



PLANETPHILLIP

FINISHING HALF-LIFE IS JUST THE BEGINNING!

HEART OF EVIL WALKTHROUGH

by DarkWolf and Lavalampman65

Heart of Evil Walkthrough

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INTRODUCTION

The sick warped humor of DarkWolf and Lavalampman65 in no way, shape, or form reflects on the nature of this mod. The following walkthrough, while accurate, touches upon only one way of getting through the episodes. We apologize for their insanity due to many blows to the head we think.....

Note: Many of the weapons depicted in this walkthrough are from earlier versions of the mod and are no longer used.

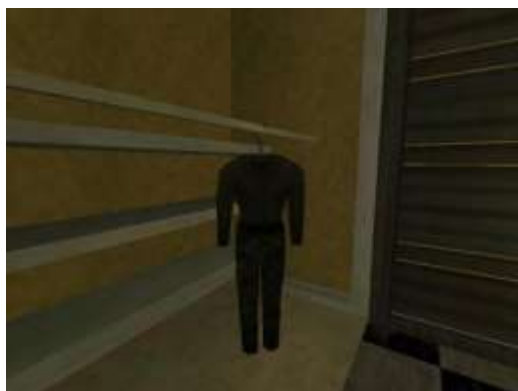
BASIC MOD INFORMATION

- Released: 01 January 2002
- Author: [Heart of Evil Team](#) - Nathan Ruck, Chris Kane, Daniel Pickford
- Link: [PlanetPhillip.com](#)

EPISODE A

You start by slowly waking... the heat of the Jungle and the booze from last night still leave you groggy as you slowly open your eyes to the pounding of your head... or was that the door?

You answer the door to see a familiar face. Barney is here to collect you.



Go take a shower, you stink! Then go to the closet and collect your uniform... not fitting to run around in your shorts is it!

Now that you are clean and dressed, Barney will escort you to the Base Commander's office. Follow Barney down the stairs and out the door to the waiting truck. Climb into the back of the truck. Barney will close it and drive you off to the Commander.

Note:

Barney will take you for a little trip here. Be sure to stand in the middle of the truck bed, as on some occasions, you may get stuck inside the wall of the truck.

Wait until Barney has opened the back of the truck. Climb down and go to the Commander's Office. Eat some Moose, and listen while the Commander briefs you on your mission. Your mission if you decide to take it is



to eliminate Colonel Kurtz and his squad "with extreme prejudice." At this point, the Commander calls in Barney, and explains that Barney will be escorting you through your mission.

Follow Barney when he leaves the office, and climb into the waiting Huey. "Use" the handy record player for some mood music as you are flown to your drop off point. Try not to fall out of the Helicopter though.

EPISODE B

Enter the building. You find a small courtyard here, explore around, and you will find a lonely ignition key. Pick it up by using it. You may eventually find a use for

this key. Continuing on, you will come across another courtyard. Here you see two grunts getting blasted. Wait until they are dead. Run in and collect their shotgun and MP5. Run past the jeep to the far end of the compound and go through the door found there. Be careful, there is a sniper in the window above the Jeep trying to make short work of you.

Through the doorway you will find a health station. If you don't need it yet, save it...



Running down the alley, you will see a water well in a small courtyard. Pick up the rope from the well. Again, be careful. There is a mortar over the wall that wants to make hamburger of your hide. Take the Rope back to the Jeep. At the back end of the Jeep is a pillar ... this pillar is weakened! Use the rope on the back of the jeep, then climb



into the jeep and use your ignition key. Voila! You have toppled the pillar, providing easy access to the passageway above.

Climb up the pillar, and walk through the hallway to the next section. You have now come to the Execution Chamber. Watch as the Soldiers kill the Natives, or kill off the soldiers first. Pick up the Crowbar laying on the steps, then break down the cracked door.

Go up to Barney and watch the sequence play out. Don't attempt to shoot the grunts and don't tell Barney to.

Tell Barney to follow you and kill all the grunts. Then head to the end of the map, where a trapdoor awaits you. Have Barney headbutt the door, then go in.

When you get out of the tunnel cross the bridge and get the Flare from the huts in the clearing.



Then find the gate near the houses and Use it. Stand back.



When you get to the area with the helicopter, break the wooden trapdoor just to the right of the doorway. Go down the tunnel, you will come

up in an area with a gun you can use to destroy the helicopter.

Make sure you have Barney with you. Lead him to the truck, you will need him to drive it.

EPISODE C, PART 1 OF 3

Get out of the truck, go up to the big doors. Kill the zombies.

In the next big garage there's a grating on the floor. Break it and go down the tunnel. You come up the other side of the door. Break down the barricades and get Barney to follow you.

Kill the zombies and the grunt hiding in the cupboard in the first room. Lead Barney to the second room so he can operate the radio. Push the stack of chairs next to the crates and underneath the hole that gets knocked in the ceiling by the bombs and climb into it. Break the grate, drop down into the passageway, break the barricades on the door, and get Barney to follow you.



