



PLANETPHILLIP

FINISHING HALF-LIFE IS JUST THE BEGINNING!

KRYPTON WALKTHROUGH

author unknown

Krypton Walkthrough

CONTENTS

Contents	2
Introduction.....	2
Basic Mod Information	3
Chapter 1: Welcome to Half-Life City.....	3
Chapter 2: Ilona Military Base: Above Ground.....	3
Chapter 3: The Stargate Complex.....	7
Chapter 4: Phobos-6.....	11
Chapter 5: Z-112	12
Chapter 6: Delta-2.....	13
Chapter 7: Romulus-V13.....	15
Chapter 8: Rial-8	17
Chapter 9: Krypton	19

INTRODUCTION

This walkthrough was originally published on Hangar 16, which is no longer online. I have tried to locate the author and request permission but have been unable to. If you are the author please accept my apologies for republishing this walkthrough without your explicit permission, I felt that it was a valuable resource and should not be lost to the SP gaming community.

I have only changed the format to better suit my website, all text remains the same. PlanetPhillip.com is not responsible for the content, so please don't complain if there are errors. Please contact me to send corrections and I will make the necessary amendments.

Note: Krypton was originally in German but English subtitles are available and are included in the file which is available from PlanetPhillip.

BASIC MOD INFORMATION

- Released: 19 April 2002
 - Author: Team Krypton
 - Link: PlanetPhillip.com
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CHAPTER 1: WELCOME TO HALF-LIFE CITY

It's a nice place to visit, but I wouldn't want to cause a resonance cascade there....

4:30 AM. Gordon gets a jump on his workday, slightly hung over from the company party at the strip joint, as he heads into the headquarters of the mysterious agency he works for.

4:32 AM. HQ briefing room. Turn to face the scientist and get the slideshow and briefing:

"Good morning, Agent Freeman. You've been ordered here because for days we have received no word from our scientific colleagues. Our company placed 21 top-class physics specialists at the government's disposal to work on a highly secret research project. For days now, all our efforts to get in contact with them have been blocked."

"As you can see from the slides, the research facility is heavily guarded and difficult to gain access to, being in a remote part of the Mojave desert. Your mission is to infiltrate the base and find out what has happened to our scientists. You will be conveyed to the area by helicopter and then parachute in. If it is absolutely necessary, do not hesitate to use force. My company and I will do everything we can to support you."

Good luck, Agent Freeman."

You can wait the five seconds... he won't self-destruct. Instead, go out the door and upstairs to the helipad, and board the chopper.

After a rather short flight (about as long as a fade-out/fade in sequence), you'll find yourself over the landing zone. You'll see the message "Landing zone! Jump now!" Walk out the side of the chopper, then strap on your `chute.

Wait, reverse that.

CHAPTER 2: ILONA MILITARY BASE: ABOVE GROUND

Guarding the insides of half-empty cargo containers for the safety of the world since 1961!

After some cutscene and opening-credit goodness, we regain control of ol' Gordon outside the entrance to the base. First off, make your way to the nearer building (with the soda machine), and climb the boxes along the side. The guard by the roadside guard shack will likely see you, so get inside quickly and grab the submachine gun and ammunition. Take out the two guards, heal and charge up your HEV, and get back outside.

The button to the main gate is inside the guard shack, but the door is locked.

Gordon will think: *"Shit! I have to get in there somehow and open the main gate!"*

See the damaged and sparking antenna next to it? Yep, get a safe distance back and shoot the base of the antenna. It will fall onto the roof of the shack. Climb up and blow open the grating on top, drop in and push the alarm button.

Now you're in for it. One-third of a crapload of soldiers will rush out, along with a tank which will fire three times. The first shot will destroy the road barrier (and any soldiers stupid enough to stand in the vicinity), and the second will damage the guard shack, damaging the grating on the side enough to escape through. The third shot, which will come about 10 seconds later, will obliterate the shack entirely... so try not to still be in there, mmmkay?

The tank won't fire again, but the soldiers will, so take cover inside the other building and eliminate them while taking as little damage as possible. Once that's done, make your way to the main gate. Push the button by the smaller door to the right

You will see the message: *"Attention! Lock will open in 1 minute!"*

Wait the required minute, and the door will open. Proceed through and hit a map change.

You're now in the interior of the base. To your left are the officers' club, barracks, armory and the entrance to the underground labs; to your right is the supplies area, and ahead is the airfield (home to an AH-64 Apache helicopter, which will launch once you start exploring the base, and is not interested in being your special friend). Two guards wait between you and the airfield, blocked from view by the fencing; approach carefully and try to take them out without their seeing you.

