret that's over to the right. Past the next doorway, go down to two turrets that you knocked over earlier and look near them for a supply crate with a pulse rifle energy orb in it. Go through the doorway that leads to a checkered-floor hallway, then move forward until section d2\_prison\_07 loads.

**SECTION D2\_PRISON\_07: USING FRIENDLY FLOOR TURRETS**

Go through the open gate at the end of the hallway, then get out the crossbow and quicksave. Crouch-walk very slowly up the stairs until you can see part of the Combine soldier who's standing over to the left. Sneak-shoot him with the crossbow, then switch to the bugbait and wait for the other soldier to run into view. Hit the floor next to him with some bugbait, then wait until he starts waving his arms around helplessly. Run up to him and hit him with bugbait again right before switching to the crowbar and whacking him to death.

Use the gravity gun to pick up the room's long wooden table, then set it across the wide doorway that's at the top of the stairs you came up. Go over to the floor turret case and use the button that's in the middle of it, then pick up one of the turrets and set it down on the floor. Go around to the front of it and pick it up again, then put it back in its slot so that it's facing outward. Do the same with the other turret, then jump over the table. Go down the stairs and move into the corner that's just to the left of them, then wait there with the gravity gun out.

Listen as soldiers run up to your turrets and get shot down by them. Also listen for the sound of manhacks, and be ready to pull them in and throw them against a wall when they fly into view. Quicksave after it's been quiet for awhile, then go up the stairs and jump over the table. Use the gravity gun to move the small green filing cabinet that's to the right of the large Combine console in the back of the room, then pick up one of the turrets. Put it where the filing cabinet was, facing the broken-out window, then move left a bit so that an unbroken window will be between you and the railed walkway you can see in the distance.

Wait for a soldier to run onto that walkway and get killed by your turret, then look to the right for a supply crate and a pulse rifle energy orb. There's also a health station to the right of the large doorway you entered the room through. Wait until Alyx drops the nearby force fields, then pick up one of the turrets and carry it with you as you go down the stairs. Turn left past the force fields, then set the turret down when you get near a door that's blocked by various items. Bash all the wooden items, then move the others out of the way if necessary. Move the turret to a spot near the door, then open the door, pick up the turret, and move through quickly before the door closes.

Lift the turret over the railing, then jump over it and carry the turret down to the bottom of the stairs. Set it down in the doorway, then go back up the last few steps and wait for it to kill three headcrabs for you. Use the SMG to kill any crabs that get past the turret, then pick it up and go through two doorways. Set it down near a closed door, then look around for two supply crates. One is on top of the large green cabinet in the room you just went through, and the other is near some pipes that are to the right as you exit that room. Open the closed door and carry the turret through, then do the same with the door after that.

Lift the turret carefully over the railing, then move it around so it can shoot a barnacle and two headcrabs for you. There's another barnacle farther on, but it's too hard for your turret to hit it from there, so ignore it. Quicksave, then use the gravity gun to throw the turret toward the stairs you can see on the opposite side of the room. The turret doesn't have to land on the stairs, but you'll need to be able to pull it in with the gravity gun after you get yourself over to the stairs. Jump over the railing and land on the large brown pipe, then go down to where it bends left.

Jump from there to the nearby railed platform, then go down its first set of stairs and over to the top of the second set. Look to the right to see two wooden crates, then pull them both in with the gravity gun. Carry one of the crates up the stairs, then turn left and climb down the short ladder. (Note that you may have to jump to let go of the ladder, so turn left a bit first to help prevent you from jumping into the electrified water.) Set the crate down in the water next to the end of the concrete ledge you're on, then go get the other crate.

Jump onto the first crate so you can set the other one in the water just past it, then move onto the second crate and use the gravity gun to pull in the nearby blue container. Drop it into the water next to the second crate, then go back up the



ladder so you can get another blue container. Carefully set that blue container next to the first one, then quicksave before moving onto the blue containers. You may be able to jump (or jump-crouch) from them to the ledge with the stairs, or you may have to use the gravity gun to move one of your crates over to use as a final stepping stone.

Once you make it to the ledge, pull in your turret with the gravity gun, then go up the stairs and set it down. Go back down the stairs and look for a box of .357 ammo on a concrete ledge near two pipes on the other side of the water. Pull it in with the gravity gun, then go up the stairs and pick up the turret. Quicksave, then move through the doorway ahead and turn the flashlight on. Move up to the sleeping zombie that's to the right to wake it up, then quickly back up through the doorway. Make sure the zombies are following you, then back up and let the turret shoot them down as they come.

After all four zombies are dead, go back through the doorway and set the turret down, then go through the doorway on the left to find two supply crates (one's on top of a green cabinet) and a health station. Be careful not to touch the electrified fence while going for them. Return to the hallway and check near a dead soldier for a pulse rifle and some ammo, then carry the turret through the next doorway and up some stairs. Set the turret down when you come to a door, then jump your way up the next set of stairs so you can see a ledge with a pulse rifle energy orb and a supply crate on it. Pull those in with the gravity gun, then go back down to the door and open it.

Carry the turret through the door, then set it down and bash the wooden crate. Bash all the boards that are over the doorway, then use the gravity gun to shove the large green cabinet away. Bash the other wooden crates past the doorway, including a supply crate that has armor batteries in it, then carry the turret through the doorway and quicksave.

Move past one closed gate to reach another one near some stairs, then set the turret down so that it faces the second gate. Back up and get out the gravity gun, then watch as your turret shoots some soldiers who are past the gate. Whenever they manage to knock the turret over with a grenade, pull it in with the gravity gun, then set it back in position and quickly retreat.

After your turret kills all of the soldiers, go get a leftover armor battery if you got damaged, then carry the turret up the stairs. Get onto the balcony that's to the left past the top of the stairs, then drop the turret over the railing to the floor below. Go along the balcony's floor to a small office, and look around in it for two frag grenades and a pulse rifle energy orb. (You may have to use the gravity gun to move furniture around before you can find everything.) Drop what you don't need over the nearby balcony's railing, then jump over it to land in the area below.

Look in the center of the area to find two short hallways. Use the health station and armor charger that are in one of them, then use the buttons that are on the two turret cases to shut off their force fields. Take the three supply crates out of the right case and drop them in the other short hallway without breaking them. Find the turret you brought in, then set it in the corner that's to the left of the left turret case, facing outward. It'll undoubtedly get knocked over early in the upcoming combat, but that's okay. Pick up the turret that's in the slot next to where the supply crates were, then set it into the crates' slot facing outward (like you did with those other two turrets earlier).

Look around to find an upright barrel near an open cell, then carry it into the hallway with the turret cases. Set it down, then get the other two turrets turned around in their slots so they're facing outward. Pick up the barrel with the gravity gun, then back your way into the empty slot and crouch down. You will then be pretty much totally safe, and can probably just wait out the entire combat. If it never seems to end, you may have to stand up and move around a bit to stir up whoever's left. Soon after the last enemy is killed, Alyx will call out, "Gordon!" When she does, toss your barrel aside and go out the hallway's left exit to find her on one of the upper balconies.

Use the health and armor chargers in the turret cases' hallway if you got injured, then go to the other hallway and bash all of the supply crates. Use the infinite ammo crate if you need SMG ammo, then go to the side of the area that's opposite the one where Alyx opens a gate. There are two open cells over there, both of which have supplies in them.

When you're ready to go, pick up one of the floor turrets, then go through the gate Alyx opened and down two sets of

stairs. Use the gravity gun to throw the turret toward the other end of the hallway, then go back up the stairs and get another turret. After you throw all four of them down there, go down to where section d2\_prison\_08 loads.

### SECTION D2\_PRISON\_08: ESCAPE FROM NOVA PROSPEKT

*WARNING: Don't ever return to the previous chapter section for anything, or Alyx may glitch and permanently stall the game.*

Set all four turrets upright, then open the double doors and carry a turret through them. Set it next to the wall just around the corner so that it's facing the area ahead, then go back and get another turret. Set it across from the first one, then go get a third one and put it between the first two, a bit farther forward. Set the fourth turret a bit back from the first two, then move into the corner next to the double doors and quicksave. If the soldiers in the area ahead haven't turned out the lights and attacked yet, move slowly past your turrets until you hear the soldiers talking, then sprint back to the corner next to the doors.

Stand there with the flashlight on and the gravity gun out, ready to toss away enemy grenades and set fallen-over turrets upright. Hopefully, the turrets will mow the soldiers down fast enough that you won't have much to do. After the first bunch of soldiers are killed, pick up a turret and carry it down the passage until a few more soldiers attack. Quickly set the turret down and sprint back to get another one, then carry it forward slowly, turning it to where it can help shoot the soldiers. You'll know it's over when Alyx says "Come on!" and runs on ahead.

Pick up a turret and follow her up the stairs in the back of the area, watching on the left for a health station. Follow her through a doorway, then wait until she goes down some stairs. Turn left at the bottom of those stairs to find a force field, then set your turret to face it. Go back and get another turret, then take it to the same place. Once all four turrets are there, go over to the corner that's to the right of the huge Combine door that Alyx opened. Wait for your turrets to kill a couple of soldiers that come through the force field, then use the gravity gun to throw three of the turrets through the open Combine door.

Pick up the fourth turret, then move backwards while facing the force field until Alyx closes the big Combine door. Wait for her to open the door to Mossman's room, then toss three turrets through that door before carrying the fourth one through. Do the same thing again after she opens another door, making sure the turrets are out of the doorway and can't see into the main teleporter chamber. Move one or more of them a bit if necessary to let Alyx come through and seal the door, then look in the nearby side area to find a health station, an armor charger, and two turret cases.

Wait for Alyx to lower the force fields on the turret cases, but don't start placing them yet. First, place all four of the turrets that you brought in with you. To start with, go through the turret case room's large doorway and turn left to find a good corner to put a turret in. Set it so that it's facing outward diagonally, then set another one against the wall on the other side of the big doorway so that it's facing the same area. Take a turret onto Alyx's platform, then set it next to the railing just past Alyx's console so that it's facing the nearby force field.

Take your fourth imported turret onto Alyx's platform and set it to cover the big doorway that's past the side of the platform opposite the one she's on. Return to the turret case room, then take the turret out of the left case and set it back into that case's left slot facing outward. Quicksave, then take the left turret out of the right case and set it back into its slot facing outward. Pick up the right case's other turret and set it just past the right side of the big doorway so that it's facing Alyx's platform.

Get the gravity gun out and stand in the right turret case's empty slot, ready to sprint out and set up any turrets that get knocked over. Quickly visit the health station and armor charger before returning to your slot whenever you get injured. Watch Alyx closely during all of this, especially after the teleporter platform is fully lowered. When you see her run onto the teleporter platform, sprint over there as fast as you can and join her. Turn around and watch your turrets cut down

several white-clad Combine elite with the greatest of ease, then wait to be teleported into section d3\_c17\_01.

<b>SECTION D3_C17_01: BACK AT KLEINER'S PLACE</b>
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Wait until Dr. Kleiner opens up the teleporter room's sliding door, then go through it and look past where he set his shotgun to find the armor charger. Use it if your armor isn't 100, then climb the ladder that leads onto the storage ledge that's above the charger. Bash the supply crate to find some pulse rifle ammo, then drop down and look on the machinery across the room to find a health vial. Stand and wait until Alyx opens the lab's exit door, then follow Dog through it. Look around for two supply crates and an infinite SMG ammo crate, then go through the large wall hole and drop down to start the next chapter.

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**ANTICITIZEN ONE**

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**TREE Link:** [planetphillip.com/posts/half-life-2-anticitizen-one/](http://planetphillip.com/posts/half-life-2-anticitizen-one/)

**SECTION D3\_C17\_02: WALKING THE DOG**

Move through the large open door so Dog can drop down, then go through a smaller doorway to get outside. Move straight forward from that doorway until you reach a wall, then wait for Dog to catch up to you and notice some enemies out in the street. As soon as he does, turn around and sprint back to the doorway. Look near it for two small green trash bins next to a large blue one that's been overturned, then put the nearby wooden crate on top of the left small bin. Jump onto the left bin and then onto the crate, then jump onto the ledge and go right to find a secret lambda stash with one supply crate in it.

Drop back down to the ground and quicksave, then go over to the street and look around. If there's still combat going on between Dog and Combine forces, quickly retreat for cover, and quickrestore if you get damaged. Once the street is clear, turn left and head down to where Dog is holding a Combine-style gate open for you. Move through the gate, then turn left and go over to a bent section of fencing.

Stand and wait there until some weird music starts up, then jump over the fencing. Go through two large wall holes, then run down to the doorway on the right and look through it to get a brief glimpse of the G-Man and his new pet raven on a TV screen. Go through the doorway that's to the left of the elevator, then crouch-walk over the rubble to reach section d3\_c17\_03.

**SECTION D3\_C17\_03: MEET YOUR NEW SQUAD**

Get out the gravity gun and quicksave, then go outside and look up. Two of the new-model Combine scanners will fly by overhead, so quickly pull them in with the gravity gun and smash them against the ground (or wait and let the nearby resistance member shoot them down). If your armor is less than 100, check to see if either of the scanners dropped an armor battery. If neither one did, you may want to quickrestore and try again until you get a battery. Wait until the resistance guy joins you (notice the on-screen squad display that comes up), then go down the alley and past a fence.

When you get near the large plaza that you visited back in the first chapter of the game, you can stop and listen to Dr. Breen's latest rationalizing broadcast if you want. After that, move toward the three resistance members who are trying to pull down the big vidscreen until they succeed, after which they'll join your squad. Look a ways to the right of and back from the vidscreen's big pedestal to see a supply crate on the ground, then go over and bash it. Look straight up to see some resistance members in a watchtower, then wait for them to drop three more supply crates down to you.

Look nearby to see a small Combine gate between the Cafe Baltic and a souvenir shop. Use the "Send/Recall Squad" key to position your squad near the gate, then move up against the cafe and quicksave. Wait for a couple of metro cops to come through the gate, then see if your squad will shoot them down for you. Sometimes, they'll just stand there and do nothing while getting shot. If that happens, quickrestore and try again, maybe helping out with whichever weapon(s) you just got ammo for from the supply crates. Once that's done, make sure everyone is with you, then go through the gate. Past a fence, move up some stairs to get to section d3\_c17\_04.

**SECTION D3\_C17\_04: INTRODUCING THE HOPPER MINES**

Move down to where a large floor hole is partly covered by a sheet of metal, then use the gravity gun to throw the metal sheet away. Quicksave, then crouch-walk carefully up to the edge of the hole and look down into it. There are several hopper mines directly beneath the hole, and you'll want to pull each of them in with the gravity gun and then drop them to make them friendly to you and your squad. Move around the edge of the hole if necessary until you can reset all six of the hoppers that are down there, then drop down and look nearby for two or three more hoppers.

Reset those hoppers, then look toward the area past the stairs to see if there are any more headcrabs moving around over there. If so, toss hoppers at them to blow them up. Carry a hopper up the stairs to a shed, then wait to see if a headcrab will appear past its other doorway. If so, toss the hopper through that doorway to blow the crab up. Reset the hopper that's inside the shed if there is one, though there may not be due to a headcrab triggering it earlier. Check the shed's shelves for two health packs and an armor battery, then look for another armor battery on the floor next to two supply crates. Set any unused health packs on the shed's floor, then back away from them to see if any of your squad members will pick them up. (Someone might if he's been injured.)

Wait inside the shed if you want to hear the full version of Breen's current broadcast, then bash the TV to show him what you think of him. Go out the shed's other doorway and look left and right for surviving headcrabs and hopper mines, and deal with them appropriately. Look for a health pack and two pulse rifles on the ground near the entrance to a short alley, then move around near them (or send your squad to stand near them) to see if anyone will use the health pack or upgrade his weapon. Move through the alley and onto the street if necessary to get a nearby strider to blast a car, then immediately retreat back to the alley's entrance.