Go past the door to the store room, it opens and a zombie comes out. Kill the zombie and get the gold key hanging up in the corner.



Out side the storeroom, there is a door with a Gold Plate. If you have the Gold Key, open the door and walk into the open air. Here you see a chain fence with a Jet flying overhead dropping napalm on the village (I love the smell of Napalm in the Morning).

There is a door with an Emerald lock on it, though you won't need to worry about it right now. Keep going straight to

the door at the end of the corridor. You find yourself inside, with the corridor splitting off to the right and the left. The choices you make here are your own. Though I will endeavor to make this as comprehensive as possible, either choice you make is the correct one. I have outlined the location and the means of locating each of the 3 gems required to solve this segment of the Mod. You may complete them in



which ever order you see fit, though following other means may be more difficult.

Moving to the left, you find a doorway on the left side. Ignore it for now, you can come back to it later. Continue following the corridor, you will find a locked door that opens to a large storage area. Past here is a small office. Inside the office, there is a set of buttons under the window. Press the button to open the outside door. Collect the Silver key of the fallen file cabinets, and return to the doorway. Unlock the door and in you go. Clean out any opposition you may find.

Follow through the Door to the outside. Travelling down the passageway, you will come to a large open area. Kill the zombie grunts you find, and make your way to the Armored Transport that you find idling. Enter the Transport and look around. Use the Hand Break, and the Transport will kick into gear, and drive through the wall. Hop out of the transport, and explore. You will find another letter on the desk here, describing the last daring stand of the defenders. Collect their stash of goodies, then exit the building for a quick reconnaissance.



Now you have the opportunity to make a few choices. You can go back inside the main building, and retrieve the Purple Gem of Virility and follow that path, or you may continue here.

Explore the area around the Transport and the buildings. You will find a number of locked doors, and some open areas. You should also have found a wooden plank leaning up against the wall... better grab it, you never know when a wooden plank might come in handy.

EPISODE C, PART 2 OF 3



Return back to the hole in the wall. Exploring this building, you will see that it is 3 stories high, with most of the central floor destroyed. If you look close enough, you will see that you can climb the rubble to reach the second and the third floors. Make your way to the third floor. Here you will find a passageway that leads to an open window. Looking out the window you see another open window leading into the adjacent building. Sure wish we had thought of a way of getting across... Wait a minute! we have this useless

old plank! what if we placed the plank between the windows?

Once you have Used the plank, climb out the window and into the other building. Use the washroom if necessary (any good soldier knows that when there is an opportunity!). Go through the doorway, and you will find the Colonel's Office/Library (sorry, this is my own name for the room, it could be the mail man's office for all I know).

On the wall here you see two niches, one Orange and one Green. I wonder what they are for. Further exploration of the room yields another letter for your enjoyment.

Leave this room for now, and let's continue on with our exploration. Further on, you come across the colonel's bedroom, with an odd painting. I wonder if this is a clue... Continue on, and you will reach the stairs. Climb down the stairs. At the bottom, you will have two choices of where to go.

The middle floor will have a door that's wide open. If you have enough ammo, go in, and prepare to fight giant freakin' gorillas in the army's movie theater! Namely, there are



supplies abound, and the rooms don't lead anywhere, so once you are done, head back to the flights of stairs and climb down to the bottom floor.

Under the stairs is a doorway leading to the kitchens. Through the window in the Kitchen, is another small courtyard. Here you will find the Ruby Key and some ammunition. Collect what you need and return back into the kitchen. In the kitchen, you will find the captured RPG. At the far end of the Kitchen is

a door with a Ruby Lock. Open the door, and take a right turn, and you are back in front of the Transport.

The Green Gem of Justice

Beside the Stairs, there is another door as well. The door has been boarded up, so you need to break the boards. Through this door is another compound. This compound will award you with another Helicopter, and more grunts. Kill 'em all! You have now found the Barracks. Explore the area, and be sure to visit the Canteen. Upstairs you will find the Generator. Be sure to turn it on. Continue exploring. You will now find a room with a large fan in it. Turn



on the fan, then jump out through the hole in the wall. This will take you to the roof of the adjacent building (you may have to save your game and try this a few times until you get it right).

Jump from the roof onto the roof of the Barracks. Continue on until you find the hole in the roof of one of the Barracks. Jump through the hole, pick up any ammo and health laying about, and read the soldier's letter. Climb the ladder to the roof again, and continue following the rooftops until you reach the next building. You will find another hole in the wall here. Climb through it.

Through this hole, you find a small office and doorway. Opening the door leads to another storeroom, unfortunately your path is blocked. A couple of grenades should clear your path. Enter the store room, and you will find the Green Gem of Justice. Make sure you collect the Gem from the ammo chest, you will need it.



Continue on, and you will come back to the kitchen. Go back upstairs to the Colonel's Office, and place the Gem in its appropriate slot.