The helicopter likely detected you, and more soldiers will appear out of nowhere if that is the case, so your best bet for right now is to take cover inside the barracks. As you approach the rear of the barracks, a vent in the ceiling will explode and a soldier will drop down; be alert, and greet him with lead. A medpack lies on the rearmost bunk, just waiting for you to have your way with it.

There are two rows of lockers along the wall of the barracks. The middle locker of the left row holds the keycard to the armory; the second locker of the right row

holds an explosive booby trap (those wacky soldiers and their practical jokes). All the other lockers are empty. Don't open the booby-trapped locker.

You opened the booby-trapped one, didn't you? Maybe you'll listen to me now.

From the entrance to the barracks, you should be able to hoof it towards the armory. But **be careful**- the door to the underground labs has a mounted machine gun pointed in that direction, and the gun can turn you into Research Assistant Chunks very quickly, so move like you have a purpose. The side of the Armory will give you cover so you can open the door and head inside.

Mmmmm, weaponry goodness. Load up, heal up and charge up (and save your game, as things will get interesting), head back out (again being fleet of foot to avoid the machine gun) and deal with the soldiers and the wandering Apache.

You'll want to deal with the soldier manning the mounted machine gun next, so either approach the door from the side and toss in a grenade, or shoot the retinal scanner by the door to open it, head in and give him some up-close attention.

Head inside the entrance to the underground labs. See the laser grid blocking your way? Don't try to go through it. Instead, note the seven-digit lock by the doorway. There must be a code for it somewhere in the base....

Head towards the officers' club (with the pool table inside). Break a window and jump inside. You'll see a dead scientist seated next to a note with a flashing light above it.

"I write these lines in the face of death. It all began 4 days ago. The people around me began to act very oddly. Soldiers and security guards I knew well started to behave in an increasingly strange manner. They hardly spoke to us and gradually became more and more aggressive. My colleagues and I all felt the same thing - FEAR!

Then one evening a scientist was found dead on the pavement. When we demanded an explanation the situation just went out of control! Soldiers started running amok and shooting every scientist in sight!! Panic broke out and everyone tried to escape somehow.

Whoever reads this letter must find out who's responsible for this mass murder. I don't know why all this is happening but it must have something to do with our work on the 'STARGATE' project.

To get in to the underground laboratory you have to go to the security block and then deactivate the laser barrier with the aid of a code. I only know that the code is hidden in a safe somewhere in the base. My hiding place in the officer's mess won't remain undetected for long. I hope and pray that help comes soon that will bring an end to this horror.

Thomas Nedrog"

Looks like they found him first. Now, look around carefully... you can find a panel in the ceiling above the pool table. Jump and touch it and it will open; climb up and you will find some boxes with ammo and supplies, and a tightly-locked and tough-looking safe, conveniently labeled "Code".

Gordon will think: *"The safe with the code!" and "There has to be special dynamite somewhere in the facility!"*

Right you are, Gordo. Head back towards the way you came, by the airfield. There are a total of five cargo containers on the ground, two stacks of two each, and one lonely one facing towards the supply area. The single one has a door that will open when you touch it, behind which waits a shotgun-toting grunt; show your affection from a distance with a contact grenade. Inside is a single battery. The door will close and lock behind you, but the rear wall of the container can be broken to let you out.

Head back towards the supply area. One of the sections of fence is actually a gate; push against it and it will open- as will part of the yellow cargo container behind you, revealing a pair of ambush-minded soldiers. Take cover behind the fencing and turn them into lead-minded soldiers with your Magnum.

(Note: Some players have reported that the trigger for this event hasn't worked for them, and the cargo container stays closed; if this is the case for you, noclip into the cargo container.)

Hop up the boxes and crates onto the single cargo container, and into the yellow one- inside you will find a medpack and a crate of special dynamite; take some of it with your 'use' key.

Back to the officers' club you trudge. Returning to the attic will automatically set the dynamite and its fuse; just shoot the beginning of the fuse to light it. Oh, and you might want to get out of the attic, unless you like blast damage.

After the blast, return to the now-destroyed safe. That dynamite really was special- it blew the door wide open but didn't even scorch the paper inside. Approach the safe and you can read the code to the security lock- 7631.

There are soldiers inside the airfield, but they are no threat. Kill them only if you have an irrational need to 'cleanse' every place you go; chucking a few grenades over the fence should solve your problems.

Reload and replenish as much as you can with what's left in the armory, then head towards the entrance to the underground labs. Enter the code- that's VII VI III I in Roman numerals (you may have to try a few times, as the code may not take the first try). Once the laser grid is deactivated, QUICKLY go through the doors; the lasers only stay down for about 5 seconds. Proceed through to a map change.

Treachery, ambushing, double-crossing, violence, homicide, and other fun things for lonely Saturday nights.