Use the gravity gun to throw the flaming tire out of the alley, then stay back and wait for the strider to stomp off. Get out the pistol and quicksave, then get onto the street that's past the alley and look to the left to see a metro cop on a distant watchtower. Use zoom mode to help you shoot him down, then watch down that way as several scanners drop hopper mines onto the street. After they all fly off, get out the gravity gun and move slowly down the street, watching for hopper mines and headcrabs. (Also, throw any burning tires out of the way.) As before, you can kill the headcrabs by throwing hopper mines at them or by letting your squad shoot them.

When you've cleared the way to a Combine barricade, look in the back of the nearby truck for a health pack. (As usual, drop it on the ground if you don't need it in case any of your squad members do.) Turn the flashlight on, then move slowly down the nearby alley, watching for hopper mines. There are three of them to start with, but wandering headcrabs may have blown up one or two of them. The third one is just past several furniture items, so pull them in and throw them away to help you find it. Have a hopper mine ready to throw at the large window you can see ahead as you near the exit to the alley, since a metro cop will appear up there.

Get out the SMG after hopper-mining the window cop, then quicksave before moving forward. Another cop will appear next to some explosive barrels over to the left, so quickly blow them up to kill him. Use the gravity gun to reset the two nearby hoppers (one of which is in a grassy corner near a tree), then enter a small red shed to find two unset hopper mines and a health pack. Quickly crouch down for cover while your squad finishes off another cop, then exit the shed and look for an explosive barrel under a lambda symbol next to another small shed.

Move the barrel and the loose sheet of metal that's next to it to reveal an opening, then crouch-walk through it to find an armor battery, two frag grenades, and an SMG grenade. (Note that you might want to save the armor battery for later.) Go over to the top of the nearby steps, then quicksave before slowly going down their left side. Pull in the hopper mine that's over to the right, then go over to the nearby bit of fencing so you can throw the hopper at the cops who are gathered near the red shed you can see in the back of the area. The hopper plus the explosive barrels that are near the cops should finish most of them off, but back up and send your squad over to the fence to be sure.

Go down the steps that are to the left of the fence with the gravity gun out, ready to reset two hoppers that were dropped by scanners. Send your squad ahead to a spot next to the right side of the red shed, then move toward it if necessary to get one final cop to spawn inside. After he's shot down, check inside the shed for a health pack, some shotgun ammo, and two unset hoppers, then leave the shed and look near its left end for a supply crate and a doorway. Optionally go back to previous areas for leftover supplies (including the armor battery, if you saved it), then go through the door and along to where section d3\_c17\_05 loads.

### **SECTION D3\_C17\_05: WRECKED STREET AND COP BARRICADE**

Move along until you come to a doorway on your left, then turn right and go up some stairs. Go through the open door that's at the top of the stairs, then open the door that's straight ahead. Don't go through the door, but instead strafe left and take cover in the dark bathroom while your squad shoots down a zombie for you. Squeeze past them so you can go through the door you opened and find a .357 Magnum on the floor next to a dead body. If your squad notices the zombie that's in the other section of the apartment, wait until they kill it, then go back down the stairs and through the two doorways that lead to the street.

Wait and watch as two scanners fly by and drop hopper mines, then quickly reset them. Go down the street to the right until you can get up onto a higher bit of ground, then check near the campfire for a health pack. Go past the fire and to the right to find a doorway, then go down some steps and through another doorway. Get out the gravity gun, then sprint forward and shove all the wooden crates around until you crush a headcrab. Look around for three supply crates to bash, then go up the stairs that are next to the doorway you came in through.

Go up some more stairs to reach an open door, then get out the shotgun and then the pistol before quicksaving. Crouch-walk through the open door, then keep left as you move up to where you can see through the first set of doors in the left wall. Watch as two cops walk around a bit, then open the doors after they both stop. Shoot the first cop in the back of the head for an instant kill, then quickly switch to the shotgun so you can double-barrel the second cop when he runs into view. If he doesn't, wait until he turns his back so you can move through the doors and head-shot him with the pistol.

Run into the room and over to its back wall, then wait until your squad follows you in. If some other cops attack from the nearby short hallway at any point, quickrestore and try again until that doesn't happen. Check the table in your room for two spare SMGs, then look to the right of the doors you came in through for a health station. Check the side room for a supply crate, then move up to the open doors and quicksave. Use the "Send/Recall Squad" key while pointing at the floor near the end of the hallway that's ahead, then move forward, turn right, and run through the open door you entered the area through.

After the shooting is over, check to see how many squad members you have left. If it's not at least three, or if you lost the medic with the shotgun, quickrestore and try again. Look near the start of the hallway for two supply crates, then go through the left doorway at the end of the hall. Past another doorway, turn left and get out the crossbow before going through a third doorway. Move slowly toward the large wall hole until you can see a cop past it, then quickly zoom-shoot him down. Move around the floor hole until you can see another cop through the wall hole, then zoom-shoot him.

Get out the gravity gun and drop through the floor hole, then turn left and pull in the nearby floor turret. Throw it through one of the large windows, then look to the right for a turret that's on the other side of a window. Blast the window's glass to crack it, then pull-and-throw that turret to knock it over. Use the health station that's on one wall, then go through one of the left-side windows and over to a hopper. Reset it, then turn right and use zoom mode to scan the street area ahead.

Past a second large street hole, you'll see an explosive barrel near a small fire. Quicksave, then sprint toward the explosive barrel. Move up to the back left corner of the street hole so you can use the gravity gun to pull in the explosive

barrel, then use it to jump out of the hole and onto the street. Sprint through the nearby doorway, then stand in the back left corner past it. Hit the "Send/Recall Squad" key while pointing at the floor past the next doorway, then wait for some squad members to make it in there and shoot down a cop for you. (Have your shotgun out just in case the cop moves into the doorway.)

Go through the doorway and over to the opposite wall, then turn and pull in the nearby hopper with the gravity gun. Drop it and wait for your squad to shoot the cop who's on the upper ledge, then quicksave. Sprint through the large wall hole and over to where you can pick up another hopper, then immediately look up and throw it at the cop who's on a higher floor. Quickrestore and try again if you miss, or just stand aside and let your squad get him. Go up the stairs to reach a doorway that leads to a room with a big floor hole and three supply crates. Leave the supply crates for later, and carefully drop down to the lowest floor using the intermediate ledge.

Get out the crossbow and quicksave, then move into the doorway that leads outside while looking up. Quickly zoom-shoot the cop you see on top of the building across the street, then switch to the SMG. Send your squad out into the middle of the street to draw the fire of the cops who are on the big barricade, then strafe out and fire an SMG grenade at them. Run back through the doorway for cover, then wait for your squad to finish off any survivors. Open the nearby door if it isn't already open, then go up the stairs and back to the room with the big floor hole. Bash the three supply crates this time, then drop back down again.

Return to the street and wait if necessary for your squad to catch up, then run down to the big barricade and go up the steps that lead onto its walkway. Run along the walkway until you find a health station on the wall, then wait there for your squad to shoot down any cops who are on the other side of the barricade. After that's done, use the button panel that's to the right of the health station to open the barricade's gate, then drop down and go through it. Reset the two nearby hopper mines, then look to the left of the big street hole for some large glass windows next to a blue car.

Smash through the glass windows with the crowbar if they aren't already broken out, then look for a pulse rifle and a supply crate in the small area past them. Go back through the barricade's gate (or all the way back around if the gate has closed), then get back onto its walkway and make sure all of your squad members follow you. Move along the walkway past the health station until you reach a doorway. Go through it and up to the next doorway, then get out the SMG and wait if necessary for your squad to catch up. Quicksave, then run through the doorway, turn left, and run through another doorway.

Take cover to the left of that doorway and help your squad shoot the two cops who run into the hallway. If only one runs out, the other one is probably still behind the desk in the room with the armor charger, so go see if you can sneak-shoot him. Once he's down, use the armor charger, then check the other room for a supply crate. Go back through the doorway you ran through for cover, then go down the stairs and through two doorways to find two supply crates. Move up near the next doorway and get out the shotgun, then quicksave.

Move through the doorway, then quickly retreat back through it and double-barrel a cop in the head when he appears in the doorway that's across the hall. Stay back and send your squad into the hall to deal with the cops who appear farther down it, optionally peeking out and using your SMG to help out. When the shooting stops, move into the hallway to see if any more cops will appear for you and your squad to shoot, then send them back into the room you came through. Get out the shotgun and go down the hall to the first doorway on the right, then strafe to where you can double-barrel the cop who's behind the desk past the doorway.

Make sure the hallway and all of its side rooms are cleared, then go down the first set of stairs at the end of the hallway. Get out the .357 and quicksave, then turn to face the stairs you just came down. Crouch-strafe slowly to the left until you see a cop's head behind some boxes, then quickly shoot the head for an instant kill. Quicksave again after you manage to do that unshot, then get out the pulse rifle. Left-strafe down the second set of stairs until you see a cop standing in the hallway ahead, then quickly shoot him down (or right-strafe back up the stairs and wait for him to run in close).

Go back to the top of the stairs, then send your squad down to a spot near the other end of the hallway. Wait until they all get there, then get out your frag grenades and quiksave. Drop onto the second set of stairs, then move to where you can toss a grenade so that it lands near the end of the hallway. Quickly sprint over to the nearest tall green filing cabinet that's in the hallway, then immediately turn around and sprint back for the stairs. Go up them and through the doorway that's directly ahead, then turn around and face the stairs. Hit the "Send/Recall Squad" key twice rapidly to call your squad over, then get out the gravity gun and watch for manhacks.

Be ready to quickly strafe out of the doorway for cover when cops come up the stairs, leaving them for your squad to shoot. When they stop coming, send your squad down the hall like before, then go down the stairs and strafe to where the cops who are lingering in the hallway see you. Quickly sprint back up the stairs and through the doorway, then call in your squad like before. (Note that there may be another manhack or two for you to destroy with the gravity gun.) When they stop coming again, repeat the process one more time.

Some cops won't let themselves be lured in, so you'll have to go after them. Quiksave if you haven't taken too much damage or lost too many squad members, then send your squad down the stairs ahead of you. Use the pulse rifle to help them kill off any cops who are still in the hallway, then go to the end of the hallway and look for survivors. Once you're sure there aren't any, look past the counter that's near the start of the hallway for a tiny little side room with an armor battery in it. Go back up the stairs and down the previous hallway, then go up some more stairs to return to the area with an armor charger in a side room.

Use the armor charger, then go back down to the end of the second hallway. Go down the stairs until you reach a health station and a doorway, then get out the gravity gun and quiksave. Go through the doorway and along the short wall on your left, then slowly go around to where you can do the pull-and-throw routine on a hidden floor turret. Look nearby for a supply crate on top of a wooden crate, then move down to where you can use the gravity gun to knock over two more turrets. Crouch-walk up to the ragged floor edge near those turrets, then use the flashlight to locate the zombie torso that's on the lower floor.

Kill the thing with the SMG, then drop down and go through the large wall hole. Skip the wide and bloody corridor for now, and go up the stairs that lead outside. Go over to a barred-in side area that has three supply crates in it, then use the gravity gun to pick up each supply crate and smash it against the back wall. Once that's done, pull in any supplies you need, then go back down the stairs. Move down the wide corridor until section d3\_c17\_06a loads up.

### **SECTION D3\_C17\_06A: BIG MANHACK ATTACK AND RADIOACTIVE TUNNEL**

Go through the doorway at the end of the corridor and down some steps, then move slowly toward the junky red car you see ahead. When a manhack appears, stop and wait for a bunch more to join it, then get out the gravity gun and be ready to hit manhacks with quick blasts as they get close. (Pulling them in and throwing them against the street to destroy them may give others time enough to move in and cut you.) Retreat and dodge as necessary while your squad shoots all of the manhacks to pieces, then sprint down the tunnel until you reach a truck that's next to a car with a big fire in it.

Look next to the truck for two pulse rifles, then go back and use the gravity gun to help your squad finish off the huge manhack swarm that flies in (while being careful not to let any of them get to you). After the attack seems to be over, move around near the blue van to make sure, then return to the truck with the pulse rifles next to it. See if any of your squad feels like upgrading, then move over the blue car that's imbedded in rubble. Turn left after going past the wrecked tanker truck, then go over to the fence to see that it has a small door on it.

Move to where you can knock off the door's padlock with the gravity gun's secondary fire mode, then go through the door and bash the supply crate that's on the left. Go down to a doorway, then quiksave before you go through it. Move up to where you can see through the first big window on the right, then back up and be ready to grav-blast manhacks as



they approach you. Look out through the window again if necessary to find the last manhack or two, then jump-crouch onto the window's sill. Turn left and carefully move to where you can use zoom mode to scope out the area that's farther down the tunnel.

*NOTE: On rare occasions, one or more of your squad members may run down to where the cops in the tunnel ahead will see them. If that happens, quickrestore and try again, perhaps having your squad stay back a ways during and after the manhack attack.*

Using zoom mode to help you aim, shoot out all of the explosive barrels you can see with the pistol. After that, switch to the crossbow and use its scope to help you shoot the cops who are down there. Move back and forth along the window sill to help you see them all, including the two who are manning mounted guns. Remember to aim a bit above a cop's head in order to hit him. You might want to quicksave before each shot, and quickrestore whenever you miss. To hit the cop who's on the right-side mounted gun, fire a bolt a little ways above the roof of the car that he's behind.

When you're sure you've gotten them all, drop back into the hallway and go down to its other end to find three supply crates and a door. Past the door, turn right and go down to a campfire area that has three health packs, a pulse rifle, and two frag grenades on the ground. Wait there a bit to see if any of your squad members will pick up the pulse rifle or the health packs, then go down the right side of the tunnel until you get near the green car that's ahead. Sprint up next to the car, then turn around and sprint back the way you came.

Wait until the strider that's shooting down at you moves on, then go past the green car and check near the left-side mounted gun for two supply crates. Go behind the wrecked APC to find another supply crate, then stand there with the gravity gun out and face toward the APC. Some soldiers and manhacks are going to be attacking while the guy on the other side of the rubble plants his charges, so be ready to knock away any manhacks that get near you. (Note that if you have your squad stand right next to you, the manhacks may not appear.)

As soon as the charges blow, run over to where you can go through the newly enlarged hole, then sprint across to the small hole that's in the back of the area. Crouch-walk through that hole to reach a radioactive tunnel, then head left to find two supply crates. Using the flashlight to help you see, jump onto the big tanker truck using its wheels, then turn right and jump over the big hole in the tank. Move to where you're directly across from a small truck, then quicksave before jumping over to the back of that truck. Quickrestore and try again if you fall into the radioactive goop.

Examine the area that's past the truck to spot a concrete ledge with two large pillars and two explosive barrels on it. That's your next goal, but there's a wide stretch of radioactive goop between you and it. You could use the gravity gun to move the large cable spools to where you can jump across on them without taking any damage, but it's not worth the trouble. Just jump out of the truck and sprint-hop your way across to the concrete ledge. As soon as you make it, move to the ledge's back left corner and use the flashlight to help you see a partly submerged red car.

Jump over to the car, then jump onto its roof. Turn left and jump-crouch onto the overturned tow truck, then look to the right to see a small ledge with a health pack on it. Pull the health pack in with the gravity gun, then run along the truck to where you can hop onto some slanty pipes. Turn left and go up the pipes, then crouch down and bash out the first vent grating you come to. Move through it, then bash the next grating so you can drop down to a safe hallway.