Make your way back to the start of the level. Remember the area where you had two choices of direction? Now we follow through on your other choice.

EPISODE C, PART 3 OF 3

The Purple Gem of Virility.

Turn to the left, and take the first doorway that you find. The leads you past a few offices, and eventually to the Medical Wing of the complex. Inside the medical wing is a small compound. Here you will meet up with an Osprey dropping troops on you, and generally having fun turning you into ground hero. Defeat the Osprey and continue exploring the Medical Wing. Keep an eye out for letters, as they are extremely important to you at this point. You will find the Good Doctor has left you a note, describing his prized Gem, and the means to retrieve it. Pick up the .357 you find here as well. Also, there will be a note telling you of the origin of the RPG, if you hadn't found it already.

Based on the Doctor's note, you are now looking for his vault. Within the Medical Wing, you will find the vault, with a large Red Button on the wall. Push the button to open up the fuse panel. Using the .357 shoot out the corresponding fuses as outlined in the letter (see picture).



If you have shot out the correct combination, the panel will open, revealing a dark passageway to the center of the vault. Go on in, and collect the purple Gem.

Looking around, you will see a door on the side wall. Go through the door, pick up the Emerald Key, and exit through the door with the Emerald lock. This brings you back to your start position.

Now, you need to follow the path to the right. Following the passageway, you will come to the Chapel. Remember the Painting you saw in the Colonel's sleeping quarters. You see the Statue in the middle of the chapel, with a slot for a Gem. Insert the Purple Gem of Virility into the ____ of Chastity. This opens a secret passage underneath the Chapel.



The Orange Gem of Freedom.

Travel down through the Secret Passageway that opened when you used the Purple Gem. You have now met the Maze. There is a sign on your right hand side... telling you to break the bag for a guide... (exact text to follow). Break open the bag behind the grate. A Head Crab will crawl out and lead you down the path to a secret doorway. Open the door, and enter into a small office area. There are two ways to proceed. Take the passageway that leads to another outside compound. First off, head to the left, and you will see a building that seems to be locked. Well it isn't, so go inside



and collect all of the ammo for you will need it. Defeat the troops guarding the area, and destroy the Osprey. Beside the Guard Tower is an open box. Inside this box is the Orange Gem of Freedom. Take the Gem and return back to the office area.

Take the other passageway, collect the Blue Key, and go through the door. Make your way back to the Colonel's Office, and use the Orange Gem.





Using both Gems opens up a secret chamber. Inside this chamber you will find the Rusty Key. Take the Key.

Now that you have the Rusty Key, go back to where you found the Chapel. Further down this passageway there is a Rusty Door. Use the Key on the Door. Unfortunately the Door is rusted closed and you need help to open it. Go back and pick up Barney where you left him at the beginning of the Episode. Barney will force open the door. Continue through the

passageway to the waiting truck, enter the back of the Truck and Barney will close it up.

EPISODE D



Get out your bazooka, because a nasty goddamn helicopter is out to make short work of you. If you don't have one, consider yourself screwed beyond all reason. My best advice is to stay within the corners of the truck in the same direction the helicopter is in. Right before you enter the decimated city, be sure to be in the middle of the truck to avoid being stuck.

Ignore the approaching hoard of zombies (eep) and get out of the truck. Go into the next room where you will find a wall medkit for your healing needs, and then approach the suspicious looking guy in the next room. Listen to him, then make a choice that will affect the way you play the rest of the game.



Path A [Trust the guy and give him your weapons.](#)



Path B [Follow Barney's advice and kill him!](#)

EPISODE D PATH A

You have decided to give the guy all of your weapons (Dumbass). Anyway, follow him "Qwoswy" as you walk over the trap filled entrance. Be very very aware, because if you fall in, it's curtains.



Go into the building (still following) and beware of the tripmines. Don't go into any of the rooms besides the one that he's walking through, cause those damn Viet Cong (VC's) men are everywhere. Keep following him.

Keep slowly, painstakingly, following him, until you reach an area where two zombies are eating a corpse. He'll alert you a three headed monkey is in the direction behind you (lying bastard.) Run to that general direction, and turn back. Oh my god! He's gone! Anyway, go into the door, where you will find yourself on the opposite side from where you were before. Go up only one flight of stairs.



Don't keep climbing each flight. There are VC's waiting to turn you into hamburger meat. Just climb the one instructed. Down the hall, you should see a number of doors. The last one on the right has light shining from the bottom. (Click on the screenshot to see the door open. Amazing!) All the other ones are locked, so I wonder what that means? Open it, and go through.

After you go through those sets of doors, you will be in a room with leaky facilities and a very loud fan. To your left will be a bunch of windows. Look for the broken one on the left, and go through it. Use the barrels to make a "ladder" (all rights reserved.) Climb down, and walk down the pavement until you see a open gate.