The first thing you will notice is that another laser grid has activated right behind you, blocking your exit. As you don't have a salve for laser burns, proceed onward. You'll come across a pair of scientists who will proceed to talk at you; even though you are armed and hostile, don't kill them. The first scientist will say:

"Don't shoot! I'm one of the science team! Rescued at last! Thank God somebody's finally come! Have you heard? They're killing scientists! Our own people are turning against us! Typical of the government! By 'sealing off' they simply mean killing off everyone who has anything to do with the project. Judging by your hazard suit I would say you had something to do with the accident. Am I right? You have no idea what's going on here, do you?"

Walk up to the second scientist and he will say *"Alright then, let's go in."* He will activate something, and an elevator will come through the floor. Get on board and the door will close; behind you, a hidden door will open, and a soldier will emerge. The soldier will proceed to blow away the two scientists (either committing heinous murder or saving you a couple of shotgun shells, depending on your world-view).

Then the soldier will turn to you and say:

"What a pity, Mr Freeman. It looks like we won't be having the pleasure of working together after all."

Thoughts of just what pleasure he has in mind are interrupted by poison gas pouring into the elevator. Shoot the panel to stop the gas; the elevator door will open after a moment, allowing you to properly ventilate the soldier's body. Enter the room the soldier came out of and 'use' the computer.

You will see the message: *"You deactivated all security systems!"*

Get back into the elevator. You will descend into a map change.

A cutscene will show you descending into the Stargate complex, which is crawling with a gaggle of gloomy Grunts just waiting to welcome you into their embrace. You've really stepped in it now; with no chance of fighting your way out, you give up your weapons. The guard will say *"Give up! Resistance is futile!. Get out and come with me for interrogation!"* and

You will see the message: *"Follow the soldier!"*

Do so, but be careful not to run ahead or get left behind. Along the way, the soldier will radio in *"OK, we've got the bastard!"* and tell you *"Keep moving!"*, and pause to reload his weapon along the way.

Eventually, you'll come to the head soldier, who will blab at you for a bit. *"I must admit that I am fascinated by those people who can adapt and survive despite all difficulties in their path. However, we still have the annoying problem of eyewitnesses. And so that you will not be left to succumb to the very human temptation to blab everything, we've decided to send you to a place where you can't cause any trouble, and where you also won't get any."/em>*

You will see the message: *"They're going to shoot me! I'll have to take refuge in that yellow generator room!"*.

Get into the yellow room before the soldiers take their resentment of authority figures out on you; you'll find a yellow button just inside the entrance, which you should use to seal the door.

Don't dawdle; you're still vulnerable. You'll see a ladder which will lead to a defense station with two cannons; each has a switch you can 'use' to take control of that side's cannon. (You may have to jump to disengage yourself from one cannon to use the other.) Be quick and thorough about blasting the soldiers (and if you happen to kill the injured scientist by the steps, well, c'est la vie), then descend the ladder.

Pick up all the weapons you can reach, then proceed towards the elevator you first came down on. You'll find another elevator heading up to the Stargate control room. Behind one row of starcharts is an ammo cache; load up, and partake of the medikit and HEV charger, then head towards the back to find a dead scientist and a flashing computer screen.

Event Report 20.03.2002

I will probably end up dying in this research facility.

For the last two days the guards have been looking for every civilian staff member who's been working on the secret Stargate project.

Everybody they found was mercilessly shot dead. An escape was, and is, as good as impossible, since the whole base has been turned into a fortress.

The fact that I'm still alive is due only to the fact that they still need me to reactivate the Stargate.

I'm a prisoner.

The massacre started when the first soldiers went through the Stargate successfully and then returned from the Krypton border worlds. Some sort of virus must have taken hold of them. From then on everything happened in a flash.

Without asking our permission more and more soldiers went through the Stargate and then came back as homicidal maniacs. We couldn't stop them.

Chaos reigned.

Because I'm still alive and can observe them I think I can see where they're headed.....

.....THE KRYPTON HOMEWORLD!!!

Krypton is the central planet, which is orbited by 5 border worlds - Phobia-6... Z-112... Delta-2... Romulus-V-13... Rial-8. To reach KRYPTON you need a kind of key, parts of which are to be found on each of the 5 border worlds.

The keys are in the form of stone symbols located on each of the planets. Each border world holds one stone symbol. But to search for and find them is almost the equivalent of committing suicide. From our expeditions we know that each world is teeming with extremely hostile aliens and deadly traps.

And that's not all - you will also have to contend with bloodthirsty soldiers who are trapped there. And they are bent on trying to get hold of the symbols.

Whoever wants to get to the bottom of all this must go to KRYPTON. I've entered detailed instructions on how to operate the Stargate into the main computer, located in the control room.

Ray Cusack

End.

You'll then see a quick shot of the main computer, which of course you should now go and use.