Go down the hallway until you find three supply crates, then go through the next doorway and open the closed door that's on the left. Go through the door and move around if necessary to gain four squad members, then go back through the door and up the first set of stairs. Use the "Send/Recall Squad" key to make sure your entire squad follows you onto the stairs, then move on up to where section d3\_c17\_06b loads.

**SECTION D3\_C17\_06B: RUNNING AROUND THROUGH BUILDINGS**

Go up the last few stairs and move outside, then get out the crowbar. Sprint over to the side of the blue van, then wait for a parasite rocket to land nearby. Sprint up to it and swing the crowbar at its back end until you've killed all six of its fast headcrabs, then go over to the right side of the van to find three armor batteries and an SMG grenade. Go down the side alley to find a supply crate, then carry all of the leftover supplies from the van into the alley so you can push them between the bars and drop them.

Go through the doorway in the alley's little side area, then send your squad up the first set of stairs to kill a headcrab for you. Bash the boards off the doorway that's past the stairs, then run through it and jump over the couches to get through the next doorway as quickly as possible. (You don't want to waste any time or ammo on the combats that are going on outside, nor do you want to encourage your squad to get shot up.) Turn right and go through another doorway, then go through a wall hole and another doorway to reach some steps.

Wait at the bottom of the steps for your squad to catch up, then go up the steps and quickly run through another doorway. Sprint through the next room to reach a doorway that leads to a dark room with a big floor hole. Drop down and bash the four supply crates, then go through a doorway to enter a room where two resistance members are sitting on a couch instead of doing anything useful. Go through the doorway that's straight ahead to find a shotgun and three frag grenades on counters, then go through the other nearby doorway and down some steps.

Stop just past the next doorway and get the pistol out, then look to the right and up. Watch as a wooden bridge is lowered and then blown up, then watch for a Combine soldier to appear up near where it was. Move to where you can shoot him down (preferably without him being able to shoot back), then watch as a guy gets a door open by giving the password of "password." Don't go through that door, but look past it to see a fence that you can get over by using the nearby blue recycling bins and paint buckets.

Put one recycling bin on the ground next to the fence's right end, then put another bin on top of it. Set the third bin on the ground next to it, then pick up a paint bucket. Jump onto the third bin, then set the bucket on the top bin. Jump onto the top bin and then the bucket, then jump over the fence. Turn left and go reset the hopper you can see in a side alley, then look to the left of that for a doorway. Go through the doorway and get out the .357 Magnum, then quicksave. Turn around to face the doorway, then slowly back up until you hear your squad start shooting.

Sprint over to the doorway and quickly kill the soldier you can see next to the slanty brick wall that's directly ahead. As soon as he's dead (or runs out of sight), move through the doorway and turn right, then look up to see a soldier on a nearby rooftop. Shoot him down, then wait for your squad to kill the first soldier if you didn't. Go back through the doorway and down to the closed door on the left, then open it to get back to your squad. Move up to them if necessary to get them following you again, then go back through the door you opened and look nearby for five supply crates.

Go down the passage to the left of the supply crates to find an elevator with a health pack in it, then "feed" it to your squad if you don't need it. Return to the supply crate room, then go back through the doorway that leads to the new area. Use the gravity gun to pick up the hopper mine you reset, then look over to the right to see some steps. Quicksave before running up those steps, then immediately turn left and move up against a low concrete wall. Wait if necessary for a soldier to appear in the doorway that's a short way ahead, then throw the hopper at him. If it doesn't kill him, quickrestore and try again.

After that's done, stay where you are and pull in the two nearby hoppers with the gravity gun. Set the first one down somewhere, then keep the second one with you. Look above the doorway and a bit to the right to see a raised bridge, then quicksave. Move around the low concrete wall and slowly toward the stairs that lead up to the doorway while looking up at the raised bridge. When a soldier appears on the roof to the right of the bridge, back up a bit and throw the hopper at him to hopefully kill him. Keep quickrestoring and trying again until you figure out how to do the throw, or just

kill the soldier with the crossbow (and watch out for his grenades).

Go up the stairs and over to the slanty brick wall, then look up and a bit to the left to see a doorway with a supply crate past it. Pull on the supply crate with the gravity gun, then go around and get it if it drops into the area on the other side of the fence. Return to the spot where you pulled in the crate (if you left it), then send your squad through the doorway before moving through it yourself to get some headcrabs to spawn. Back up and wait for your squad to finish off the crabs, then go past them and through the doorway that leads to a severely wrecked room.

Turn right past the doorway and go around the rubble until you can see a wall with the lambda symbol on it. Before you move up to it, tell your squad to stand in a spot a ways back down the rubble. Look on the floor near the lambda symbol for three health packs and an SMG grenade, then get out the SMG and quicksave. Strafe into the doorway and quickly fire an SMG grenade to kill the soldier who's on the building that's across from yours and a bit to the left. If you can't see him right away, it's because of the rubble wall on your building. (Note that there may be a fast headcrab out there. If so, back up and shoot it down quickly.)

After the soldier's been grenaded, go back down the rubble to the doorway that you entered the severely wrecked room through. Stay there for a bit and listen to see if any resistance members are shooting at the soldiers who appeared on another building. Once that stops (or if it never starts), go up the rubble to the corner that's to the right of a row of three windows, then get out the crossbow and quicksave. Strafe slowly left until you can see a soldier, then quickly kill him. There's another one on his ledge, plus one up higher who may or may not reveal himself.

After you kill all of them that you can, get out the .357 Magnum and lead your squad back outside through the nearby doorway. There may be another soldier on a rooftop way off in the distance, plus the third one mentioned above if he didn't show himself while you were at the window. Use the zoom feature to help you aim for head shots, and be ready to quickly switch to the gravity gun if any grenades land near you or your squad. Once you're sure that no more rooftop soldiers are going to appear, go back up the rubble to the lambda stash, and pick up its SMG grenade if you didn't already.

Go through the big wall hole and over to the raised bridge, then get out the bugbait and quicksave. Use the lever to lower the bridge, and start tossing bugbait toward the doorway you can see past the bridge's other end as soon as it finishes lowering. A soldier will run out through that doorway, and you'll hopefully be able to incapacitate him before he can shoot anyone. Let your squad shoot him down, then look to the right of the lowered bridge to see if there's a soldier on a rooftop over that way. There may be if you didn't see and shoot one from the ground earlier. If you still don't see him, watch for him to appear as you cross the bridge.

After crossing the bridge, crouch down and move up to where you can see through the doorway, then toss bugbait at a spot just past it as you strafe to the right. Once you can see the soldier you've been bugbaiting, hit him one more time, then switch to the SMG and head-shot him to death. Switch back to the bugbait, then move slowly through the doorway until a soldier drops down right in front of you. Quickly hit him with bugbait and strafe right so your squad can get a clear shot at him. Strafe left while tossing bugbait down into the large floor hole until you can see and incapacitate two soldiers who are down there, then use the SMG to help your squad kill them.

Quicksave, then use the "Send/Recall Squad" key to get your squad to drop down to the floor below. Stay at the edge of the hole and be ready to bugbait any soldiers who run into view, and switch to the gravity gun to knock away any grenades that land near your squad. When the combat seems over, move around the edge of the hole and go back through the doorway to see if that causes any more soldiers to attack. Also, use the "Send/Recall Squad" key to move your squad around on the lower floor. After you're sure it's over, look near the floor hole for some health, armor, and grenades, then go back across the lowered bridge and start looking around for leftover supplies.

Go all the way back to where you pushed some supplies through some bars earlier, then start ferrying stuff to the floor hole so you can drop it down before you drop down. Be sure to drop down all the nearby health packs that you don't

need so your squad can use them, plus some of the soldiers' dropped pulse rifles. Also drop down a couple of armor batteries and an SMG grenade (you should have both in your "through the bars" stash). Check past the "password" door for any resistance members you couldn't add to your squad earlier, since they may join you now. Go back across the bridge, then check the italicized paragraph below if you want some extra supplies.

*After crossing the bridge, move over to the slanty brick wall. Jump onto it, then move up to its highest point. Turn right and move forward to drop onto a small ledge, then go through the doorway. Past another doorway, turn left and go through a third doorway to enter a room that has .357 ammo on the floor between bookcases. Go back to the first doorway and wait for a bridge to lower, then run across it and into the back left corner to find some weapons. Wait there until the soldier who follows you across gets shot down, then go through the doorway that leads to a short hall. Check the counter in the second room on the left for an SMG grenade, then go back across the bridge so you can drop from the ledge to a short bit of slanty roof, and then to the ground.*

After dropping through the floor hole, look for a couple of supply crates on a small counter, then let your squad stand around near your imported health packs to see if anyone needs one. Go over to the narrow passage that's to the right of the fire, then get out the bugbait and quicksave. Send your squad down the passage, then slowly move into it until an explosion happens overhead. Quickly back up and start tossing bugbait, since a soldier is going to drop down through the new ceiling hole. Another soldier may run in from a side passage or drop through the ceiling hole, so try to bugbait him, too.

After your squad finishes them both off, return to your dropped-down supply stash to see if anyone needs a health pack now, then get out the SMG and lead the way down the passage. Quicksave when you get near the end of it, then move over to where you can toss an SMG grenade through a wall hole to kill the two soldiers who are past it. Quickly shoot down any survivors, then go past the wall hole and up some stairs with the crowbar out. Let the barnacle at the top of the stairs catch you, then look up and whack it when you get close enough.

Have your squad stay on those stairs, then go up some more stairs and turn right to find another barnacle. Don't let it catch you, but instead move slowly toward its tongue until you hear a fast zombie. Back up a bit and wait for the fast zombie to get caught by the barnacle while coming after you. You can then let the barnacle catch you, or shoot it with something you have some spare ammo for back in your stash. To move on, you'll need to drop down through one of the floor holes that are past the barnacle, but don't do that until you've returned to your supply stash. Also, drop a few useful items (like armor batteries) down the floor holes before you drop down.

Get out the SMG, then look to the right of the fire for the start of a narrow passage. Go over to where you can see down the passage, then immediately retreat. Help your squad shoot down the flaming fast zombie that comes after you, then get out the bugbait and start throwing it at the soldiers who are at the other end of the passage. Keep throwing bugbait, including at the floor hole that's down there, until the sounds of battle stop. Wait to see if any fast zombies jump out of the floor hole and come after you, then go down the passage and up to the edge of the floor hole cautiously.

Quickly bugbait any soldiers you see on the lower floor, then send your squad down there and move them around a bit to see if they can spot any additional targets. When it looks safe, go back and pick up any supplies you dropped down, then go drop through the floor hole. Past some stairs, send your squad through the right doorway to make sure no soldiers are hiding past it, then edge carefully through the doorway without touching the fire. Look to the left with the flashlight on to see some bars with two blue recycling bins past them.

Use the gravity gun to move the recycling bins out of the way so you can pull in three supply crates and smash them on the ground near the bars. Pull in any supplies you need, then go back through the doorway and turn right. Past another doorway, go up the first set of stairs, then send your squad up to the top of the second set of stairs. After they're all up there, move up there yourself to get section d3\_c17\_07 to load.

**SECTION D3\_C17\_07: ALYX AND THE GENERATOR**

Your squad members may mysteriously disappear when this section loads, but they should soon come up the stairs and rejoin you. Go through a doorway and down the hall to find two supply crates, then wait a bit to see if any of your squad members need the health packs that are in one of the crates. Past the next doorway, crouch down and move slowly around until you can see one of the two turrets that are on the floor below through a small hole in your floor. Use the gravity gun to knock that turret over, then do the same to the other one. Toss any unused health packs through the large floor hole before dropping down through it.

Look for a health station and an armor charger on the wall to the left of the Combine console, then wait for Alyx to blow up the room's door. After she moves out of the doorway, go through it and turn left, then stop when you come to a path split. Look down the hallway branch that's to the left to see a doorway about halfway down it, then get out the bugbait and quicksave. Sprint up to the left side of the doorway, then stay there and throw bugbait through the doorway continuously. Throw some low and some high, since there'll be several soldiers running into the hallway down there.

A soldier or two will also run into the hallway behind you, but Alyx and your squad should be able to handle them easily. Wait a bit after the shooting stops to see if any more soldiers appear, then quicksave if no one got killed. Move slowly down the hallway, watching for two shotgun-wielding soldiers to run into view. Bugbait them as quickly as you can, then switch to your shotgun and charge them to make sure they go down quickly. (Note that one of them may come at you through a side room rather than the hallway.) Use the health station and armor charger that are past the end of the hall, then go back and use the ones in the room you dropped down in if necessary.

See if your squad can use any of your imported health packs, then go past the second set of wall stations. When you reach some stairs, get the bugbait out and strafe down the stairs while facing to the left. Toss bugbait at the soldier who's waiting just past a doorway as soon as you see him, then strafe left for cover. Check to see if he's waving his arms around helplessly, and run toward him while hitting him with more bugbait if he is. Move around so your squad can shoot him, and keep hitting him with bugbait every few seconds until he's dead.

Go past him to reach a door, then quicksave before opening it and starting to toss bugbait through it. Try to keep the soldiers you can see in the room past the door incapacitated while Alyx and your squad shoot them down. After they're all dead, follow Alyx into the room and over to a monitor. Wait until she opens a door, then return to the health and armor stations if you took any damage. Go through the door Alyx opened and down a hallway to reach a room with a doorway that leads outside to the generator square. Make a regular save before approaching that doorway so you'll have it to fall back on later if things go wrong.

Get out the SMG and sprint through the doorway, then sprint around to the back of the area to find a cop near the generator control booth. Quickly shoot him down, then switch to the gravity gun and trash the manhack he released. Let your squad deal with the other cops in the area while you sprint around and look for unset hopper mines. There are four of them, most of which are near the fountain, and you'll want to set them so that they'll be in the way of Combine soldiers who approach the fountain area through the two large force-field-protected Combine gates. (The hoppers won't be all that useful, so don't worry too much about exact placement.)

Quickly bash all the supply crates that are near the fountain, then check the control booth's interior to find a health station on the left and an armor charger on the right. Use them now if you took any damage from the cops, then get out the .357 and quicksave. Watch the right force-fielded gate for the first group of soldiers to arrive. Kill two of them with the .357 as fast as you can, then shoot the other one a few times with the pistol to injure him. That'll make him very hesitant to approach the fountain area, and no more soldiers will appear over there while he's still alive.

Use the "Send/Recall Squad" key if necessary to keep any of your squad members from charging over there and finishing the wounded soldier off, then look over to the left force-field-protected gate for more soldiers to appear. Quickly

hit them with a zoom-guided RPG rocket while they're still bunched together, then use the .357 to shoot down all but one of them. Again, injure him a bit with the pistol (but not too much), then keep your squad away from him. Sooner or later, one or both of those soldiers will be killed, and you'll need to repeat the "kill all but one, then injure him" process on the next group of soldiers.

Keep using the health and armor chargers as you get damaged, and sprint around the fountain to pick up ammo from the bashed supply crates every once in a while when it looks safe to do so. Also, quicksave every now and then to help avoid losing progress if something goes wrong. When Alyx says "That's it!", quickly take down any nearby soldiers and heal up, then listen for Alyx to say that the core is exposed. Immediately switch to the gravity gun and turn around, then run forward a bit and blast the energy orb that's bouncing up and down with a regular-fire burst.

As soon as the orb goes flying off, sprint around the structure it was in and through the big gate that Alyx opens. Sprint down the street until you can take cover behind a control booth on the left, then wait for Alyx to get there and use the controls to close the gate. After that's done, make another regular save to celebrate surviving the toughest and most frantic battle in the entire game. If you didn't end up in very good shape, optionally restore your earlier save and try it again, perhaps using the alternative strategy given in the two italicized paragraphs below.