Walk through and please don't notice the door closing behind you. As you keep walking, look around to see VC's surrounding you. Ha ha. You've just been captured. Go down the steps, and go to the not so mysterious stranger's lefthand side. He will mock you, then lead you to your cell. Man, you are the biggest sucker/idiot.

When you are in your cell, approach the your locked door. After a few seconds, you will hear gunfire. Let the scene play out, and who comes to rescue you? Good old faithful Barney! Get out of the cell, then open the cell next to yours (you have

the key.) Listen to him, then use him. You have another barney to follow you around! Except this guy can use an automatic! Sweet! Get both of them to follow you, and lead them out of the jail. Go around to the back, where you will find the crowbar and a couple of refilling stations. Turn around, and climb the tower. Take the crossbow and supplies. go back down. Now you are ready for part 2 of the walkthrough.



EPISODE D PATH B



Good call! The guy turned out to be a VC, and you saved yourself from having to give up your weapons. Barney will take his own path, leaving you to look after the truck (wheee.) But something exciting finally happens. Look at one of the barricades, and you will see one of those damn zombies busting out. Kill them, then go through the broken barricade.

Once outside, take out the remaining zombies, and keep going down the path, killing every goddamn thing you see. Turn the corner and you will see a good old fashioned petrol station with a few Viet Congs (VC's) and zombies to boot. Wait for the fight to finish, then "reward" the winners. Hehehehe.



Before you leave the area, read the note on the side of the station, then continue on the beaten path. Eventually, you'll reach the market. Oh the horror, the horror! The pain of it all! Anyway, kill the group of zombies and gather the ammo and coke cans in each of the stalls.

In the middle of the front set of stalls, there is a tire, or for you Europeans, "tyre." Pick it up. Don't worry, you'll find a use for it later.



Now head the back of the market, and you will find a downed roof. Climb up to get the ammo and goodies on top. get back down, and kill the bullsquid (careful, those bastards are beefed up.) Look in the last stall on the right and you will find a grate. Bust it up, and climb down into the sewer.

Keep crawling through the sewer, and ignore all the sounds of aliens and death. Be wary of head crabs though. In the sewer, you'll find that there are two paths, but don't worry, both lead to the right way out. Next kill everything you see Keep going, until you reach a grate that leads to the outside world. Bust it. When you get out, go to the guard tower and climb the ladder to get the supplies.



When you reach the tower, check out the feeding hole door next to it. Press enter, and distract the zombies. Then find the entrance to the jail and go in. Look for the door right across from you when you enter (it isn't a cell.) Go in and take the key. Then unlock the cage with barney in it. Unlock the next cage to get a G.I. You are now done with path B.

EPISODE D PART 2

The next section is based on another keyhunt found in this game, but instead of gems like in episode c, you have to collect tires, each having a different card suite.



(The tire of clubs, hearts, spades, and diamonds.) Find the van, collect the tires, then place them all in the proper slot and use the steering wheel to get into the next level. Remember, in this walkthrough, all the paths start out at the jailhouse. Also, leave both Barney and Mike behind. But gather them later.

The Tire of Hearts

This will be the first tire to go for, as the direction you take from this tire will lead to the tire of clubs. Anyway, in the actual prison, the first cell on the right will have a grate in it. Take your crowbar and bust it up.



Climb the ladder down, and you will find yourself in a (God no) sewer. As you travel through the feces and urine, you will see many alien slaves. Take them down, and keep heading down the path.

After you get through the dank bowels of the sewer, you will face a ladder. Climb it, and break through the grate above you. You are now in the petrol station. You don't have to look far to find the tire. Pick it up, then go into the other room, where you will see a door boarded up "night of the living dead" style. Break it, and you will appear outside the petrol station.



If you took [path a](#), then you need to turn right, and keep heading down the path, avoiding the zombies and VC's. You will eventually reach the market place. The middle stall will contain the tire of clubs. Go around the entire market, and look at the right hand stall, which will contain a grate. Break it, and go down. Keep crawling forward, as there may be two paths, but they lead to the same

destination: a grate. Break through it, and you are at the jail. If you took this path, then skip the next tire section.



The Tire of Clubs

Note: if you have taken [path b](#), you won't need to get this tire because you already have it. If you started at [path a](#), then this will be something new for you. You're starting at the jailhouse (like I said earlier), so walk around the perimeter, until you find a grate at the side of the wall. Take your crowbar, and bust it up. Get in, and head down the path.

After you climb the ladder, you will be welcomed by a most unpleasant surprise. Get liquored up and blast everything that moves, militia style. You are now in the marketplace. Look around in the stalls for goodies, then climb on the downed roof to get some ammo.



In the middle stall on the side opposite to the downed roof, you will find the tire. Pick it up by using it. Then head back using the route you came from.

The Tire of Diamonds

This is the longest path out of all the tire searches. Take the stairs, where you will be greeted by Viet Cong hospitality. Take them out, then head for the open door-gate thing. Take a left, and be wary of both zombies and VC's. Eventually, you will reach a truck with *gasp* barrels shaped as a ladder! Climb on in through the open window, then go in through the last door on the left. Keep going, until you reach the intersection between the halls.