Stargate Operation

To activate the Stargate you first need to get power flowing to the transformers. The switching console is located in the yellow generator room.

- 1. Each power module plus the main generator must be turned on. This has to be done within 20 seconds otherwise the 6 power modules will deactivate. This process has to be completed before every jump.
- 2. When the transformers begin to work return to the control room and activate one of the 6 target switches in front of the wall panels. At this point the coordinates of the respective planet will be saved in the main computer and a dimensional portal will open. The Stargate is now ready for action.
- 3. Next get to the jumping-off point above the Stargate as quickly as possible and wait for the signal to jump. Then jump into the light.

Important notes!!

- 1. Once it is activated the dimensional portal will remain open for only 60 seconds. So hurry!!
- 2. The complete activation process has to be performed before every jump. (Tip: Bring the lift to the jumping-off point back to ground level after turning the power on for each trip. This saves you at least 10 seconds.)
- 3. You can jump as often as you like and in any order.

- 4. A kind of 'retransporter' ensures that you can beam yourself back. However, due to phase displacements the retransporter can occasionally malfunction. In such instances, pray.
- 5. You are strenuously advised NOT to travel to KRYPTON without being in possession of all 5 stone symbols. All who have tried have never returned!!
- 6. The main generator switch is surrounded by a laser barrier. Instant death will result if you get too close to it.

The laser can only be deactivated with the corresponding keycard. A scientist by the name of Robbins has this card. Every soldier is on the lookout for him. I think he is dead and lies somewhere beneath here.

Ray Cusack

End.

Robbins is, in fact, lying on a piece of vent grating directly beneath the Stargate control room, having unwisely taken a bath in coolant liquid. You'll need to push the three boxes on the control room's catwalk to the elevator, bring them down and push them into the coolant to form stepping stones to the vent grating (you can stand on one box and push another further out).

Once you make it to Robbins (and lecture him on how harmful these fad weight-loss plans are), 'use' the keycard to grab it.

You will see the message: *"You have the keycard for the main generator!"*.

Now make your way back to the yellow room and touch the display by the gate to shut off the lasers, then open the gate (don't let it close on you, as that sucker does some damage) and touch the console to turn on the generator. You have 20 seconds to turn on all six power switches- and if you can't manage it, seek help.

Now proceed back to the Stargate control room. Select which world you want to hit on your whirlwind tour; once you touch the switch for that world.

You will see the message: *"Attention! 60 seconds until deactivation!"*)

you have 20 seconds before the Stargate activates, and another 40 before it shuts down. Take the elevator to the top of the jump ramp;

You will hear the PA system count down: *"Twenty seconds left", "Ten seconds left", "Five", "Four", "Three", "Two", "One", "Zero",*

and then the Stargate will activate.

You will see the message: *"Jump! ...Now!"*.

Be sure to RUN off the platform and land IN the Stargate; hitting the edges can damage or kill you.

You can choose whatever world your little heart desires, but this walkthrough will take them in clockwise order, saving Krypton for last.

CHAPTER 4: PHOBOS-6

Try not to stare directly at the giant walking testicles. They don't like that.

You start off in a dark tunnel, surrounded by thick webbing on both sides and plumes of phosphorescent smoke. (4 out of 5 doctors insist they're not immediately deadly.) Nearby you'll find an ammo cache and a crate full of medkits; save the ammo for later, but heal up.

One of the webs has a small hole near the base which you can squeeze under. Do so, and go down the tunnel, shooting headcrabs along the way. As you round the corner, you'll spot a Gonarch a distance down the tunnel; use rockets or the Magnum to take it out at long range. When it's downed, proceed down the tunnel, watching for stray headcrabs along the way.

You'll come to a chamber full of Grunts surrounding an escape pod. Engage in earnest negotiations with them to secure their ride; contact grenades are an excellent persuasion tool. Once you've "pacified" the soldiers and collected their weapons, examine the area. The pod is useless without three key items - fuel, a battery and the ignition key. The fuel is in a metal crate behind the fuel receptacle; open it from the side, duck in and touch the fuel, then go and touch the receptacle.

The key and battery are above you; run towards the strange glowing green pad, and jump just before hitting it. It should launch you up to a small landing just outside the lair of another Gonarch.

Don't head in just yet; if you approach the small opening, you'll be sucked through and at the mercy of the Gonarch. Cautiously move along the ledge until you can see the Gonarch through the opening and lay into it with your weapons. Once it falls, head in and gun down the swarm of headcrabs waiting for you, then gather up the scattered medkits and the weapons of Gonarch's previous victims... and try not to notice the strange smiles on their faces.