*Before entering the generator square, find the large green filing cabinet that's in the room with the exit. Use the gravity gun to knock the cabinet over and throw it through the exit doorway, then knock the wooden desk over and carry it out with you. Drop it and pick up the cabinet, then turn left. Run over to the right-side soldier entry point and set the cabinet lengthwise next to the large concrete rubble piece that's directly across from an overturned car. Go get the desk and set it next to the cabinet, then use the nearby furniture and tires to finish blocking the road.*

*Don't set any hopper mines, and keep your squad over on the street to the right of the control booth (and a ways back) so they won't be shooting at the soldiers who come in through the left entry point. When the first group comes in from that way, do the "leave one injured" routine and hide in the control booth while watching him through the warpy window. He'll eventually charge the booth, and will have to be killed, after which you'll need to repeat the process on the next group. Note that your wooden barricade items may get shot to pieces at some point, but your squad should be able to keep any right-side soldiers from ever reaching the control booth.*

Drop into the nearby canal, then turn left and go over to a wagon. Jump up so you can pull in its supply crate with the gravity gun, then look past the wagon for another supply crate on top of a wooden crate. Go down the narrow tunnel that starts just to the left of the overturned truck, then move up to a barred door to get section d3\_c17\_08 to load.

### SECTION D3\_C17\_08: PUMP STATION 67

Push past the barred door, then drop down and move up to another one. Examine it carefully to see that there's a horizontal metal bar holding it shut on the other side. Pick up the bar, then lift it up and toss it away so you can push through. Go down to where the passage is blocked by four vertical wooden beams, then grav-blast them all out of the way. Turn left past them and use the gravity gun to dispose of three manhacks, one of which may hang back for a bit before coming after you. Go down to the small fence section if necessary to get it to appear.

Look at the end of the area opposite the fence to see a two-barrel stack propping up a wooden platform. Use the gravity gun to pull out the bottom barrel, then jump onto the low end of the platform and bash all of the cardboard boxes. Go up the platform like a ramp, crouching if necessary, until you can get onto a narrow concrete ledge. Go along it to where you can jump onto some pipes, then move down them and bash another cardboard box when you reach it. Switch to the gravity gun so you can quickly dispose of two more manhacks who break in through a window, then go down to a grate-covered vent shaft.

Pull the grating off with the gravity gun and throw it aside, then crouch-walk into the shaft and around to another grating.

Blast it off, but don't drop down just yet. Look directly across from the shaft exit to see a wooden platform with several cardboard boxes and two small green filing cabinets on it. Use the gravity gun to pull down the leftmost cardboard box, then pull down the supply crate that it reveals. (You could've done that from the ground, but it wouldn't have been quite as easy.) When you drop down, turn left to see four manhacks slicing their way through some wooden boards and crates.

*NOTE: On rare occasions, a manhack or two will break through a nearby window, usually right before you drop down from the shaft. Quickly dispose of them before dropping down and turning your attention to the ones on the left.*

Wait for the manhacks to get close enough to grav-blast, then quickly do that to damage them and knock them back. After they're all destroyed, you could go to the back of their area to find a health pack and two armor batteries, but it's best to save those for later. Bash the supply crate you pulled down to get an SMG grenade, then go over to the passage that's blocked by a large wooden crate. Bash the crate, then get out the pulse rifle and quicksave. Go down the passage to a railing, then strafe left and move forward a bit while looking up.

Wait for two or three soldiers to run into view on the higher walkway, and quickly shoot them down. If you run out of pulse rifle ammo, switch to the SMG. If any of the soldiers don't run into view before long, it'll be because they're shooting down at the zombie that's on a lower walkway. Move around to where you can shoot the remaining soldier(s), then pull down the supply crate that's on their walkway with the gravity gun. Bash it and the one that's on your walkway, then return to the side area where you trashed four manhacks to pick up the health pack and armor batteries that are in the back.

Pick up a leftover armor battery if there is one, then carry it back to the railed area and drop it onto the stairs that are below the wrecked staircase. Go pick up a tire with the gravity gun, then move over to the top of the wrecked staircase. Quicksave, then carefully crouch-drop down to the stairs below when the zombie isn't too close. Don't go down to the bottom of those stairs, or two avoidable soldiers will spawn. Move around until you've got an opportunity to kill the zombie with your tire, then pick up your imported armor battery (if you have one) with the gravity gun and throw it down to the lowest walkway's little side area.

Go over to the railing corner that's almost directly above that side area, then quicksave before jumping onto the railing in a spot a bit to the right of the corner. Crouch down and look down at the lower walkway, then lean on the "Move forward" key to hopefully land on it after you start falling. If you find that to be too tricky a maneuver, you can go down the stairs with the shotgun out and sprint around to where the two soldiers appear. However you get to the lowest walkway, go along the section of it that slants down a bit until you can see a lambda symbol on the wall in an alcove a bit below you.

Use the flashlight to see two supply crates down there, then quicksave before trying to pull them in with the gravity gun. It's way too easy to drop a supply crate into the abyss while trying to pull it in. Once you've gotten and bashed both crates, enter the side area to find that it has two doors. Get out the crowbar and open the smaller door, then go through it and quickly whack the poison headcrab that's on the right just past the door. Look next to the dead guy for health packs, armor batteries, and frag grenades, then look through the big fence-covered window to see that the large doors are barred on the other side.

Use the gravity gun to lift the bar away from the doors, then drop it and go around to where you can push through the doors. Get out the bugbait and move through the doorway that's just ahead, then stop and wait for a Combine soldier to move into view with his back turned. Hit him with some bugbait, then quickly run up to him and kill him with the crowbar. Switch to the SMG and turn the flashlight on, then move to the top of the steps and shoot any headcrabs you can see on the floor ahead. There shouldn't be more than one poison headcrab and one regular one.

Go down the steps and move up to the railing that's on the left to get two soldiers to rappel into the canal below, then sprint back up the steps and continue watching for headcrabs until the sounds of combat stop. Quicksave, then go over

to the railing with the pulse rifle out. There shouldn't be any surviving soldiers down there, but there might be. If so, quickly kill them. If the zombies won, just leave them be for now. Get out the crowbar and crouch-walk up to the corner that's past the railing. Peek around the corner to get the attention of a couple of headcrabs, then wait to see if either of them will get caught by a barnacle.

Back up a bit and swing the crowbar to kill any crabs that make it to your corner, then go down to where there's a barnacle near a couple of wooden boxes. Let the barnacle catch you so you can whack it, then move the boxes out of the way so you can crouch-walk up to the edge of the canal. Don't let the barnacle that's hanging just past the edge catch you, but instead wait there to see if any surviving zombies (if there are any) will walk into the barnacle while trying to get to you. If a zombie is ignoring you, try shooting it with the pistol to get its attention.

Use the pistol or SMG to finish off any zombies that stubbornly refuse to get barnacled, then scan the walkway that's on the other side of the canal for poison headcrabs. If you see any, shoot them to death with the pistol. Get out the shotgun and quicksave, then continue down the passage to find a dead guy with an armor battery next to him. Look to the right to see a soldier hopefully get caught by a barnacle, and quickly double-barrel him if he doesn't. Look to the left to see another barnacle, and let it catch you so you can whack it. Move to where you can shoot out the other barnacle with the SMG, then get the crowbar back out.

Go up the stairs past the second barnacle, ready to quickly whack any headcrabs that are in the passage or its narrow side area. Use the gravity gun to pull two health packs, two armor batteries, and two frag grenades out of the side area, then optionally bash the vertical wooden beam with the crowbar to kill several poison headcrabs. Go back to the edge of the canal where a barnacle tongue is hanging down, then kill the barnacle with the SMG. Scan the walkway across the canal for poison headcrabs again, then go get all the nearby leftover supplies and toss them into the canal. (Don't forget the side room next to the doors you unbarred.)

Do one last scan for poison headcrabs on the other side of the canal, then get out the SMG, turn on the flashlight, and drop down to the slanty walkway section. Crouch down so you can see into the tunnel that's directly ahead, then shoot any headcrabs you see. Move into the tunnel and shoot down any zombies that wandered in there from the canal, then watch for a headcrab that's just around the tunnel bend, plus another one that's near a ladder. Don't go up the ladder yet, but instead go down the fence ramp and over to a small passage with two health packs in it.

Quicksave before approaching the health packs, then move a short way past them. Get out the pulse rifle and wait for a poison zombie to shamble into view, then quickly disintegrate it with a pulse rifle energy orb. Return to the health packs, then get out the gravity gun and crouch down. Use the flashlight to help you see and pull in all the goodies that are in the small horizontal shaft under the lambda symbol, then go out the other end of the passage to where the poison zombie was. Look ahead to see another passage, then jump onto its first round metal platform.

Jump onto the next round platform, then use the flashlight to find a tame headcrab on the ground between you and the third platform. Jump onto the headcrab to kill it, then jump onto the third platform and move into a small area with four supply crates in it. Bash them, then jump back across the platforms and go up the fence ramp to return to the ladder you passed by earlier. Quicksave, then climb the ladder and charge any nearby poison headcrabs with the crowbar.

Watch for another poison crab or two as you go along the passage that leads to the other side of the canal you dropped into earlier, then head along the walkway that goes to an area with two supply crates (and another poison headcrab) on the ground. Bash the crates, then go back up the stairs before using the gravity gun to pull in the barrel that's in the nearby narrow passage. Throw the barrel to kill the headcrab that spawns, then carry the barrel with you as you run over the narrow passage's debris pile.

Set the barrel down next to the other end of the debris pile so it can be used later to get back over it, then jump onto the slanty concrete and go up its left side to reach a niche that three pipes go into. Use the flashlight to help you find a box of .357 ammo on the left side of that niche, then pull it in with the gravity gun. Drop it if you don't need it, then look to the



right of the niche for a wide bit of slanty concrete that you can jump onto. Go up to its top right corner, then move onto some more slanty concrete and turn right. Go down to where you can drop onto a ledge that has an SMG and some health packs hiding behind barrels.

Set one of the barrels against the wall that's beneath a red shed, then set the other barrel on top of it. Jump back onto the slanty concrete and pick up one of the barrels that are in small niches, then drop down to the ledge and set it next to your two-barrel stack. You can then jump your way up to the shed's floor. Enter the shed and move up to the right side of the small control panel that's next to the window, then get out the .357 or crossbow (whichever you have more ammo for) and quicksave. Use the lever on the control panel, then watch through the window for two soldiers to appear on the floor above you.

Shoot those soldiers down, then get out the pulse rifle and look up while strafing to a spot that's underneath the shed's large roof hole. Watch for a soldier to appear on a higher walkway, and quickly shoot him down. Check the back of the shed to find a supply crate, a box of .357 ammo, and a bundle of crossbow ammo, then use the health station and armor charger to heal up. After the big lift arrives, get on it and pick up the explosive barrel, then jump back onto the floor. Set the barrel next to the right side of the shed's control panel, then put one pistol bullet into the barrel.

Get out the pulse rifle and quicksave, then use the control panel's switch to get the lift going again. Quickly exit the shed and get onto the lift, then toss one of the barrels aside so you can move up against the back railing. Turn around and look up so you can kill the soldier who appears on a higher walkway, then turn around again and watch for a soldier to appear on the back walkway. After he's down, turn around again and switch to the crossbow. Watch for another higher-walkway soldier, and quickly zoom-shoot him when he appears. Wait until the lift stops, then jump over the railing you're standing against to get onto the walkway.

Go around on the walkways to find several of the soldiers' dropped pulse rifles, then go to the back left corner to find a ladder on the side of a tall metal structure. Quicksave, then get on the ladder and slowly climb it until you hear the sound of glass breaking. Immediately jump to get off of the ladder, then sprint back down the walkway until you're next to the lift you rode over on. Look up to see the bottom of the high-up walkway that two Combine elite soldiers dropped onto, then get out the crossbow and use its zoom feature to scan that walkway while strafing slowly to the right.

If you're careful, you'll be able to get to where you can shoot the two elite soldiers without them being able to shoot back. If they do start shooting, quickly strafe back the way you came until they stop. After you get both of them, climb all the way up the ladder, then go over to where you can get onto two white parallel pipes. Follow them along until you're above the lift you rode on, then get onto the left side of the lift's yellow metal top. Move to where you can look down and use the gravity gun to pull in one of the barrels that's on the lift, then carefully set the barrel on one of the yellow metal beams if necessary to help you get it upright.

Carry the barrel along the lift's left track until you reach a ledge. Quicksave, then carefully set the barrel on the track so you can use it to jump onto the ledge's railing. Quickrestore and try again if you or the barrel fall, then use the gravity gun to pull in the nearby hopper before dropping onto the ledge. Set the hopper partway down the passage that leads to some closed blue doors, then jump back onto the railing that's above your barrel so you can pick it back up with the gravity gun. Drop it on the ledge and set it upright again, then pick it up and jump onto the railing on the other side of the ledge.

Drop carefully onto the left track past the ledge, then move to where you can use your barrel to jump onto a walkway's railing. Crouch-drop onto the walkway and turn right, since going forward would spawn an elite soldier that you can easily skip. Go down the walkway until you reach a ladder that's on the side of a tall metal structure, then get out the crossbow and quicksave. Slowly climb the ladder until you hear a glass-breaking sound, then jump to get off the ladder and drop back onto the walkway. Sprint back down it until you're directly underneath the overhead walkway, then shoot down the two elite soldiers who dropped onto it the same way you did before.

Climb all the way up the ladder and get off it, then get out the gravity gun and quicksave again. Sprint past the dead body and pick up one of the explosive barrels with the gravity gun, then turn right and look down to see the ledge that you crossed and reset a hopper mine on. Throw the barrel at the first soldier you see down there, and hope the hopper takes care of the other one. If not, toss the other explosive barrel at him or shoot him with the pulse rifle. Once those soldiers are dead, the area is secure, so go check the nearby dead body for supplies, including an SMG grenade.

Climb down the ladder until you're just above the middle of the three walkways that it connects, then face the walkway and hit the "Use item" key to get onto it. Check for a supply crate near the ladder, then go along the walkway to find two more next to a red shed. Go along the narrow ledge that leads around to the other side of the shed to find another supply crate, a pulse rifle energy orb, and a frag grenade. Go back along the ledge until you can turn right and drop onto the two white pipes that are next to the top of the lift, then move onto the lift's right track, get out the pistol, and quicksave.

Move slowly along the right track while watching the red shed down below until a soldier appears. Aim at the explosive barrel you set next to the shed's control panel, and quickly shoot it twice when the soldier moves up to the panel. If you kill the soldier before he can activate the lift, quickrestore and try again. Turn around and move back to where you can drop onto the lift, then wait until it finishes crossing. Enter the red shed and check for leftover supplies, and heal up at the wall stations. Get back on the lift and go over to where you can drop onto the ledge where you made your barrel stack.

Jump back onto the slanty concrete, then go down to where you can turn left and drop onto the lower slanty concrete without taking damage. Go over to the pipe niche where you found the .357 ammo box earlier so you can pick it up if you didn't before. Go down to where you set a barrel next to a debris pile, then use the barrel to jump over the pile so you can go back and check previous areas for supplies. Go all the way back to the canal that you dropped stuff into, then retrace your route to get back over the debris pile. Go up the slanty concrete on the right until you reach the small ledge with the barrel stack, then use it to get back up to the red shed.

Ride the lift back up, then climb up the ladder and go along the parallel pipes to get back onto the left part of the top of the lift. Pull in another barrel from the lift with the gravity gun, then set it upright and use it to get onto the railed ledge that's along the left track, just like before. This time, the blue doors in the ledge's passage will be open, so go past them and partway down some stairs. Reset the hopper mine that's at the bottom of the stairs, then go through the doorway and on to where the next chapter will start.