Before you enter the intersection, go in through the two doorways in front of you. There, you will meet a VC guarding a hall of doors. Kill him, then go to the second door on the left. Inside will be another VC with a bunch of supplies. After that, take the next door down, which should contain even more supplies, along with a letter to deepen the plot and reveal the locations of the tires (oh well). Then head out in the main hallway with the stairs.

You should walk only one flight of stairs above you, but watch out. As stated in the letter, there are tripmines everywhere. Kill the VC, then try to destroy the tripmines like so in the picture below.



Run to the end of the hall, then turn right. There will be both a VC in front and in back. Kill them. But before you climb the ladder in front of you, go to the second door on the right. Grab the stuff inside, then climb the damn thing.

Before you reach the top, turn around while still on the ladder and shoot the guys behind you. Be wary of the helicopter too. I suggest killing it by using your RPG. Skip happily to the last door on the left, which should be the room containing the tire of diamonds.



The Tire of Spades

As with the tire of diamonds, you must head up the stairs. Run while shooting towards the open gate, then take a right. Keep going, and let the zombies tear apart the VC's. You will find a crude, really easily breakable barrier. What do you do? (If you don't know by now, that's really pathetic.) Wait for the VC to finish off

the headcrabs (or vice versa), then kill the weener. Ignore the broken door, but remember where it is. Go to the left, and go through the barriers. Another level will load up.



Go inside the crushed building, ducking and weaving around smashed obstacles. You will find some ammo here and there as well as a few headcrabs. Go through the what looks like a hole in the wall, and keep going. You should see the van. Put the tires in, then head

down the direction the bus is facing. One of the open buildings should have a couple of charge stations. Use them, then head for the second open building, where you will find a lot of ammo guarded by a lone bullsquid. Go back up, then head towards the alleyway.

Head down the path (does this suddenly sound familiar?). You will reach a gruesome (but strangely entertaining) sight. Kill the non-humans, then read the note posted on the wall next to the hanging prisoners.



Scout the area for weapons and additional threats. There are no other paths here (yet), so don't look too hard. Next to the overturned truck, will be the tire of spades. Take it. Go back to the van and use it on the coordinated axle.

After putting all the wheels on, go inside the van. Press the steering wheel, and onward to section three.

EPISODE D PART 3



Now, its time to press the broken steering wheel, and see where life takes you. Too bad it's somewhere bad.

I, am, IRON MAN! Anyway, you will eventually touch the ground, and you will not be met with a warm welcome. Kill dem crazy sons o bitches. Gather the loot and look for any hidden bogeys. Then head to the next area.



Kill everything that gets in your way, including the civilians. On the wall to your right will be another note. Read it. But beware, you will meet another enemy that is completely new to the Half-life engine: The Rocket trooper. But he's easy to dispatch. Then head around the corner, where there will be some recharging stations.

Find the door at the end of the area. Go in, and a new level should load up. Then keep going, until you reach a huge arena where political prisoners are thrown in. Maximus! Maximus!





Remember where the entrance to the entrance is. Kill the commie from a far off distance, then head to the right. Keep going, and going, and going, until you reach another doorway. Go in. Uh oh, looks like another market place of death. SMASH THE ENTIRE AREA! Kill everything, then head into each building and gather the loot. Ah, nothing like pillaging! Anyway, you know the doorway that you came through? Go to the opposite side, as seen in the picture.

After you head on in, you will find yourself in a room full of switches. Which one opens to the place where I want to go? Ah, to hell with it. Press them all, and watch some good old Viet Cong entertainment! After the carnage is over, go back to the entrance of the arena. This time, go to the left, where it leads to a health pack and a ladder. Climb down to the middle of the ladder, and pick off the monsters from there. Then head on down to the two entrances from where the prisoners were released.



You could take the right one, but personally, I will take the left. Once inside, open the door, and kill the guards. Open the cage with another mike in it. Go refill from one of the machines on the wall. Then head down the path thrown at you. Keep going, ignoring all doors until you reach another prison cell. There, kill the guards, get refilled by another station, then go straight ahead and you will reach another staircase. Go down it. You are now in the *gasp* almighty Viet Cong basement! (sorry for being such an ass)

Walk around the basement, killing anything you see. Don't complain, that's your job soldier. Anyway, you should notice a certain type of door in the middle of the basement. Go in, and you are in the fuel room. Kill everything again, but be wary this time because there are explosives everywhere. But, in the middle of the floor, there should be a huge fuel tank. Take it. Then head to the elevator, and press the button.

Go to the first door on the left, and you will be in a room with a tank and a grate. Head for the tank, and use the radio inside. You are greeted by an old enemy... Head for the grate, bust it, then go down. Crawl to the ground, and you will see yet another grate headed beneath the room next to the tank. Put a trip mine underneath it, then crawl off to the opposite direction. Turn around to the trip mine and shoot it. Then go into the newly blasted area. Collect the map off the wall, then head back to the tank. Too bad that message he leaves you isn't too reassuring....