You'll find the keycard tucked away in one corner, and the battery caught behind webbing in another corner; the webbing can't be broken if Gonarch is still alive. Once you've gathered up these items, head back towards the way you came; there's a second opening you can go through, but you will be pushed through and will likely end up falling back down to the chamber with the escape pod (and hurting yourself in the process). Run back to where you started for health and ammo if you need it, then go to the pod's control panel. Touch the battery terminal and the keycard slot to install them, then touch the fuel and power buttons. You'll have 20 seconds until liftoff, so quickly get into the pod (and don't forget to set the controls to the heart of the sun... just a little joke there.)

Your flight will be short and uneventful, with no onboard meals served. The in-flight movie will be "Gordon Hits The Mountain", in which... well, you fly into a mountain. You will black out for a short time, and come to inside a strange chamber, nestled snugly beneath some strange alien plant and surrounded by more Gonarchs. Whatever you do, DON'T disturb the wildlife. Instead, run to the first stone symbol and grab it.

You will see the message: *"Well done! You've got the first stone symbol!"*

and, if you like that sort of thing, smack around the crystal shards for gibbing fun. Then go back to your crashed ship, mourn the lost resale value and push the glowing button. A glowing column will appear nearby; stand inside it and wait to be teleported back to the Stargate complex.

CHAPTER 5: Z-112

Come for the grey cubic landscaping, stay for the impossibly loud alien contraption!

You'll emerge into drab bluish-grey surroundings, in a courtyard of flat metal structures peppered with a few triangles, a long glass tube, and a whole assortment of soldiers. Proceed with caution in mind and violence in your heart; you don't HAVE to eliminate them all, but it may prove safer in the long run. Don't pass up the supply cache the soldiers have gathered.

A distance from where you started, you'll find the entrance to the glass walkway. Proceed through to the other end, and stand in the middle of the circle; you will trigger an elevator which will lead you down into a series of tunnels.

Gordon will think: *"I have to get to the control center!"*

There's nothing to be found in these tunnels but alien grunts (and if you came looking for them, enjoy!), so follow these directions: from where you descended into the tunnels, turn the corner and go down the corridors until you reach the third intersection, then turn left. Follow that until you have no choice but to turn right. Do so, proceed straight until you have no choice but to turn, and you will hit a map change.

From there, proceed straight until your first left, and around the next corner you will see the entrance to the 'control center'. Be warned: Quite a few of the alien grunts will see and attack you, so it's your choice as to whether you want to advance slowly and kill them, or sprint your way through and hope none can chase quickly enough to keep up.

Map change time. I hope you brought your earplugs, because this next section will be LOUD. Push the lever to the left of the door to open; the door will close again after a few moments, so take shelter under the overhang. Four Xen Masters are floating at various points around you in this chamber, and two more sit in a

control room at the far side. Your best bet is to use your pistol, advance carefully and take out the flying Masters one at a time, then advance to the control room, break the glass on one side and introduce the pair of Masters inside to the ways of interstellar diplomacy by way of numerous shotgun blasts. Inside the control room lies a Hivehand weapon; the white pool on the floor can heal you very quickly, so use it if needed and keep it in mind.

The rotating contraption you have to make your way up is annoying, not only because of the noise it makes, but the motion of the contraption makes it difficult to jump from one part to the next- not to mention the fact that at several points (usually while you're climbing a ladder), more Xen Masters will teleport into the chamber to attack you. Retreat is usually not an option due to the heights you'll find yourself at, so you may want to use the tactic of triggering the Masters, moving onto one of the long rotating arms and using the Hivehand to down them (their ability to hit a moving target can be kindly described as pathetic).

As you reach the top of the contraption, you will come to a walkway which is just long enough to reach a platform holding the next stone symbol. Carefully time yourself to run onto the platform as it scrolls by, then grab the symbol;

You will see the message: *"Well done! You've got the second stone symbol."*

Go through the passageway and you will eventually find yourself back in the same courtyard you began in. Return to the floating 'button' and push it, then enter the field to return to the Stargate complex.

CHAPTER 6: DELTA-2

Darkness first greets you, broken only by a column of light and a strange creature hovering above you. Head towards the light (Carol Ann) and find yourself in a small courtyard. Egyptian-style architecture greets you here... well, no, actually it just sort of sits there indifferently. Moving forward will alert a pack of Houndeyes to your presence, and their form of greeting entails explosive sonic reverberation in your vital organs; pre-empt their hellos with a 12-gauge 'How ya doin' from your shotgun.

Shortly, you should find yourself staring down the following message:

"You wish to gain entry, stranger?"

Then you must complete this task: **BRING LIGHT TO THE SUN**

But remember, **YOUR TIME IS LIMITED**

Failure results in death!

You have five minutes to complete this puzzle. Fortunately for the slow among us, all you have to do is approach the hourglass and drag the four stone tiles into the holes at the end of the rays on the ground.