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**"FOLLOW FREEMAN!"**

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**TREE Link:** [planetphillip.com/posts/half-life-2-follow-freeman/](http://planetphillip.com/posts/half-life-2-follow-freeman/)

**SECTION D3\_C17\_09: RESCUING BARNEY FROM SNIPERS**

Go through the doorway on the right, then move forward until you reach two supply crates. Bash them open, then move up to the nearby doorway and quiksave. Sprint across the street to the right end of the wall that's to the left of two bricked-over doorways, then turn left and move slowly along the wall until you're near the end of it. Look across the street to see a telephone pole, then sprint over to the wall just to the right of it right after the sniper fires. Keep left as you move forward to where a large yellow metal sign is hanging, then start blasting it with the gravity gun.

If it won't come loose after several blasts, try pulling it with the gravity gun and then blasting it a few times. It should soon come loose at one end, and then fall off after a few more blasts. Pull it in with the gravity gun, then stay out of the sniper's range while moving to where you can pick it up by one end. Look way up and drop it, then quickly grab it again. If you do it right, you'll have a full-body shield held right out in front of you. Quiksave, then move down the street to a spot directly underneath the sniper's window while holding the sign in front of you. If the side street's sniper hits you, quickrestore and try again, perhaps hopping as you go past the side street.

Once you reach the building the sniper is in, drop the sign and look up to see the sniper's window. Toss a frag grenade through it (or the window just to the right of it) to kill the sniper, then look to the right for three supply crates. Go over to the nearest truck to find two frag grenades near a dead body, then go pick up your sign shield again and use it to walk down the side street. After you pass an open blue door on the left, drop the sign, then try to close the door. If it won't close, get out the SMG and peek through the doorway, watching for headcrabs to shoot.

Look toward the building that's past the rubble barricade, then slowly back up until you can see the top of the sniper's broken-out window underneath two windows that aren't broken out. Get out your frag grenades and quiksave, then lob a grenade while aiming at the center of the top window. The grenade should arc nicely into the sniper's nest and kill him, so quickrestore and try again if it doesn't, maybe adjusting your aim slightly. After you successfully grenade the sniper, return to the dead body to pick up the other grenade that's near it, then look near the back of the other truck for a supply crate.

Enter the hotel that's at the corner near the front of that truck, then turn left to find another supply crate and two new members for your squad. Exit the hotel and go back down the main street to the doorway you came outside through, then look to the left of it to see a section of blue Combine wall. Move up to the wall and strafe right until you find a narrow passage you can go down, then crouch-walk over to a dead body that has an armor battery, a pulse rifle energy orb, and a bundle of crossbow ammo next to it. Crouch-walk back into the narrow passage so you can go back down it, then return to the side street's blue door that you closed (or tried to close).

Open the door if you closed it, then send your squad in to see if they can spot any headcrabs. After they're done shooting, go in and turn left to see a wide doorway ahead, then send your squad to a point just past it, moving a desk out of their way with the gravity gun if necessary. Switch to the SMG to help them take down the fast zombie that attacks, then move toward them to get another headcrab to spawn. After they kill it, go through the large doorway and look to the left for a small doorway that leads to a bathroom. Check it for an SMG and two health packs, then go down the big ramp that leads to the flooded basement.

Turn around past the ramp, then go down to where you can turn right and enter a small wooden structure with an injured resistance guy and two supply crates. Wait there until some zombies rise up from the water, then get out your SMG and help your squad by shooting down the zombies that get close to them or you. After those zombies are all dead, go back

up the big ramp and get ammo from the SMG that's in the bathroom, then see if your squad members need any of the remaining health packs. Return to the basement's wooden structure, then look past the big doorway that's to the right of it to see the basement's exit doorway.

Send your squad to a spot near the exit doorway, then get out the SMG and move slowly toward it until two fast zombies appear. Help your squad shoot them down, then go through the doorway and up some stairs to reach two doors that you can optionally open to return to the bathroom for leftover supplies. Go up some more stairs, then move very slowly forward until some zombies rise up in the area ahead. Stop and wait for the sniper who's over to the left to shoot the zombies down, letting your squad get any that he misses.

Get onto the rubble that's over to the left, then move up to the concrete pillar that's at the left end of the big wall hole that the sniper was shooting through. Quicksave, then crouch-strafe slowly to the right while facing the pillar until you can see part of the sniper's broken-out window. Stand up and get out your frag grenades, then toss one while aiming at the top of the sniper's window. Quickrestore and try again if you toss all of your grenades without killing the sniper (or if you get shot). Once the sniper is dead, look directly across from your pillar for a supply crate, then move down to where an infinite frag grenade crate is setting next to another pillar.

Resupply on frags, then go down to where Barney calls out to you. Look up and around until you spot him, then look straight at him to get him to talk to you. Go through the doorway that's to the left of the nearby fire, then go up to the bottom of some stairs. Send your squad to the top of the stairs to get them out of your way, then turn around and quicksave. Run up the stairs backwards, then sprint down them and through the doorway. Sprint past the short rubble wall, then over to the pillar that's between the two large windows that are underneath Barney's position.

Crouch down and back up a bit, then strafe left (and back up some more if necessary) until you can see the top of one of the two new snipers' windows. Quicksave once you're in a good grenade-throwing position, then lob frag grenades while aiming at the smaller window that's above the sniper's window until you get him. Quickrestore and try again if you use up all of your grenades, since you'll need to have at least one left. Stand up and turn to face the infinite grenade crate, then quicksave again. Sprint down to a spot past the large wall hole that the first sniper was shooting zombies through earlier, then move back up against the pillar that's to the left of it.

As before, slowly crouch-strafe to where you can see part of the sniper's window, then quicksave before lobbing frag grenades at him. After he's killed, resupply at the grenade crate, then go back around to the stairs where you left your squad. Get them to follow you again if they aren't already, then wait for Barney to appear. If he doesn't before long, go up the stairs to see what's keeping him (possibly poison headcrabs). Follow him over to a large wall hole, then optionally go back to previous areas for leftover supplies before going through that wall hole and down the rubble.

Follow Barney over to a control booth, then reset the two hopper mines that some passing scanners drop. Wait until Barney opens the nearby Combine gate, then go past it and turn right to find a supply crate and a doorway. Get the crowbar out, then look to the right past the doorway for a poison headcrab to charge and whack. Turn left past the next doorway to find another poison headcrab, then move past it after whacking it to reach section d3\_c17\_10a.

### **SECTION D3\_C17\_10A: APPROACHING THE NEXUS BUILDING**

Turn right past the next doorway and open a door, then move through it and stop. There's a turret hiding on the upper floor that the railed stairs lead to, and you'll want to knock it over from where you are. Get out your frag grenades and quicksave, then toss one so that it bounces off the wall that's above the upper floor and lands near where the turret is. Switch to the gravity gun and wait to see if the turret is knocked over. If it is, sprint over to the three explosive barrels that are near the bottom of the stairs. Pick one up with the gravity gun, then turn and throw it at the first soldier who appears on the upper floor.

Throw barrels until both soldiers are dead (or hide and let your followers shoot them), then look near the door you came in through for a supply crate that has some frag grenades in it. Go up the stairs and through the open blue doors to find five supply crates. Bash all of them, then go up several sets of stairs and down a short passage to reach a room. Sprint into the corner that's to the left of the locked blue doors, then wait for Barney to open them. After he does, sprint through them and a large doorway, then head left to reach some stairs. Go down them and over to another large doorway, then use the gravity gun to pull in the hopper mine you see ahead.

Drop the hopper, then crouch-walk slowly along the left wall. Pull in the floor turret that's over to the left when you can see its legs, then quickly turn right and throw it. Pull in and drop the next hopper, then quicksave. Order your squad to stay put in a spot near the second hopper, then move through the doorway that leads outside. Move slowly toward the nearby car, then stop when a suppression gun blast starts to form around the car. As soon as the car is knocked into the air, sprint toward the light pole that's among some rubble over to the right.

Jump over rubble while sprinting past the light pole and toward the overturned blue dumpster ahead. If a suppression gun blast starts forming in front of you, back up a bit until it's gone, then continue sprinting forward. When you reach the dumpster, take cover inside it and get your squad following you again if they aren't already. Watch for them to appear back the way you came, then exit the dumpster and go around to where you can move between it and a large pile of rubble. Sprint forward until you can turn right, then sprint down to a closed door.

You're safe from the suppression gun there, so stand against the wall a ways to the right of the door while waiting to see if any of your squad will make it. After the suppression gun stops firing, go up to the left side of the door and quicksave. Open the door, then strafe past the doorway quickly to get your followers after the two soldiers who are in the room. Get out the gravity gun and be ready to toss enemy grenades away while waiting for the soldiers to be killed. Enter the room and check the left wall for a health station next to a door, then open the door. Have your squad stay in a spot a ways back from the door, then quicksave.

Run through the door and over to the wall on the right, then get out the crossbow and move slowly along the wall until a soldier appears in the small bunker ahead. Quickly zoom-shoot him, then use the gravity gun to toss aside the wooden crate that's near the other end of the wall. Quicksave again, then start moving toward the bunker. When a suppression gun blast point starts forming in front of you, back up to avoid damage, then quickly sprint into the bunker. Bash the overturned wooden table with the crowbar to find some hidden supplies, then get out the shotgun and then the SMG before quicksaving once again.

Wait until another suppression gun blast goes off, then sprint out of the other side of the bunker and toward the closed door ahead, watching for it to be opened from the other side. A second after it is, lob an SMG grenade so that it hits the floor just past the open door, then switch to the shotgun and keep sprinting forward (unless you have to dodge a suppression gun blast) so you can double-barrel any soldiers who survived your grenade. Try to kill them off before they can kill all of the resistance guys in the small prison cell, since you can bash the cell's padlock to release surviving prisoners and get them to join your squad.

Quickrestore and try again until you make it with acceptable damage and at least two squad members (including freed prisoners). Look on the table for some health packs, then bash the supply crate that's near the weapon racks for an armor battery. Open the room's other door, then quicksave before moving through it. Sprint straight past the door until you reach a black Combine-style wall, then stop and turn around. Get out the bugbait and start throwing it back toward the door you came out through. Two soldiers will soon run into view over there, and you'll want to continuously bugbait them while your followers shoot them.

After that's done, go back toward the door until you can turn left and see a large ramp a ways ahead. Go up to the base of the ramp and get out the pulse rifle, then quicksave. Wait and listen to Dr. Breen's special message to you if you want, then run up to the top of the ramp and look to the left. What you'll want to do is fire a pulse rifle energy orb at the side of the nearest single pillar at just the right time to disintegrate an elite soldier and a regular soldier who run past that

pillar. Keep quickrestoring and trying again until your orb gets both of them, then quickly shoot down the third soldier, who's a bit farther away.

Run over and get ammo from the third soldier's gun, then move onto the top of the second ramp. Instead of going down it, turn left and drop to the ground so you can run up to the building's wall. This will help ensure that the suppression gun can't target you. Turn right and stay close to the wall while moving down to a blue force field, then look past it for a plug-in that you can yank out with the gravity gun. Use the health station on the right wall, then go up the stairs and through a doorway. Move forward from there until section d3\_c17\_10b loads up.

### **SECTION D3\_C17\_10B: GROUND TURRETS AND GENERATORS**

Open the double doors on the left, then check past the doorway on the right for an infinite frag grenade crate, two gun racks, and two supply crates. Leave the supply crates alone for now, and use the grenade crate if necessary to get some frags. Go up to the left side of the three blue laser alarms, then get out your frag grenades and quicksave. Move into the alarms to get the ground turret that's just ahead of you to rise up and start scanning, then roll a grenade so that it falls into the turret's little niche. Back up and wait for the grenade to destroy the turret, quickrestoring and trying again if something goes wrong.

Go through the door Barney opens and bash a supply crate, then get out your bugbait and quicksave. Cross the room and move up to the left side of the force-fielded EXIT doorway, then wait for Barney to stop talking. When he does, start throwing bugbait toward the second EXIT doorway that you can see down the corridor. Try to keep the soldiers who appear down there incapacitated until your followers can finish them off. After that's done, use the flashlight to help you see four supply crates in the corridor. Pull them all in with the gravity gun and smash them to find lots of good stuff, including three RPG rockets.

See if your squad can use any of the health packs you got from those supply crates or the one that's back where you entered the room, then return to the room with the infinite frag grenade crate. Use it to refill, then carry both of the supply crates through the door Barney opened before bashing them to find that they contain several spare frag grenades. Go back to the force-fielded EXIT doorway, then look to the right of it for a doorway guarded by a ground turret's laser alarms. Move close to the doorway, then get out your frag grenades and send your squad somewhere out of the line of fire before quicksaving.

Move through the laser alerts, then quickly throw a grenade at the ground turret that rises up directly ahead of you. Immediately strafe left for cover, then wait to see if your grenade destroys the turret. If not, quickrestore and try again. It can be really hard to frag that turret, and you may eventually decide to hit it with an SMG grenade instead. Once that turret's destroyed, wait for the blue laser alarms to come back on, then switch to your frag grenades if you don't have them out already. Quicksave, then run through the doorway and over to another doorway that's just ahead and to the right.

Look to the right to see another ground turret, and toss a grenade toward it as soon as it rises up due to your followers passing through the laser alarms. Move through the doorway you're next to for cover, and quickrestore if your grenade doesn't destroy the turret. After that turret's dealt with, get your shotgun out and quicksave, then sprint past the turret and down the right-side passage. That way, you'll be coming up behind the two soldiers who are going after your followers, and you should be able to double-barrel them to death quickly. If that doesn't work so well, try using bugbait to incapacitate the soldiers while your followers shoot them.

Check those soldiers for ammo, then head back to your supply stashes for health and frag grenades. Return to where you killed the two soldiers, then go through a doorway and up a stairwell. Go through another doorway and look to the right to see two more ground turrets and their laser alerts, then get out your frag grenades. Have your squad stay on the stairs somewhere, then quicksave before sprinting over to a spot that's directly between the two turrets. Roll a grenade

into one turret's niche, then quickly turn and roll a grenade into the other niche. As soon as that's done, move through the big doorway for cover.

Once you manage that without taking any damage, look to the left past the big doorway for two frag grenades, a health pack, and a box of shotgun ammo. Quicksave before moving up to the health station that's on the end of a metal wall, then edge past it to where you can see an armor charger around the corner. If you're careful, you can access both wall stations without hitting the trigger point that causes more soldiers to enter the building through the EXIT corridor that you passed by earlier. If you hear the loud sound of a dropship flying overhead, you've hit the trigger point, so quickrestore and be more careful.

Once you've finished with the wall stations, get out the gravity gun and blast the energy orb that's bouncing up and down in a generator device. After it flies off and pops, go back past the destroyed ground turrets and look over to the right for a doorway. Bash the two supply crates in the room past it, then wait for Barney to release some prisoners to join your squad. If any of them pick up SMGs from the gun racks, send them over next to the rack with pulse rifles on it to hopefully get them to switch to those. After that's done, send your squad to a spot in the back of the room, then get out the gravity gun and pick up the big metal desk by one end.

Carefully maneuver the desk through the doorway, then take it through the doorway that leads to the stairwell. Move down the stairs slowly, then get the desk through the next doorway and on down to the force-fielded EXIT hallway. Carefully set the desk across the EXIT doorway lengthwise so that it totally blocks the doorway, then go back upstairs and through the big doorway that's next to the destroyed ground turrets. Pick up the big desk in that room, then carry it downstairs like you did the previous one. Set it perpendicular to the doorway-blocking desk, then push up against it to make sure it's firmly in place. That'll keep the first desk from being pushed aside too easily.