Get out of that room, then head for the next one. You are now in a garage. Wheee. Press the button, where you will see nothing but a couple of VC's... walk a few feet forward. Boom! Time for some old fashioned four-way chaos, between the zombies, VC's, Colonel Kurtz's men, and you. Let the situation end itself. Head straight for the area with the tank and kill it. Kill them all! KILL KILL KILL! Then head for the building on the left to get some more supplies. If you don't need it, remember where they are.

Run through the door in front of you. You will find yourself in a very familiar area. Remember the door you couldn't get through before? Well, there you are. Looks like Kurtz's men decide to raid the entire town. Anyway, head back to the place where you left Mike and Barney. (The jailhouse, as I told you to leave them.) Pick them up.



You know that area with the busted door on the right that I told you to go to the left on? Well, bust the door down, and head down the beaten path in front of you, with Mike and Barney covering you. Kill everything. Eventually, you will see a huge cargo plane. Be sure to have both Barney and Mike following you, because once you look inside the plane,

you will be in for a nasty surprise....

After you kill the creature, let Barney board the plane. Then go to each one of the ropes hanging from the propellers. Remember the gas you picked up? Well, you just filled both the engines. Then head in the plane, and reach to the end of the plane. Now you will fly to the last refuge for the remaining marines, only to find yourself deeper into the depths of hell.



EPISODE E PART 1



Looks like you've crash-landed. Do as Barney says and break through the wall in the doorway of the plane. Just for fun, look outside the window and watch the Viet Cong get killed by zombies! Continue going, climb up the stairs, then break through the leaves. Make sure that Barney is with you. Then take out the Viet Cong, and go inside the building.

Go in the building, collecting all of the supplies. Leave Barney there. Ignore the stairway, and take a right, where a mike will meet up with you. Break through the wooden barriers, and prepare for a huge battle.



Use your pistol against the flying freaks, then use the turrets nearby to take out the zombies. Then head for the door at the far end, continue on the path. There will be a hut. Go in, and you will get the best zombie weapon in the game! Then head back.

You should see the picture below. Take it, and take Barney with you. Keep going, until you see one lone mike in a trench. Wait for a bit, HEADCRAB attack! Continue going, and make sure Barney is with you.



This is a very important junction, so remember it for this walkthrough. I'll call it "Junction 1" for memory's sake. The path to the left will lead you to opening the hangars and getting the boathouse key. The other will open the door to the boathouse for Barney to get through. If you choose left and find the key, go to [Part 2](#). If you go right and open the door leading to the boathouse, go to [Part 3](#).

EPISODE E, PART 2: THE BOATHOUSE KEY

You decided to take a left at the junction and look for the boathouse key inside the hangars. First, you need to get inside. Follow the signs on the wall (which are clearly marked) directing you to the supply generators. Follow this path, but be wary for Viet Cong in the darkness. Then on your right, you will see a pair of doors that say "Hangars."



Leave Barney here, as keeping him around would be a pain in the ass anyway, and will save you a lot of trouble tracking him down later. Follow the signs to the supply room, watching for any charlies. When you see a room to the right of you, go in and collect the supplies, as well as recruiting a few mikies. Then continue towards the direction to the supply storage. You will come to a junction between the supply storage and the aux

generators. Remember where this is, and head towards the direction of the supply storage.

Ignore all other doorways along this hall, and kill anything you can excluding mikies. Make sure your friends are following you. You should be right outside. Take the stairs to the left of the trench and head up the river. If you look behind you, you will be looking at the back of the auxiliary generator building. Beware of the helicopter and the charlies in the area. Keep going up the river, and duck under the water whenever anyone is shooting at you. When they are reloading, stand and blow them away. Then when you reach the



end of the river, head up the hill where there will be a door at the end.



where you will find a room full of bunkbeds, with a note on one of the lockers. Read it, and remember the code for the auxiliary generator.

Go downstairs and open the barricaded door, then keep going forward until on the direction towards the auxiliary generator.



Stay at the door's entrance until the chaos has halted. Then target the helicopter with your bazooka, and snipe any remaining troops below. Then head into the concrete trenches and go to the direction of the storage room, which again, is clearly marked. Go in the building. Inside, destroy the boxes to collect supplies.

The head upstairs,



Keep heading down the path to the auxiliary generator (again, marked on the walls), being wary of aliens, zombies, and super zombies along the way. Keep going until you are outside, and you hear the sound of a helicopter. Go up the stairs to the left, and you will be right in front of the auxiliary generator.

To the right of the auxiliary generator of the building will be a guard tower with

charlies all around it. Take them out with the grenade launcher, then head up the tower. From there, there will be a hole on top of the building. Jump in, and prepare to blast some headcrabs away. Then cautiously creep in, where there will be several alien slaves and a power box in the middle. To the left of you, there will be some gas. Collect it. Then go straight and head downstairs. Run until you see a big ass generator. Press the big red button, and punch in the code from earlier. Or look at this picture.