You will see messages telling you that you have 5 minutes, 4 minutes, 3 minutes, 2 minutes, 1 minute, 30 seconds and 10 seconds remaining.

Once the tiles are in the holes, mirrors will rise up from near the holes; once the sand runs out in the hourglass, a bright green beam will shoot down from the top of the pyramid, be reflected around the mirrors, and eventually shoot into the symbol on the ground as a red laser, destroying a panel in the ground. (Indiana Jones would be proud.) A pterodactyl-like creature will fly up from the ensuing hole, carrying a platform made of webbing; quickly get on and hitch a ride with the critter. It will bring you up along the side of the pyramid, in which you will find a passage; run in and drop down into a pool of water and a map change.

Welcome to Nihilanth's private sauna. Unfortunately, he's not much in the mood for visitors, and will shortly begin hurling Purple Balls of Death and Discomfort at you. Unfortunately, your only cover is a small floating wooden platform, so instead you'll want to take up swimming around Nihilanth in circles. Doing damage to the big three-armed baby will do you no good; instead, destroy the twelve glowing blue spheres floating around the room, using the pistol or Hivehand (which you should have if you've followed this walkthrough to the letter; if you went off galavanting on your own and don't have the Hivehand, then tough cookies, mister/miss).

Once the spheres are destroyed, Nihilanth will go to his final reward (again; this guy must be a franchise) and a small hole will open up in the center of the bottom of the pool. Head down and you'll come to a small chamber with some webbing and a hole in the middle of it; ammunition and some medikits are there for the taking (as well as a couple of skeletons doing their best aquarium decoration bit), then head up for some air.

Set in one of the walls is a strange spiral pattern. View it, admire it, kiss it if you must, then shoot out the center and carefully run-n-jump through the hole. Inside are a pair of ghastly-looking butlers waiting to take your bags and show you to your room. Ignore them (they're harmless, at least physically), tip them a couple of dollars to show you care, and grab the stone symbol sitting in the small pool between them.

You will see the message: *"Well done! You've got the third stone symbol!"*.

On a nearby is a rather easy-to-miss switch; use it and the exit from this room will open, letting you dive into yet another long tube of water. Swim along and up into a map change.

(Note: Sometimes the trigger for this map change will fail, especially if you are using the godmode cheat. If so, try reloading your last saved game, deactivate all cheats, and go through again.)

The stone blocking off the end of the tunnel will break, and you'll emerge in the small hole the flying creature flew out of. Climb the ladder, head back to where you started, push the button and warp out.

Remember, responsible starship captains never violate the Neutral Zone without using protection.

You're getting better at walking right into the crap now, aren't you? You start things off with a bang by warping into a hanging cage, watching a crowd of snickering and pointing Grunts advancing on you.

Gordon will think: *Damn! I walked right into a trap! I'm done for it now!"*

Way to be observant, Mr. Scientist Guy. However, before the soldiers can arrange your 'blanket party', zombies and Alien Slaves begin emerging from various crevices. Eventually, the soldiers will lose (their knack for offing other soldiers in their line of fire contributes to this), and shortly after the bottom of the trap will open, dropping you into the loving embrace of assorted claws and lightning bolts. GET TO COVER IMMEDIATELY. You'll likely take a LOT of damage before being able to get out of the line of fire, so be very careful once you do so, advance carefully and try to either lead enemies to where you can finish them off up-close, or clean up nearby areas and then pick off other enemies at a distance.

Once your mopping-up is done, partake of the medikits and ammo left behind by the soldiers, then return to the large glass portal covering a rather large well-like hole in the ground.

Gordon will think: *"I need to get down there somehow!"*

Just full of nuggets of wisdom today, he is. You can't break it with your weapons, but look above you... does that rock outcropping give you any ideas? Well, I don't want to know about THOSE ideas, so instead target the part of the outcropping where it just starts to join the bigger mass of rock, and unload the weapon of your choice into it until a big chunk breaks off and falls through the glass.

Very carefully make your way down via hopping from rock outcropping to rock outcropping (that correspondence course in mountaineering you took will come in handy here) until you reach the bottom. At the bottom you will find a hatch which you can open, a hole which you can fall through, and a map change which you can trigger.

Once you hit the ground, IMMEDIATELY back up to take cover from the Alien Slaves near you, which were not at all impressed with your snazzy entrance. Cautiously work your way around this prison area, eliminating the Alien Slaves serving as guards as well as the couple of zombies hanging out in broken cells. Also, feel free to observe the wacky inmates of this fun little prison.