Go back up the stairs and over to the big doorway that's next to the destroyed ground turrets, then turn left without going through the doorway and cross a short bridge. Move up close to the side room's blue laser alerts, then quicksave before crouching down and using the gravity gun to pull in the big desk. Hold the desk in front of you to block the ground turret's fire as you move toward it, then drop the desk when it's pushed up against the turret. Move around to where you can roll a grenade into the turret's niche, then bash the three supply crates after it's destroyed.

Turn left as you exit the side room, then reset the hopper that's past the doorway on the left. After quicksaving, move straight ahead from the doorway until you reach a machine, then turn left and jump onto the next machine, and then the next one. Drop down off of that machine's corner, then jump onto the oddly shaped one that's next to the wall. Turn right and take a running jump to get over the cluster of laser alarms that are near the floor, then quicksave if you made it without hitting any alarms. Jump onto the pipe that has a laser alarm going right over it, then keep left while running past the alarm. (For some reason, that won't set it off.)

Jump onto the higher part of the pipe, and then onto a metal bookcase. Turn the flashlight on and look to the right, then quicksave before jumping across to the next bookcase. From there, jump onto the large machine with all the pipes sticking up out of it, then go to its back left corner and turn left. Jump over to another bookcase, then drop to the floor past it. Look to the left of a health station for three pulse rifle energy orbs and a button panel that'll turn off all the laser alarms and unset all of the nearby hopper mines.

Go through the big doorway that's near the button panel, then go down the hallway and through a smaller doorway on the right. (Note that a dropship will fly overhead, but its soldiers should get stuck down at your desk barricade.) Look on the wooden table for shotgun ammo and another pulse rifle energy orb, then pick up the table with the gravity gun and carry it back down the hall and through the laser alert room. You'll want to set it in the room's entry doorway to block it, though note that you may have to move the hopper you reset earlier out of the way first.

Carry the hopper back through the laser alert room, then go down the hall and set it on the floor just past the two large transport capsules that are hanging on the right wall. Get another hopper from the laser alert room and set it near the

first one, then place the two remaining hoppers near the big doorway that's halfway down the hall. Reenter the side room that you got the wooden table from, then go up to its generator and blast its bouncy orb with the gravity gun. Check to the right of the generator for a health station, then go back down the hall to the big doorway that leads into the laser alert room.

Quicksave before going through the doorway, then quickly run back into the hallway and look down to where you set the first two hoppers. They should kill at least one of the two soldiers who magically appear near them, and your followers will soon get the other one. Sprint down to the nearest hanging transport capsule, then crouch down next to it and get out the pulse rifle. Three more soldiers should soon come after you through the force field, and you can shoot their legs while your followers keep them busy.

If those soldiers don't appear before long, go back through the laser alert room and let them see you briefly through its table-blocked doorway, then sprint back to the doorway that leads to the hall. Move up to the right side of the doorway, then get out your shotgun and double-barrel any soldiers who come into view (and watch out for their grenades). After they're all dead, check around for ammo, including in the generator room if you used your shotgun. Go back through the laser alert room and move the wooden table out of the doorway, then turn right past it to return to the side room where you used a desk to block a ground turret.

Go back across the nearby bridge, then move past the two destroyed ground turrets and down the short hallway on the left. Past another bridge, turn right and go around to a large doorway, then move through it and approach the opposite doorway to get its doors to slam in your face. Get out the shotgun, then move over to the right side of the large wall hole that's to the left of the newly closed doors. Quicksave after a dropship flies over and shakes the building around, then stand ready to double-barrel soldiers as they run into view.

They'll run past the hole pretty quickly, so don't count on being able to get them all. If any pause long enough to shoot at you, strafe right for cover if you can't immediately blast them. After several soldiers get past you, get out your frag grenades and quicksave, then strafe left a bit while facing the hole. Toss a grenade so that it goes between the hole's metal bars and over to the right, where the soldiers are congregating. Quickly switch back to the shotgun and return to the right side of the hole so you can double-barrel the soldiers who run back by the hole to escape the grenade's explosion.

Eventually, the soldiers will start cutting the closed doors open. When that happens, repeat the grenade-toss routine one more time, then sprint for the counter with the hoppers on it. Go around behind it, then move up to its corner and pick up a hopper with the gravity gun. As soon as the doors are blown off, throw the hopper at the doorway, then turn and pick up the other one. Throw it if there are any surviving soldiers, and save it if there aren't. The doors on the opposite side of the room will start being cut open soon, so go over there.

If you've got a hopper left, stand so that you can throw it at the floor just past the doorway as soon as the doors are blown off. If not, run up to the wall that's to the left of the doorway and wait there with the pulse rifle out, ready to shoot soldiers as they come through the doorway. After that's done, look on the shelves in the room to find two health packs and two frag grenades (unless they've been knocked off at some point), then look up on top of the shelves to see three supply crates that you can pull in with the gravity gun.

Throw the supply crates into a corner to break them open, then stay back and pull in anything you want except for the armor batteries. (It's best to save them for later.) Go through the second set of doors that the soldiers cut open, then turn right and go back around to where you can cross a bridge. Go back past the two destroyed ground turrets and across another bridge to return to the side room where you used a desk to block fire from a ground turret. Pick up that desk by one end, then go all the way back to the trap room.

Set the desk across the room's opposite doorway (the first one the soldiers cut open) to block it, then quicksave before jumping over the desk and turning left. Sprint through the laser alerts and take cover in the left corner past them, then



wait for the alerts to come back on. (Note that Barney may magic his way through your desk barricade, so quickrestore and try again if he keeps the turrets from ever deactivating.) Go through the doorway you're hiding next to, then go through the doorway on the left. Look for health and shotgun ammo on a desk, plus a health station on the wall to the left of the doorway.

Blast the nearby generator's orb with the gravity gun, then leave the room and go move the doorway-blocking desk so your squad can rejoin you. Quicksave, then follow Barney through a deactivated force field and down two sets of stairs. Sprint over to the wall a bit to the left of your desk barricade, then start tossing bugbait at all the soldiers who are up against it. (You could use a pulse rifle energy orb to disintegrate them, but it may knock your desks around.) Position your squad a ways directly back from the desk barricade, and briefly switch to the pulse rifle if there's a soldier near the barricade that no one is shooting.

*NOTE: It's possible for there to be no soldiers at the barricade or anywhere else in the EXIT corridor. If that's the case, watch for several soldiers to be in the room that's past the corridor. Also, several more may magically appear after those are killed. Use the hoppers and your pulse rifle to quickly finish them off.*

After the barricade is clear, strafe slowly over to where you can toss bugbait down the corridor without being seen by the soldiers who are near its other end. When Barney forces his way through the desk barricade, quickly move the desks aside, then run through the doorway and start resetting hoppers. If another soldier shows up, throw a hopper at him. Wait near Barney until he opens a big Combine-style door, then go back to the EXIT corridor and look along its left wall for a health station and an armor charger. Return to Barney's room and quicksave, then get out the gravity gun and run through the door he opened.

Sprint up the stairs until you get to where you can grav-blast a floor turret to knock it over, then quickly switch to the pulse rifle and wait for two soldiers to come down the stairs after you. Help your squad shoot them, then go back down the stairs and use the wall stations in the EXIT corridor again. Past it, check your nearby supply stashes, not forgetting to let your squad stand around near any leftover health packs in case they need them. Go through the doorways that are between the EXIT corridor and the stairs to return to the stairwell that leads up to the first generator room, then go use its health and armor stations.

Look in the nearby side room where Barney freed some prisoners earlier for leftover health packs for your squad. Next, go down the short hallway that's to the right of the first generator room and across a bridge to get back to the big trap room. Check your supply stash in there, then pick up a leftover armor battery (if there is one) and carry it back down to Barney's room. Toss it through the door he opened, then go do the same with any other leftover armor batteries, plus any leftover crossbow ammo. When you're done, go through the Barney-opened door, pick up the RPG, and carry it up the stairs until section d3\_c17\_11 loads.

### **SECTION D3\_C17\_11: ROOFTOP AND SKYBRIDGE**

Finish climbing the stairs, then drop the RPG in the corner to the left of the closed door. Quicksave, then open the door and send your squad out through it, reopening it if necessary for them to all get through. There are several soldiers outside, and you'll want to stay in the doorway and use the pulse rifle to help your squad finish them off without taking very many hits. It's okay if you lose some or all of your squad here, so don't take any unnecessary risks. When you're sure all the nearby soldiers are dead, get out the crossbow and quicksave.

Go through the door and straight forward to a fence, then turn right and sprint forward to another fence. Enter zoom mode and quickly snipe down the soldier who's on a watchtower way off in the distance. (Remember to aim a bit above his head.) Bash the two nearby supply crates, then look across the area for an infinite rocket crate and another supply crate next to a fence. Use the gravity gun to pull in and smash the supply crate, then pull in the RPG that's on the ground near it. Carry the RPG over to the door you came out through, then drop it long enough to reopen the door.

Carry it past the door and toss it into the corner with the other RPG.

Go back through the door and find the steps that lead down to a slightly lower walkway, then go down them and quicksave. Move slowly along the lower walkway until a cool tune starts playing, then turn and sprint back up the steps and over to the door. Open the door and move through it, then close it and reopen it. Move up next to it to keep it from closing again, then get out the RPG and quicksave. Wait there and listen for the loud whooshing-air sound that means the gunship is close, then watch for it to appear. Fire a rocket and steer it into the gunship, then immediately back up and strafe right to avoid its fire.

Wait a few seconds before returning to the doorway, just to make sure the gunship can't shoot you from off to the right. As usual with this sort of thing, you'll want to quicksave after every successful hit, and quickrestore after every miss. When you run out of rockets, get more from your two stashed RPGs. Quicksave again when the gunship is destroyed, then sprint over to the rocket crate to refill. Sprint down the steps and along the lower walkway until you reach a closed Combine gate with health and armor stations to the right of it.

Quickly set one of the two nearby unset hoppers next to the gate, then set the other one a bit back from the gate. Get out the RPG and then the bugbait, then go stand next to the red "ssi" symbol that's on the side of a nearby container. Quicksave, then watch for the gate to open. As soon as it does, start tossing bugbait at the walkway next to it. Keep doing that until you're sure you've incapacitated at least two soldiers, then quickly switch to the RPG, strafe right, and rocket them. Immediately strafe back left, switch to the bugbait, and start throwing it again.

Repeat that process until all of the soldiers are dead. If you run out of rockets before they're all killed, use pulse rifle energy orbs on the last one(s). Go refill at the rocket crate again, then use the health and armor stations that are next to the gate. Past the gate, go up the steps and forward until you're past the fence that's on your left, then turn left and use zoom mode to scope out the area ahead. To the right of three supply crates is the skybridge's button panel, and just to the right of it is the mesh barrier that's blocking access to the skybridge.

Quicksave, then sprint over to the stack of transport capsules that are to the right of the skybridge's mesh barrier. Soon after you do, two resistance members will run up and join your squad. Sprint over to the button panel and use it, then sprint back past the capsule stack and stand near the big "ssi" container. Get out the bugbait and wait for the sound of the skybridge moving into position to stop, then send your squad to a spot near the supply crates and start tossing bugbait at the ground next to the skybridge. If your squad just stands there without shooting the soldiers who appear, recall them to get them going.

After all the soldiers who run across the skybridge are killed, wait next to the "ssi" container for a bit, then get out the RPG and quicksave. Run over to the skybridge entrance and fire a rocket at the soldiers who are clustered at the other end, then quickly sprint back for cover next to the container. Wait a bit more, then repeat the process. When you run out of rockets, sprint back to the rocket crate to refill, then return to the container and continue the process. Eventually, the soldiers will stop coming. If one or more of them stay off to the left of the easy-to-rocket area, strafe over to where you can hit them with crossbow bolts through the fence.

When the other side of the skybridge looks clear, get out the pulse rifle and quicksave, then sprint across the skybridge and look to the left to see a narrow passage. Fire an energy orb so that it bounces down that passage, then fire another one as soon as the first one pops. Shoot down any soldiers who survived the orbs, then look around to find several replacement orbs that were dropped by the elite soldiers you rocketed.

Go back across the skybridge and bash the nearby supply crates, then return to the open gate and use the health station and armor charger that are next to it. Go refill on rockets at the rocket crate, then go back to the bottom of the stairwell and check your stash there for items you need now. Return to the skybridge and recross it, then go down the narrow passage and turn right. Go through the doorway, then move along the wrecked walkway until you drop down into section d3\_c17\_12.

**SECTION D3\_C17\_12: STRIDER COURTYARD**

Move along the walkway and down stairs until you meet up with an RPG-toting resistance guy, then wait until he joins your squad. Go down to a doorway that leads outside, then quicksave before moving across the street to an open Combine-style gate. As soon as you reach the gate, sprint forward and around the right side of an APC, then sprint up a ramp and then some steps to get onto a large porch. Keep sprinting until you can drop off the other side of the porch, then move into the corner that's next to a dead body and some health packs.

Crouch down there and quicksave if you made it unshot, then wait for your auxiliary power to fully recharge. Stand up and sprint past an APC, then immediately turn left and sprint into a large street hole. There's an entrance to a small tunnel straight ahead, so sprint into it. Quicksave again if you make it to the center of the tunnel without getting shot, then look down to the other end to see if there's a strider near it. If so, wait for it to stride away, then peek out to see if it looks clear. Retreat and wait some more if it doesn't, and quicksave when it does. Run up the large dirt mound on your left, then sprint through the fence opening that's over to the left.

Sprint through the doorway that's past the fence opening, then take cover to the left of it and quicksave again if you made it unshot. Knock the fallen-over door away with the gravity gun, then get out the pulse rifle and watch the section of fence you can see through the doorway. There's a chance that a Combine soldier will appear there and start shooting at you, though that usually doesn't happen. Wait awhile to see if it will happen, then get out the RPG and keep peeking briefly through the doorway until you see a strider walking nearby. Hit it with a rocket, then take cover for a few seconds before hitting it with another rocket.

Quicksave if you hit it with all three rockets without taking any fire, then jump onto the raised platform that you're standing next to and move to where you can see two RPGs on the floor. Pull one in with the gravity gun, then return to your safe spot on the left side of the doorway. Wait for the same strider to walk close by again, then repeat the process of hitting it with three rockets. If that doesn't kill it, jump onto the platform and pull in the other RPG, then hit that strider with one more rocket. Quicksave once it's down, then sprint through the doorway and straight forward when the other strider in the area is facing away from you.

Go around some rubble and through another fence opening, then into a small bunker. (Note that a strider-kicked APC may be blocking that entrance to the bunker. If so, quickly sprint around to the other entrance.) There are two RPGs in the bunker, plus an RPG-toting squad member. Send him out to get shot down, then pull in his RPG with the gravity gun to make three. You could use those RPGs to resupply with as you rocket the other strider, but it's best to save them for later. Watch through the exit that's opposite the one you came in through (without going too close to it) until you see the strider heading off to the left with its back turned, then quicksave.

Sprint out of the bunker and through one fence opening, then turn right. Sprint past the left side of a large rubble pile, then turn right and crouch down next to the rubble for cover. Crouch-walk over to the infinite rocket crate, then set aside the supply crates that someone drops down to you without breaking them open. Stay next to the rubble as you crouch-walk down to where you can pull in another supply crate with the gravity gun, then go put it with the other ones. Quicksave, then crouch-walk along the rubble until a resistance member runs into view near the spot that you pulled in a supply crate from.

Start backing up, since a strider will soon disintegrate that resistance member with its warp cannon. The blast also blows a hole in the wall that you could go through to find a health station, but don't do that yet. There are plenty of health packs lying around near the rocket crate, anyway. Use the taller rubble and pillar near the rocket crate for cover while rocketing the striders, and resupply at the crate whenever you run out of rockets. After all the striders are destroyed, visit the health station in the room past the strider-blasted wall hole if you want, then go to a spot between that wall hole and a large blue dumpster.

