



PLANETPHILLIP

FINISHING HALF-LIFE IS JUST THE BEGINNING!

RESIDUAL POINT WALKTHROUGH

by Ade

Residual Point Walkthrough

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INTRODUCTION

This walkthrough is for Residual Point, a Single Player Half-Life 1 Mod. It was written specifically for PlanetPhillip.com, and the author is Ade.

Please note that Residual Point offers multiple paths at various locations.



BASIC MOD INFORMATION

- Released: 06 October 2007
- Author: [Toxagen](#)
- Link: [PlanetPhillip.com](#)

Tram ride. Take the elevator on the right.

INSECURITY

Left. Left, elevator. Nothing here. Back to the main entrance. Right, elevator. Up ahead, bathroom. Downstairs, cafeteria where you can notice Barney 2 floors down, but the elevator ride takes longer than 2 floors. Biodome Complex (Image 1). Left, Test Lab. Elevator. Go left, first to the Locker Room and take your suit, under the "Sohn" name, then left.



INCOMING

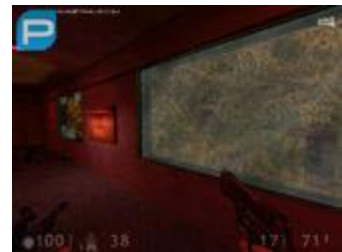
Recharge. Straight ahead. Nothing to your right. Left. Small explosion. Elevator. Ahead. Wait for the scientist to push the yellow button then enter the cage and push the button in it. Seconds later, you're space traveling to Xen. Jump from platform to platform to the top. Crowbar on the third spot. Ammo on 9th. And H-pack on the next. 2 stupid dogs on 15th. Gun & health, finally. Now back. A portal opens up. Go through.

AMONG THE RUINS



Wait for the scientist to free you. Take him to the next 2 retinal scans. The last one won't open so go to the elevator and climb down the ladder. Right. Crab. Empty boxes in the storage room. Right. Some crates. Red corridor (Image 2). Downstairs, zombie & headcrab. The button just shows 2 holographs. Ahead, 2 slaves in the same hall with the storage room. Now go back to the staircase and go right, this time. Map change.

Observation area with slave & ammo. Go through the broken window (Image 3). Head for the opening. Down. Zombie & the sound of a new, locked creature. No need to release it. To the right, storage room & elevator going up. To the left, elevator with zombie, going down. Let's take the left, first. Behind the control access door, 2 crabs & a bullsquid which eats them. Crates and 4 crabs & shotgun up near the computers. The vent is inaccessible. Now go back up, crab at left door, check the storage rooms and take the other elevator. Help overweight Barney kill 2 zombies. Take Barney with you, check the crates. Map change.





3 of those new creatures. Kill the Barnacles to protect Barney. HEV & 9 slaves. Down the ladder. Zombie & ammo. (Image 4) Down the ladder again. 3 zombies. Map change.

Up the ladder two barnacles ahead. Strafe left after you open the door, bullsquid in front. In the water and to the right (Image 5). Battery. Crates & bullsquid ahead. Up the ladder, jump. Again, up. Zombie. Notice the waste flush has no power. 2 more. And we're outside! 3 headcrabs hiding. Don't touch the electrified fences.



There's a vent system next to the ladder. Crates. Storage room with goodies. Now this part is really annoying, since there's an invisible, hence unavoidable, beam that zaps me. Just walk as nearer to the fence as possible (must be an electrified area of 2 meters around that pole) (Image 6). Crab & crates downstairs & upstairs. Damn, these crabs have super speed.

Break the window and jump to reach the wall on the right and hug it (Image 7). Enter the generator control room and turn off the electricity. Pick up a trip mine on the right. Go through the last door left. Map change.



Go through the crates. Behind the car, a Magnum. 3 slaves appear as you go through the tunnel. I used the shotgun. 2 more outside. Check the crates. Vent system with 1 crab. Interesting vent. Jump on the paddles, but close to the middle. Then down. Vent. Map change.