In the only fully-open cell is a large glowing red key. However, grabbing the key triggers the cell door (even in other worlds, guards apparently like to be pranksters), leaving you with these thoughts:

*You've got the key to the main exit!
But you weren't careful.
You should have blocked the steel bars.
I'm a prisoner! I'll never get out of here!
I'm as good as...DEAD!*

Obviously, this is not a good thing. Instead, in one of the corners of the prison you will find a few large pieces of debris on the floor. Push or drag one of them to the cell and position it to block the bars, then grab the key

You will see the message: *"You've got the key to the main exit!"*

and as you leave, be VERY careful not to accidentally push the debris out of the doorway, or the bars will shut fully. Bring the key to the door with the grey panel next to it and touch the panel; the door will open. map change goodness ensues.

Through the door and around the corner you go, but watch for the zombie waiting for you with open arms. Deny him a tender embrace using the weapon of your choice and move on to the next chamber, dispatching the trio of Alien Slaves standing inside.

Someone obviously had a chisel and far too much time on their hands. Carefully jump your way up the statue until you reach its hand, which holds the next stone symbol; grab it

You will see the message: *"Well done! You've got the fourth stone symbol!"*

and watch as you anger whatever forgotten God this statue was a shrine to.

(Great work. Should've read your horoscope: "Today you will face great opposition in your endeavors and anger a minor deity. Fax in your resignation and stay in bed with the covers over your head.")

Sections of the walls will explode around you, sending lava pouring in. As you've already had a warm bath this morning, you should quickly but carefully jump to the series of mounted lights on the wall and make your way up to the hole in the wall. Go through this and a map change will occur.

Through the doorway you will come across an entire hoarde of zombies finishing off a couple of unlucky soldiers. Hoof it to the far end of this valley and man the machine gun you'll find, then gun down as many of the approaching zombies as you can, breaking off and either gunning them down as they get close, or leading them away so you can have another go with the big gun. When you've settled things with them, go and push the button, then head towards the second column of light from

the right (and straight on 'till morning... okay, okay, I'll stop), as the others don't seem to work. Warp out and back to the Stargate complex.

CHAPTER 8: RIAL-8

Please do not swim in the ocean of fire unless a lifeguard is present.

You emerge onto Rial-8 standing next to a tower, in full view of a submarine floating in a sea of fire with a soldier atop. Off that soldier first, then move around the tower and encounter four more Grunts (one armed with contact grenades, so step lively). Once you've shown them the peace of the grave, return to the beginning of the catwalk leading to the sub, but don't attempt to cross just yet (unless being shot in the back by a hidden sniper is your idea of fun... but I'm not here to judge).

Heal up if necessary with the medikits in the box by the catwalk. The sniper above you is entrenched and hidden from view... but see those missiles there? There's a broken wire between them and their trigger button, but those summers with Uncle Chet the drunken electrician taught you a lot; push the small green box against the broken section of wire, then push the button to launch. The missile cruises along happily, then suddenly gets a case of homesickness and heads back-and runs straight into the tower, solving your sniper problem rather handily.

Walk onto the edge of the catwalk (the grating in the middle will break under your weight) and advance to the end. Use the small metal container to open it and take the fuel inside.

Gordon will think: *"Yeah! Fuel!"*

(So easy to please, our Gordon.), then hop to the top of the sub. Inside is a Grunt just waiting to ruin your day with his shotgun; brighten his outlook on the world with a grenade in the lap (be sure to move away from the porthole so you don't get caught in the blast), then climb down. Use the controls to submerge; look out the window to watch the sights go by (nice guppy. BIG guppy) and hit a map change.

STAY AWAY from the porthole as you surface. A ladder rather rudely pops in on you unannounced. Clamber up and hop off the sub into the chamber; a greeting party of Grunts awaits you, tossing welcoming gifts with five-second fuses and sending 9mm love your way. Splatter them across the landscape.

Next to a box full of medikits and a mounted light lay no less than 54 laser tripmines.

Gordon will think: *"So many laser tripmines! There must be a reason for them!"*

After writing your thank-you letter to Santa Claus, pick up your limit of them and look at the special dynamite on the wall.

Gordon will think: *"Special dynamite! There must be a detonator somewhere!"*

Thank you, Captain Obvious. Scour the area and find the detonator, then grab it. You will see the message

"The detonator!". Yay.

and run back to the special dynamite, which will surely feel even more special with a detonator attached to it- in fact, it will positively explode with happiness in about 10 seconds, so stand clear. Once that's done, proceed through the newly-opened hole and carefully climb down a ladder into a map change.

You will find yourself in one of the most impressive-looking rooms to grace a Half-Life Mod to date. Gracing this room are four also-impressive-looking Gargantuans, which (thankfully) are being non-confrontational. Allow them to continue contemplating the ways of Ghandi unmolested and make your way through the hall until you reach a cage with an unfortunate scientist, a teleportation button and a stone symbol inside. Just outside the cage is a note left by the dead guy.