From there, you can rocket the soldiers who are at the fortifications past an open Combine gate in the back of the area. Fire a rocket while looking up, then wait a second or so before using zoom mode to bring it down near a soldier. (That'll keep the rocket's smoke from obscuring your vision.) Keep refilling on rockets and firing them at the soldiers until it looks like they're all dead, then refill again and quicksave. Move slowly toward the Combine gate while staying against the wall until some more soldiers appear at the fortifications. Quickly back up and start rocketing them, and switch to the pulse rifle or shotgun if they charge you too fast.

Refill on rockets again after they're down, then approach the fortified area slowly while watching for any remaining soldiers. After they're all dead, go down the stairs in the back left corner of their area to find four supply crates. Bash them, then go back up the stairs and return to the infinite rocket crate. Use it, then bash the three supply crates you set aside to get some armor batteries. Go back to the bunker you passed through earlier and start moving its RPGs to the area past the stairs where you bashed four supply crates.

There are probably other loose RPGs lying around that were dropped by dead resistance members, but you can only count on the ones that are in the bunker (which is why I had you save them). After all three RPGs from the bunker (and any others you care to bring along) have been moved, quicksave, then use the gravity gun to throw all but one of them to the end of the next passage. Carry the last RPG along as you go down the passage to where section d3\_c17\_12b loads.

### **SECTION D3\_C17\_12B: SINGLE STRIDER AND WRECKED BUILDING**

*NOTE: Sometimes, one or more of the RPGs you tossed down the passageway will disappear when this section finishes loading. If that happens, quickrestore and try again, maybe setting the RPGs in the passage instead of tossing them down it. You can turn around and pull them in with the gravity gun after this section loads up. Another option is to go back and look for other leftover RPGs to import. That'll increase your chances of ending up with enough, even if some of them disappear.*

Go through the doorway and down some stairs, then get out the .357 right after going through another doorway. There's a soldier down at the other end of the big tunnel, so use zoom mode to help you get a head shot on him. Move all of your imported RPGs to a spot next to the two nearby white machine boxes, then go over to the opposite side of the tunnel. Turn right and go past the first green dumpster that's on your side of the tunnel, then quicksave. Sprint down to the second green dumpster, then quickly crouch down on its other side.

Wait there until a strider stomps past you, then sprint back for the doorway that leads to the stairs. Some rubble will have fallen and blocked the doorway, but that spot is still good cover from the strider. Peek out and rocket it, then take cover and wait for it to stop firing at you. (Note that you'll only be able to hit it when it's in the street a ways past the tunnel exit.) Keep that up, resupplying with your imported RPGs, until the strider goes down. Watch for a health pack next to a dead guy as you go down the tunnel, then turn left after you get outside to find a small alley.

Go down the alley until you get near a big wall hole, then stop and quicksave. Crouch-walk up to the wall hole and look through it to see if you can spot a soldier who thinks he's hidden by a pillar. If not, strafe out of sight and wait until you hear the soldiers arrive. If you'd rather go after them right away, get out the SMG and run toward the doorway you can see in the back wall, ready to fire an SMG grenade at it when the soldiers appear. If that doesn't finish them off, follow up with some bullets to the head.

If you wait until the soldiers take up positions behind pillars, crouch-walk through the wall hole's right side, then slowly strafe right until you can see two explosive barrels. Quickly blow up the nearest one with the pistol, then strafe right a bit more and quicksave. Pull in the other explosive barrel with the gravity gun, then throw it at the soldier you can see behind the last pillar on the left. If it doesn't kill him, quickrestore and try again (or just crossbow him). Get out the

bugbait and start crouch-walking toward the back right pillar. When you get close, toss some bugbait to incapacitate the soldier who's behind that pillar, then sprint over and bugbait him again before crowbar-ing him.

Look next to a pillar that's near the wall hole for two supply crates, then go through the doorway in the back of the room. Past the next doorway, get out the bugbait and quicksave, then run up the steps and turn right. Throw bugbait at the first soldier who appears, then quickly bugbait the next one and strafe right for cover. The grenade that the first soldier tossed should kill both of them, but it may not. Quickly bugbait any survivors, then finish them off with the crowbar (if there's one) or the SMG (if there's two). If those soldiers don't appear, try firing the SMG at the wall to get their attention.

If they still won't come after you, you'll need to go up the second set of steps to get their attention, then sprint back down both sets of steps to avoid their grenade. After it explodes, get out the shotgun and stand ready to double-barrel the soldiers when they come after you. Once they're both dead, go up the second set of steps and turn left to find the doorway to a small bathroom area. Check it for two supply crates, then exit it and go down the passage past it to find a large ramp that leads up to the next floor. Go past the short wall that's to the right of the ramp, then turn left and crouch down.

Get out the pistol and slowly crouch-walk forward while watching the top of the large window for a soldier's legs to come into view. When they do, stop and shoot them until the soldier is dead, then use the flashlight to find the three nearby supply crates. Go up the big ramp, then turn right and go down to the other end of the floor to find some stairs that lead down to a dead guy and some health supplies. Go back up the stairs and over to a skinny ramp-like concrete beam, then go up it and move carefully along the horizontal concrete beams to get to some stairs that lead to a rocket crate.

Use the crate to make sure you're full on rockets, then stand and wait with the gravity gun out for scanners to come to you. Smash them and pick up the armor batteries they randomly drop until your armor is 100, then keep smashing them until you get a spare armor battery. Pick it up and jump over the floor hole that's past the rocket crate, then drop the battery long enough to bash three supply crates. Pick the battery back up, then go around the corner and drop through a large floor hole. Move on past that to get section d3\_c17\_13 to load.

### SECTION D3\_C17\_13: TWO MORE STRIDERS AND A CAR BOMB

Move up to a boarded-over wall hole, then drop your armor battery long enough to remove the boards with the gravity gun. Carry the armor battery into the hole, then wait for the resistance guy to move out of the way. Turn right past the hole and quicksave, then run-hop forward until you can drop down to an underground parking area. Turn left and enter a small side room with a supply crate, then drop the armor battery and get out the bugbait. Quicksave, then leave the side area and turn left. Sprint forward until you can crouch down next to a green car for cover, then start tossing bugbait at the soldiers you can see ahead.

There are two soldiers near the back of the parking area, plus one or two more on the other side of your green car. Quickrestore and try again if you get shot up or lose all of your squad members, then go to the back of the area and see if any of your squad will upgrade to the pulse rifle that one of the soldiers dropped. Move down to a spot between a red car and a white van, then get out your pulse rifle and quicksave. Sprint over to the back of the green car that's sticking out ahead and on the right, then watch the large rubble pile ahead for three Combine elite soldiers to appear.

Shoot them down as quickly as you can, ducking for cover whenever they or the nearby strider are firing at you (and when you need to reload). You could just duck down and let your squad deal with them, but they may not be able to kill all three elites without your help. After that's done, check the back of the white van for a .357 Magnum and two armor batteries (which you may need to pull out with the gravity gun), then look across from the green car to find a supply crate, shotgun ammo, crossbow ammo, and two SMG grenades. Go back to the side room you dropped your imported armor battery in, then bash its supply crate before returning to the back of the white van.

Send any squad members you still have to the top of the rubble pile that leads to the street. After they're all killed, crouch down next to the van and watch the top of the rubble pile. When you see the strider go past while heading to the right, stand up and quicksave. Sprint up the rubble pile to the street, then sprint through the doorway of the store that's on the other side of the street. Run straight forward from the doorway until you reach a closed door, then turn around and have the pulse rifle ready to kill the two soldiers who come up out of the street hole that's directly ahead (or have the SMG out to grenade them with).

*NOTE: If some new resistance members appear and follow you into the store, they may get in the way of you shooting the soldiers. Worse yet, they may cause the strider to hunch down and fire into the store through its windows. If that happens, you'll probably need to quickrestore and try again, though sending your new squad members out into the street might also work if you do it fast enough. If all else fails, run straight for the street hole instead of the store, and shoot the two soldiers in the legs as they come into the hole after you.*

After you finish those soldiers off, wait until the strider moves past the store, then sprint back across to the underground parking area. Pick up the loose SMG grenades if you used any, and look for leftover health and armor supplies if you took any damage. The large street hole that the soldiers came up through is your next destination, so sprint into it when the strider can't see you. Wait in the middle of the hole if necessary until the strider is walking back toward the way you came, then run up out of the other side of the hole while keeping left to avoid the fire.

Sprint through the open door of the store that's straight ahead, then take cover behind the closed door. Back up to where you can pull in the supply crates that are over to the left, then make sure the strider is walking away from you before you quicksave. Leave the store and turn right, then sprint into the back right corner of the alcove that's on the right side of the street. Stay there while another strider hopefully walks by without noticing you. If it stops walking and starts hunching down, quickly sprint out of the alcove and under the strider to hopefully avoid getting shot.

In either case, you'll need to drop into the large street hole that the strider climbed out of. After you do, look to the right of two white cars for a pillar with a supply crate next to it. Bash the supply crate, then move around the pillar to where you can use the gravity gun to knock the two white cars out from between that pillar and the next one. Get out the crossbow and quicksave, then sprint over to the next pillar. That'll set off the car bomb without you falling into the large pit that it creates. Crouch down and strafe left a bit, then quickly zoom-shoot the three soldiers as they run into view.

Go along the left edge of the car bomb pit to reach the back of the area, then turn right and go over to a supply crate that's on the edge of a large rubble pile. Bash it and quicksave, then move forward to where you can turn left and sprint up the rubble pile to reach a floor. Turn left and sprint to the back wall, then turn right and sprint past some rubble and around to a doorway. Past it, turn left and go through the next doorway to enter a small room with two supply crates. Save them for later, and stand facing the doorway with the shotgun out. A soldier will probably run into the doorway before long, and you'll want to double-barrel him the instant he does.

Stand and wait a bit longer to see if any more soldiers come after you, though it's unlikely that any will. After a couple of resistance members run in and join your squad, wait to see if they'll run off and shoot at soldiers without you telling them to. Quicksave after they settle down, then leave the small room (which I'll call the "safe room" from now on) and turn right. Send your squad through the doorway ahead to shoot down a couple of soldiers on a higher floor. If they can't do it, either return to the safe room and wait for more squad members to show up before trying again, or just kill the soldiers yourself with the pulse rifle.

After that's done, leave the safe room and turn left, then go up the stairs and see if there are any soldiers nearby. Quickly retreat and let your squad handle them if so, then quicksave before going up the stairs again. Sprint past the

left side of the short rubble wall that a single supply crate is setting next to, then turn around and sprint back for the stairs. Quickrestore and try again if you don't make it back to the safe room with light or no damage, then wait for two warp cannon blasts to happen. The second one may take awhile, so be patient.

After you hear the second blast, bash the safe room's supply crates, then go over to the base of the stairs and quicksave. Run up the stairs and bash the supply crate to get some armor batteries, then sprint past it to where you can drop down to a lower area. Sprint for the wall hole that's near the back left corner of the area, and turn left past it. Drop down to a lower floor, then turn left and sprint for the doorway that leads to the second safe room. As before, save its supply crates for later. Stand in the corner that's to the left of the doorway, and have your squad stand to where they can see through the doorway and shoot any soldiers who approach.

Quicksave when you're sure no more soldiers are coming, then peek out through the doorway long enough to send your squad to the top of the large rubble pile that's ahead and to the left. There are some soldiers up there they can shoot for you, and more squad members will come in soon after those are killed. Keep sending your squad out to shoot soldiers, and keep your shotgun handy on the offchance that one of those soldiers approaches the safe room. Do that until you get tired of it, then get out the crossbow and quicksave.

Right-strafe through the doorway while facing left, and use zoom mode to help you spot any remaining soldiers over that way. Quickly crossbow them, then retreat to the safe room and wait a bit before checking again. There may also be a soldier on a perch that's directly above the safe room, so check there, too. When it looks clear, bash all of the safe room's supply crates, then wait if necessary to get a couple of squad members. Quicksave, then sprint up to the top of the rubble pile. Turn left and sprint over to the back wall, then crouch down next to a short rubble wall.

Have the pulse rifle out to shoot any soldiers who approach, and be ready to switch to the gravity gun if a grenade lands nearby. Some more people will run up and join your squad before long, and they should be able to finish off the remaining soldiers. Once that's done, go past the rubble wall and bash three supply crates, then turn left past a fire and sprint through a large doorway. Look in the left corner for a small doorway that leads to the third and final safe room. Bash its supply crates, then check the wall just outside it to find two health stations and one armor charger.

Save those wall stations for later. For now, wait in the safe room with the shotgun out in case a soldier approaches. Once you gain a few new squad members, leave the safe room and turn left. Go over to the base of some stairs, ready to blast a soldier if one appears, then send your squad up the stairs to see if there are any soldiers left on the roof. Once you've verified that the roof is clear, return to the safe room and get out the RPG. Quicksave, then move out to where you can hit a strider with a rocket. Quickly retreat to cover, then quicksave again if you made it with little or no damage.

Repeat that process until you run out of rockets, then go partway up the stairs that lead to the roof before quicksaving again. Sprint up to the top of the stairs, then turn left and sprint around to the infinite rocket crate, which is in the corner opposite the one nearest the stairs. Open the crate as soon as you reach it, then immediately sprint back for the stairs. Quicksave if you make it back to the safe room without taking much damage, then repeat the strider-rocketing process. After you destroy both striders, go resupply at the infinite rocket crate again, then look to the left of it to see some soldiers in a distant building.

Use your infinite rocket supply to finish off those soldiers, jumping on top of the rocket crate if necessary to see some of them. After that's done, go to the roof corner that's to the right of the rocket crate, then go around the concrete pillar to find the start of a rusty metal beam. Crouch-walk across it, then crouch-walk across two more to reach a small rubble ledge next to a big wall hole. Move up to the edge of the wall hole and use zoom mode to scout out the area ahead. There are several soldiers you can shoot down from there, so use the RPG and/or crossbow to do so.

After you get all you can see at first, wait to see if some resistance guys will run down the street and flush out a few more. After you've gotten all the soldiers you can, carefully crouch-walk back across to the rocket crate's roof, then refill on rockets before going back downstairs and using the wall chargers that are next to the third safe room. Get back on the roof, then optionally drop through the wall hole that's on the right past the top of the stairs. If you do that, you can go up a rubble pile and drop down to a spot near where you emerged from the underground area with the car bomb.

You can then look around for supplies while making your way back to the rocket crate's roof the same way you did before. However, this isn't really worthwhile unless you're still short on armor or health after using the wall stations. Crouch-walk your way back across the three metal beams, then crouch-drop into the area past the wall hole, landing on a green trash bin if possible to avoid damage. Move onto the street, then turn right and have your RPG handy as you move forward in case there are any leftover soldiers.

Hang back when Dog runs in from a side street and starts throwing things around, then follow him after he runs over to the back of the area. Wait near him until he lifts up one segment of the huge Combine wall, then wait until Barney says you'd better hurry. You can then drop down the hole that's directly underneath the lifted-up wall segment. Drop down again to enter a long passage, then start down it to get the next chapter to begin.



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## OUR BENEFACTORS

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**TREE Link:** [planetphillip.com/posts/half-life-2-our-benefactors/](http://planetphillip.com/posts/half-life-2-our-benefactors/)

### SECTION D3\_CITADEL\_01: ENTERING THE CITADEL

Move down the passage until you reach a dead body with two health packs next to it, then turn left and drop down to the large rock that's in the corner. Turn right and carefully drop down to another rock, and then to a small rocky ledge. Crouch-drop from that ledge to a lower one, then quicksave before jumping across to a steep slope. Use a movement key to slow your descent, then jump across to another narrow rocky ledge. Run along it until you're past a small cave with a headcrab in it, then go back and check the cave for a health pack. (If the crab didn't leap to its death when you ran by, crowbar-whack it.)