Then head back to Junction 1 by going downstairs and breaking down the barricaded door. Then take two lefts, take another left, keep going, and take a right towards the hangars. From there, take a right, and you will be at Junction 1. From there, take the ramp up, and kill the houndeyes. Let the chaos ensue between the charlies and the super zombie, then "reward" the winners. Now look up the telephone pole on the little hut. Climb the bags, then climb up the telephone pole as you would a ladder.



Balance on the rope, until you see the roof of the hangar. It will have a hole, along with supplies gathered all around it. Then jump in. You will find a radio guy. Ignore him, and head to the middle of the hangar, where hordes of zombies will await you. Kill them, then go inside the building leading to hangar B, which still has its doors closed. From there, go to the left, and head down. Open the doors and Barney will be waiting for you. Take him back to the radio room, and he will use the radio.

From there, go back to the building, and head into the once-closed hangar B doors. Inside, there will be mikies and a plane. Then walk across to the green locker, and read the note. Prepare for a massive assault. Then pick up the key. When the carnage is over, head back to Barney. Now go to the hangar doors where you left Barney before you entered the building, then take a right to the front of the door leading to the boathouse.



EPISODE E, PART 3



You should be looking at [Junction 1](#), So go forward, ignoring the ramp and following the path towards the ordnance storage, which is clearly marked on the wall. Continue on, until you meet up at another junction full of alien slaves. There, take a right.

After things have quieted down, take the stairs down, and collect the supplies in the middle. Once on the ground floor, walk next to the stairs and you should be facing a path with a doorway on the left and a storage area straight ahead. Go into the room on the left, which will be an elevator. Take the elevator up to the next level, and collect all the loot on the top floor. Then head back down and go straight towards the area with all the boxes and such. Go through the blast hole in



the wall and kill all the zombies.



Go inside the turrets and collect some ammo. Then head uphill towards the tents. From there, be wary of the helicopter and try to take it out with the bazooka. Having that accomplished, go into the tent that doesn't have "Ordnance storage" on the side of it. Inside, kill all enemies and try to collect as many supplies as you can. Then get to the end of the tent, which there will be another tent directly across.

Run across and go inside. Once inside, collect a timer that is located on a chair next to a flashlight. Then read the note next to it.

Then keep running from tent to tent, collecting all the supplies you possibly can, and killing as many Charlies as possible. Eventually, you'll see the interior of the first tent you've been in. Go outside and turn towards the direction of the ordnance





storage, which will be in the entrance that leads to the ordnance storage and is to the right of the entrance that would lead to the elevator and the room full of supplies. Take a look at the pic to get a better picture.

Keep going until you are at the front of the ordnance storage. From there, go inside and climb the boxes to get to the top floor. Two grunts will appear from the skylight. DON'T SHOOT! They are friendly old Mikes! Make your way to the bottom of the floor where the explosives, green boxes, and mikes are. Take a look at one TNT box, because it will have the red TNT that you will need later. Take it. Backtrack to the elevator.



Take the elevator to the bottom floor. Ignore all the doors to the side of the hallway until you reach a stairway leading to a wooden plank. Press "use" to set the explosives, then again to activate it. Get the hell out of there! Once the explosion has occurred, go back to the stairs and you will find yourself in a barricade hangar. Head up the ladder, and from there, use the turret to kill the zombies and super zombies. After they are all dead, break through the barricades, and head down the river.

Cautiously wade through the river, ducking and returning fire towards any freaks that get into your way. When there is a bridge present, be prepared to be fired upon from snipers. Get to the other side, and you will be able to see the boathouse. Once there, pick off your enemies from a distance. Once everything is dead, go into the concrete passageway, which will lead you to where you left Barney off from earlier. Ask him to follow you all the way to the door to the boathouse. Since you have the key, enter the building. Once inside, get in the boat.



The nightmare continues...

EPISODE F, PART 1



Take a little boatripe, and watch the horrors around you! When you finally reach the end, wait for Barney to finish his voiceover. When he is done, immediately get to the turret and waste the zombie hordes! Enter the temple, and immediately to your right at the end of the hallway, there will be a few slaves and zombies, and plenty of supplies. When you're done, keep going down the path, bringing Barney with you.

It's pretty much a straight line from there, until you reach a huge arena. Make sure you have plenty of weapons, then blast the zombies! When all of the zombies are dead, head out of the temple. Keep going, beyond the bridge. Make sure Barney is with you, as you will need him to Open a concrete door. You will find yourself in a jungle clearing, with some supplies in the area. Wait for Barney to check out what the "Mysterious" sound is. Follow Barney as he is being dragged.