Situation Report - 03.01.2000

My situation is hopeless. I've given up on waiting for help. I wound up here unintentionally when my team made a mistake with the coordinates system and since then I've been stuck. When I saw the stone symbol I immediately wanted to grab hold of it but the trap slammed shut. I can open the Stargate back up.....but just not jump into it!! I'm going to perish here miserably..... The only thing I can do is warn everybody against attacking those alien guards. As far as I can tell, a direct attack on one is an attack on all of them.... which noone can survive!! There's only one way out of it - KILL ALL OF THEM IN ONE HIT!! Only then will the traps open and you will be able to get out.

Jim Rockford

You knew the mines were for something, and unfortunately not for your collection of high explosives back home. You'll be doing a large amount of trudging back and forth to gather up and mount all the tripmines. You can set them however you want, but it will be easier to set them on the ground near the Gargs than on the walls. Whatever you do, do NOT set a mine where the beam will touch a Garg; its motion will set the mine off, rousing all four Gargs and basically ending your subscription to Life permanently.

You'll have to set the mines in a chain of sorts, to allow you to shoot one mine and cause a series of explosions to destroy all four Gargs at once. This is harder than it sounds (and it doesn't sound easy to begin with), so work carefully.

If you manage to turn the trick, feel free to pat yourself on the back; you've earned it! Then go and claim the stone symbol

You will see the message: *"Well done! You've got the fifth stone symbol!"*. and push the button, then warp out.

CHAPTER 9: KRYPTON

Superman? No, never heard of him. Really. Is he some sort of celebrity?

You phase into the gateway to Krypton standing on a floating platform, surrounded by... well... other floating platforms. However, on this particular platform is a strange-looking triangle; step on it, and you will begin "downloading" the stone symbols you've collected.

"Starting download of stone symbols! Downloading! Success!"

...you DID get all five symbols, didn't you? If not, well, get comfy... you'll be here a while. Forever, actually.

With the "downloading" done (good thing you didn't get kicked offline!), a section of the platform will shatter, showing you a strange series of symbols. This is actually a key to the pattern of teleport spheres you must go through to actually get into Krypton itself. (Did you think you make the big bucks by getting the easy jobs?)

(Note: If at any time you fall off one of the platforms, you'll splatter yourself and be greeted by the message "You are DEAD", which will stay and taunt you even if you reload. You'll have to close out Half-Life and restart it to make the evil, hateful message go away.

Note that on the bottom half of the key, the thin red line points between two sets of symbols. That means you need to walk into the teleport sphere in between the two symbols listed. However, you'll also see what looks to be a flying purple mechanical spider; that is a defense droid, and once you start hopping around, it's going to start shooting a laser at you. This is a bad thing, so get yourself prepared and move like you have a purpose.

You'll want to run and fall into (as opposed to jump into) each sphere, starting with the one behind the platform you've started out on. Then follow these easy directions:

- triangle
- between plus and square
- circle
- plus
- between triangle and plus
- between circle and square

- plus
- between triangle and circle

You can crouch to help throw off the droid's aim and take less damage, though since you won't be doing any more fighting it doesn't matter greatly. Do all this and you should end up back on the floating platform above the floating platform you started on, and there should be all sorts of light shows going on with the beacon-like thing in the center of all the platforms. You'll want to catch a ride on one of the beams of light rotating around it (feel free to hum "Dance Into The Light") and rush into the glowing thing in the middle, and become one with mapchanging.

You'll find yourself in a long, mirrored hallway. Don't head back the way you came, unless you like pain, or even if you do. Proceed forward; a line of see-through creatures will stroll by you (all attempts to start a conga line have failed).

Gordon will think: *"None of the creatures are attacking me...this must be some sort of neutral zone!"*

Keep going along the hall and through the other side.

Well... renaissance faire meets bad acid trip? Who's to say... but you know something's rotten in Krypton.

Gordon will think: *"Strange - how did a medieval castle get to KRYPTON!?!... I'll have to get up there and unravel this mystery!"*

Walk up to the Alien Slave "doorman" with the glowing sphere over his head and use him (no, not like that), and he will run (well, more like jog) across the valley to an elevator and summon it for you. Hop aboard next to the Slave attendant and ride up (second floor... housewares, lingerie, anachronistic feudal castles).

Make your way along the ledges, being careful to watch for one section that will collapse under you (look to your right for a safer alternative). Next to a sunbathing scientist- hmm, no, he's actually dead, but anyway- you'll find a crossbow. Look at the front of the castle and note the strange, bullseye-like sign in the front. Then shoot the strange, bullseye-like sign in the front with your crossbow. Odd, strange things will happen, and a series of floating steps will begin forming in front of you; once this is done, run down the steps, pull the lever next to the doors to open them, and walk through.

And then.... **To be continued....**