Go to the end of the ledge, then drop onto the large stick-out pipe. Look straight forward and down to see a metal platform that keeps moving up and down. After quicksaving, take a running jump over to it right after it moves into its "up" position. You can then immediately turn right and run onto the nearby non-moving metal ledge, or you can wait until after the platform you're on lowers and raises again. Go to the middle of the ledge to find a ramp leading up, then use the flashlight as you move down the passage past the ramp to make sure you don't get crushed by two small up-n-down things.

Move carefully onward until you find two short passages, then go down either one to reach a drop-off. Turn right after dropping down, then move down the narrow passage until you reach an open area where you'll need to follow a narrow, dark-colored pathway to its end. Move over some light-colored metal to get onto another dark-colored pathway, then go along it, turning first left and then right. At the end of the pathway, turn left and drop down to a lower floor, then move over some light-colored metal and along another pathway.

When you reach its end, crouch-drop onto the light-colored metal below, then move carefully along it until you can turn left and go up to a transparent bridge that two lines of transport capsules are moving over. When a capsule in the nearest line stops and opens up, move up to it, but don't hit the "Use item" key to enter it. Instead, wait until it moves out of your way, then go past it. Wait if necessary for a capsule from the other line to move out of your way, then finish crossing the bridge and turn around. When a capsule in the nearest line stops and opens up, run up to it and hit the "Use item" key to get in, then ride it along until section d3\_citadel\_02 loads.

### SECTION D3\_CITADEL\_02: A NICE, QUIET RIDE

There's nothing to do in this section except enjoy the sights as you ride along, though you should quicksave soon after going through the gunship hangar, just in case a certain glitch happens after you drop down into section d3\_citadel\_03.

### SECTION D3\_CITADEL\_03: THE NEW, IMPROVED GRAVITY GUN

Stand and wait while the weapon confiscation devices steal and disintegrate all of your weapons except the gravity gun. After that's over, see if you can jump, then see if you can pick up the new, improved gravity gun. If either action is impossible, restore the quicksave you made in the previous section and hope the glitch doesn't happen again. (Another option is to use the console's "restart" command, though that doesn't always work.) Once you've verified that no glitches have happened to you, hide in the corner to the right of the passage whose force field is down.

Wait for some soldiers to run into view, and quickly zap them with primary bursts from your souped-up gravity gun to kill them. You can also pull them in and throw them to not only kill the one you pulled in, but also any that are hit by him when you throw him. After they stop coming, go down the passage and turn left, then look on a wall on the right for a special "Combine combo" charger. It and all the other wall stations in the Citadel will take your health up to 100 and your armor up to 200. Cool! Sprint over to the start of the large transparent walkway, then use the flashlight if necessary to help you spot the first metal wall brace that's on its left side.

Wait for soldiers to run into view at the other end of the walkway, then quickly duck into cover behind the first wall brace. Face the walkway and wait for soldiers to run into view, then quickly zap-kill them (or do quick pull-and-throws) with the gravity gun. Watch out for grenades, and stay next to the wall brace until the soldiers stop coming. Peek out to see if there are any more you can lure in, and sprint back to the wall charger once the walkway looks clear. Use it to charge back up, then sprint back over to the walkway.

Wait and watch for more soldiers to run into view, then take cover against the wall brace and zap them just like you did before. Keep zapping soldiers and recharging at the wall station until they stop coming, then go down to the end of the walkway and move across to the start of another one. Do a pull-and-throw on a scanner to destroy it, then go to the end of the walkway and turn right. Optionally wait and listen while Dr. Breen talks at you again, then go through the narrow doorway and over to a railing. Quicksave, then jump over the railing and wait for two soldiers to run into view.

Quickly pull-and-throw them, then sprint forward to the large energy column and turn right. Sprint down the first side passage you come to until you reach an elevator. Use its button panel to ascend and leave the rest of the soldiers in the area behind. Turn left as the elevator is rising, then pull in the energy orb that's bouncing up and down in a small generator as soon as you can. Throw it at one of the two soldiers to kill him, then use secondary fire to pull in the other soldier. (If you pull in an energy orb from one of the conduits instead, throw it at the other soldier.)

Go down the next passage to find a wall charger, then move down to the end of the passage so you can look into the area ahead. When some soldiers run into view, quickly back up a bit and move up against the left wall. If you don't go back too far, every soldier who appears ahead of you will be pull-in-able (except the ones who are on the other side of a transparent wall, and they'll have to run into your range to get to where they can shoot you). Use quick pull-and-throws on soldiers until they stop coming, then visit the wall charger and quicksave before peeking into the next area again to see if there are more soldiers nearby.

Retreat and do the pull-and-throw routine on them if there are, then repeat the "charge up, quicksave, check again" process until moving up to the force field and waiting doesn't cause any more soldiers to appear. Look to the left while near the force field to find its generator, then pull the energy orb out of it and toss it away. Immediately retreat back down the passage and do the pull-and-throw routine on some more soldiers, then go to the back of the area after they stop appearing. Past some steps, go down a short hallway with a wall charger in it to get section d3\_citadel\_04 to load.

#### **SECTION D3\_CITADEL\_04: BIG LIFT AND ONE LAST STRIDER**

Go to the end of the hallway and turn right, then pull-and-throw both of the soldiers you see in the area ahead. Drop down, then use the flashlight to help you locate two nearby Combine consoles. Pull in one of the consoles with the gravity gun, then set it on the floor next to the drop-off so you can jump (or jump-crouch) onto it, and then jump back to the short hallway. Once that's set, drop back down and quicksave, then run onto the transparent walkway that goes around a large lift shaft. Sprint around the shaft's railing until you reach a button panel, then use it before sprinting back to the drop-off.

Quickly jump your way back into the short hallway, then go use the wall charger. Quicksave again, then move to where you can pull-and-throw any soldiers who are near the drop-off. Duck back into cover while other soldiers approach, then pull-and-throw them. Use the wall charger every now and then, and keep checking for soldiers until they stop coming. Use the wall charger once more and quicksave, then drop down and check around for leftover soldiers. Sprint across the lift's walkway without getting on the lift, then sprint to the back of the area past it to find another wall charger.

There'll probably be at least one soldier on a high-up ledge that you can't pull in with the gravity gun, so pull in energy orbs from the nearby conduit and throw them at the soldier until he's killed. Use the wall charger if you took any damage, then recross the lift's walkway and jump back up into the short hallway. Go down it to where the previous chapter section loads back up, then look to the left to see two large Combine computer consoles. Pull one in with the gravity gun and set it in the hallway just past the wall charger, then pull in the other one.

Move back down the hallway to where this section loads up again. If the console you dropped in the hallway blocks you from doing this, drop the one you're carrying past it, then pick it up. Hopefully, neither console will vanish after this section finishes loading. Toss both consoles down to the lower floor past the drop-off, then drop down and look around for other consoles of the same type. There's the one you used to get back up to the short hallway, plus two more nearby, plus two more in the area past the lift. All together, that's seven large consoles that you can use to make your lift ride safer.

You can't move very far onto the lift without triggering its ascent, so remember that while setting consoles on it. Find the second lift corner that's to the right of the button panel, then carefully place two consoles to protect that corner. For each of those consoles, one of its sides will be next to the edge of the lift, and its other side will be touching (or nearly touching) the other console. Once that's set, put a console right behind each of those two consoles as reinforcement, careful not to knock anything out of place. Pick up another console and move onto the protected corner while holding it up high, then carefully drop it so that it'll block the gap that's between your first two consoles.

As for the last two consoles, their placement doesn't really matter much, so just carefully toss them onto the lift in positions behind your other consoles. Move into your protected corner and quicksave, then carefully jump-crouch onto one of the first two consoles you placed. Crouch-walking around on it should trigger the lift's ascent. Once it's going, drop back down into your corner and stay crouched. Watch for a soldier that you can pull-and-throw, then wait for the lift to make its first of three stops. When it does, quicksave if everything's gone well so far, then look up and to the right when the lift starts moving again.

There'll be two soldiers on a high-up transparent walkway who can shoot down at you. You should be able to pull-and-throw the first one while the lift is still a ways below that walkway, but the other one probably won't be pull-in-able until the lift stops next to that walkway. Move around if you have to in order to kill that soldier without knocking your protective consoles around, then wait for the lift to make its third and final stop. Quicksave if everything's gone well, then turn to face a bit to the right of the two energy conduits. Stand up and quickly start pull-and-throwing the soldiers who are behind a nearby force field.

After they're all disposed of, grav-blast your consoles out of the way so you can approach the force field. Pull the orb out of the generator that's past the force field if you haven't already, then toss it away and move forward to get Breen to rant at you again from a couple of monitors. To the left of them is the start of a corridor with a wall charger in it. Be sure to charge up at it, then move along the left wall until some soldiers run out of a left-side passage. Quickly kill them, then return to the wall charger if you took any damage. Go down the corridor until you reach the force field the soldiers came through, then quicksave.

Sprint through the doorway ahead, then go left and around the circular walkway until you reach the last side walkway.

Quickly kill the two soldiers who are next to it, then run along it and kill the soldiers who come out of a left-side passage. Sprint on past that until you reach a right-side niche area that has a wall charger, then use it to charge back up. Wait there to see if any soldiers will follow you, then move on past the charger's niche to reach a large platform where Breen rants at you again. Look down at the large walkway below and locate the nearest transport capsule on the left side.

Quicksave, then drop down to the walkway and sprint over to that capsule. Pull it in with the gravity gun, then hold it in front of you as you move past one narrow walkway point and toward the next one, where some soldiers are gathered. If you're careful to hold the capsule between you and them, they won't be able to shoot at you. When you get close to them, throw the capsule to hopefully kill a soldier or two, then quickly use the gravity gun to kill the others. As soon as they're all dead, sprint over to the left wall and crouch down behind one of the flat metal wall braces.

Wait there for a few more soldiers to run into pull-and-throw range, then wait until two scanners fly into range. If your armor is less than 100, quicksave before destroying the scanners, then quickrestore and try again until you get an armor battery from one of them. Quicksave when that's done, then stand up and sprint down to where you can crouch next to the rightmost transport capsule in the row that's to the left of the walkway that leads to the strider's area. Once you make it without getting too badly damaged, quicksave again. While staying crouched, move slowly back from the rightmost capsule while facing it and watching the strider.

When the strider moves to where it can shoot at you, strafe left or right a bit to keep the rightmost capsule between you and it. Your goal is to move a ways back and get the strider to stand in one place where it can't shoot you. Once you manage that, start pulling in orbs from the right-hand conduit and firing them at the wall that's to the right of the strider. Keep firing orbs at various spots on that wall until you find a spot that'll bounce the orbs into the strider, then keep firing orbs there until the strider is destroyed. (If you can't ever hit the strider with orbs from where you are, try moving back or strafing left or right some more.)

Go across to the strider's area, then optionally throw its various pieces into the nearest energy conduit (or throw energy balls at them) to disintegrate them. After getting another brief Breen message from a huge screen, look through the force field that's to the left to see a generator with three orbs bouncing in it. Pull out and throw away all three orbs to deactivate the force field, then jump onto its ledge. Move forward and drop down to get section d3\_citadel\_05 to load.

### **SECTION D3\_CITADEL\_05: HITCHING A RIDE TO THE TOP**

Turn right and head down to a wall charger, then use it and go up some stairs. Move over to a bridge that has a single transport capsule line going over it, then wait for a capsule to stop and open up. Run up to it and hit the "Use item" key to get inside, then sit back and relax until the next chapter starts.

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## DARK ENERGY

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**TREE Link:** [planetphillip.com/posts/half-life-2-dark-energy/](http://planetphillip.com/posts/half-life-2-dark-energy/)

<b>SECTION D3_BREEN_01: ENDGAME</b>
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There's nothing you can do except watch and listen until Breen zaps the room with the gravity gun. After that, wait until Alyx runs off, then follow her into an elevator. After it stops, run over to a force field, then wait for Alyx to drop it. Go pick up the gravity gun, then wait for Alyx to open up the elevator that Breen used to escape. Look to the right of it for a wall charger, though you probably won't have taken any damage since you used the last one. Enter the elevator and move to the back of it to get its doors to close, then wait as it descends.

Leave the elevator and go down to where you can turn left and move into the vast teleporter chamber. Turn right from facing Breen's bubble to see two Combine computer consoles, then go past them and wait for a tall, narrow gate to swing aside. After it does, move through it and around to where you can approach a force field. Stay back from it and against the right wall, ready to pull-and-throw the soldiers who will run into view right after Alyx says something about soldiers. Go up the ramp and over to a doorway, then move into the corner that's to the left of the doorway and turn around.

Pull-and-throw the soldiers who run out through the doorway, then do the same to all three of the energy orbs that are bouncing around in the generator that's next to you. Move up to the left edge of the small transparent wall that's past the generator to get Breen to say something, then sprint back to the corner you were in so you can quickly dispose of the next few soldiers who run out through the doorway. Move up to the right end of the railing that's across from the doorway, then pull in the second and third generators' orbs from there.

After all three generators are orb-free, move carefully around to the second generator, then quicksave. Go up to the walkway corner that's just past the third generator, then stand there and wait for three soldiers to appear on the nearby upper walkway. Quickly pull-and-throw them, then go over to the end of your walkway. When the big up-n-down thing lowers to where you can drop onto it, do so, then ride it up. Jump onto the upper walkway as soon as you can, then move forward while staying next to the right wall. Dispose of the soldiers who run in through the force field ahead, then go down the walkway and past a huge up-n-down thing to reach a small stick-out ledge.

Move to the end of the ledge and wait for a small floating platform to stop next to it, then move onto the platform. Wait until it rises up and stops briefly, then run forward to get onto a small transparent walkway. Immediately look to the right and down, then pull-and-throw the soldiers who run into view on a lower walkway. Use the nearby wall charger after they're dead, then quicksave. Just past the wall charger is a small up-n-down thing that you'll need to ride up to a higher transparent walkway. As soon as you're on the walkway, run forward and around to the right.

Several more soldiers will come at you through another force field. Kill them as quickly as you can, then go back to the up-n-down thing. Drop down onto it if it's not in its "up" position, then drop onto the walkway with the wall charger. Use it to get back up to full charge, then ride the up-n-down thing back up. Run along the walkway to reach the force field the soldiers came through, then turn left and run over to a large up-n-down thing. Drop onto it the next time it lowers, then turn around and ride it up. Jump onto the walkway as soon as you can, then quicksave.

Run over to the middle of the nearby railing, then look to the left to see an energy conduit. Immediately start pulling in orbs and throwing them toward the glowing white energy core that's in between two horizontal hoop-like things. After the first hit, two layers of rotating shields will pop into place, so keep lobbing orbs toward the core as fast as you can.

Ignore the gunships that are shooting you, since they'll be instantly destroyed when the core is. Once you've knocked off most of the core's shielding, you might want to start timing your orb tosses to go between the remaining shields.

In any case, keep bombing the core with orbs until it blows up or you get killed by gunship fire. If you get killed, quickrestore and try again. You can destroy the nearest gunship with two quick orbs if you're accurate, but don't take too much time doing it. Once the core explodes, your work is done, and you can just relax and watch the ending scene. (Note that if you watch through the end credits, you'll get a brief glimpse of Lamarr afterwards.) Other than that it's:

# GAME OVER

Thank you for using this walkthrough!

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