Beware of the SOGs, as they are invisible and good shots. Keep to the right the entire time, taking cover behind trees and keeping low. If you keep to the right, you will find a clearing and a cave with some slime on its right. Go in, and you will eventually end up facing a burning tank with some enemies fighting each other.

From the burning tank, go left, and you will cross over a huge bridge with a jungle below. Make sure you do not fall off, as it will lead you to an untimely death at the hands of the SOGs. You will enter a cave, and when you leave it, you will find some flying foes and a giant crashed spaceship.

The Spaceship

After disposing of your flying foes, walk down the beaten trail leading down. Ignore the ship for now, and go walk across the area until you see the entrance of a cave. Go in the cave, but be prepared for a firestorm of SOG gunfire. Make your way to the end of the jungle into another cave, darting from tree to tree, and ducking in water whenever you are being shot at.



You will enter another jungle, but keep going straight, and you will eventually find a dead mike next to a radio and some supplies. Collect the supplies and pick up the keycard sitting on top of the boxes, then head your way back to the space ship.



Climb up onto the spaceship, and to the keypad. Press "use," then climb in and find the doors at the bottom. Kill all of the alien slaves and keep progressing through the doors, until you reach a huge control room. Press the button in the center console, then head through the opposite doors to the console. You are in the frozen storage. Open the vault to your right and go in, where you will meet Barney being hung upside down. Talk to him, and wait to be gassed.

EPISODE F, PART 2

Half-Life 2

After the cutscene, listen to Kurtz again, and pick up the head of your old compadre, Barney. Around the bamboo cage, there will be a coin, so pick it up and use it for the Half-Life 2 machine.

Go along the train ride until it stops. Then, enter the building and follow along the catwalk until you meet a scientist, hehehe. Turning to your right, there should be a gun between two dead scientists, so pick it up, and shoot the lizard things. After you dispose of them, go in the elevator but DO NOT press the button outside. Once inside, press the button and go to the next level.





The first level you will stop at will have plenty of supplies and ammo to collect. Go back in the elevator, and head up one more level. Leave the elevator, being wary of all of the lizards, and go inside the woman's bathroom, where there will be a health charger. The men's bathroom will have some shotgun shells. Keep going until you enter a bent room with a glass tube in the middle. After killing all of the enemies, go to the stairs, leap to the end, then jump into the tube.

Climb up the ladders, until you find a dead scientist with a note on the ground. Read it, then head up one more level where there will be many buttons. Press them all, then head all the way back to the elevator, but remember where the room is. Go up one more level, where you will find plenty more enemies.



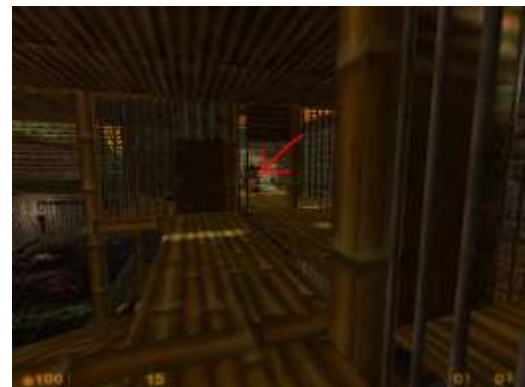
Head to the far end of the room (the left-hand of the earth map), and head in either direction in a circle until you reach a junction with two doors. The doors cannot be opened unless you break the emergency button sign. The room to the right will give the key card that opens the tower level tube area. The left door yields more supplies. In any case, remember to break the glass and press the

button, and be ready to face many lizards.

Go back to the area with the tubes and head down the tube all the way down to the keycard slot. When you use the card, go down and pick up the key to the bamboo cage lying on the ground. Try to get to the end and press the Half-Life 2 machine, trying to bear with the lack of gravity.

The Horror

Go up to the padlock and use it. Head left,



then take another left into the temple. Then turn right, where there will be hanging soldiers leading the way into a prison. Ignore the zombies, and go up the ramp to the top level of the jail. Head into the open cell with the headless body of Barney. Press "use" on the lifeless body. He will resurrect, then follow him all way to the end.



Once inside the building, read the note. Then go inside the operating room where there will be some supplies. Then read the other note. Take the drugs on the table, and then you shall witness the glory of the Spirit of Half-life engine (uh, if you have OpenGL and fog is enabled).

Head outside, and head to the right, then to the doorway nearest you on your left. Keep going until you see the entrance of the temple. Go in, and at the center, there will be a cargo net above you. Try to get to the top of it, and when you do, a machete will be at the center of it. Pick it up, and drop down. The doorway left to where you entered should lead you to colonel Kurtz, whom will be standing in a doorway. Chop off his head.



After you kill him, all of the zombie soldiers will be under your control, so call them to action as you would regular soldiers. Go to the hut to your left, and read the note. Now you must destroy the helicopters. They will drop off troops in the area where you met Kurtz, the two areas next to the bamboo cage and one will be outside another temple entrance. Once you kill them, you will slowly fade into a cutscene. The End.