Crates & crab. Leave the scientist. Lots of crabs and a zombie. I used some grenades, too. Take the small box and place it near the green ones in order to climb them (Image 8). Crab beneath. And more around the corner. 3 zombies. Elevator. 3 zombies & some crates. 3 more ahead & elevator. Map change.

OFFICE FACILITY

Go inside the booth, exit through broken window. Don't go right or 3 crabs will come through the roof. Instead, go into the room in front and use its vent system. Scientist in front. Go left. Zombie behind the table. The exit door leads to the same

crab corridor. Take the last room left and explore its vent system. Crab on right. Zombie. Now climb on the green ammo box to jump over the broken soda machine. Ammo. 2 crabs fall in front. Move the crate to the left of the flooded room. Climb on it and crowbar the ceiling (Image 9). Jump and crouch to get on the ladder. Crab on left. Then jump into the hole next to you. Shoot the crab on the left. Go straight ahead but don't step on the square in the corner. Avoid the next third one, also. Then hug the wall, because there's another broken square (unless you want to fall and stop the electricity, but there's no need for that). Crab in the corner. Vent. Go through the storage and take Barney. Up the stairs. Map change.



Crates. Sector E. Slave & crab on left. Slave on right. A third one further & Hev battery. Barney sometimes slows you down and shoots through you. 2 crabs and a fourth slave. Check the storage. Right ahead, crab & slave. And another slave near the exit. And another slave in the dark room. Health on the counter. Head to that exit. 5 slaves in the next room. 3 in the hall upstairs. Climb the fallen pipe (Image 10). Vent.

OBSCURE TRUE

Crab, ammo. Locked door. Let the bullsquid play with the crabs then kill it. Crates. Climb the 3 blue pipes (Image 11). Vent with crabs. Crates & ammo. Pull the lever to turn off the generator. Now the other door is accessible. 2 grunts & new weapon. A third one in the stairwell. Only the 1st floor's accessible. 2 grunts. Check the storage. Health in the next room. 3 grunts outside. Crates. Staircase on the left, near the tires. Back inside. Crates & ammo. You're now on the 2nd floor. Grunt as you enter the hallway. Map change.



H-pack & ammo in the booth. Hev & exit. 3 grunts with grenades. 2 turrets around the corner. To approach them, run & duck behind crates, left and right (Image 12). Take the left turret first, using the shotgun. Enter Storage Area 1. Grunt upstairs. Exit. Grenade on left. Turret in a tower (use the Magnum). Check the crates in the corner. 2 grunts around the corner, 2 more ahead. Crates & grenades. 2 more near the vehicle. Enter the door near the storage access. 3 grunts. Use the car platforms or the stairs. 2 satchels in the office. 2 grunts waiting. Grenade & battery. Map change.

Stairwell with grunt. 1st floor accessible. Grunt on left. Ammo in the right dead end. Exit. 3 grunts outside. I used the Colt because of the distance. Recharge in the

access booth. Crates. Hidden sniper up ahead (Image 13). So avoid him, then bomb him. Climb the crates. Grunt. Down the stairs. 2 grunts. 3rd in the Basement. Crates. Map change.

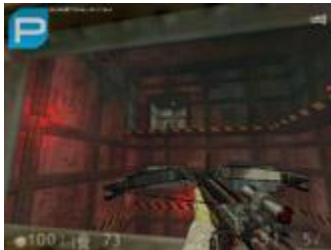


Health, crates & gas. Run through it but don't touch the pipes. Grunts & crabs. You could get the crabs to jump on the pipes.. Crates & slaves. More crates & a platform. Map change.



Listen to the scientist. 2 grenades at the bottom of the water. Go upstairs. Watch the sharks climb the wall. You can either walk on the catwalk and fall into the water as it breaks or you can jump its middle part. Ignore the spitting creature in the next chamber. Zombie. A spitting zombie on the right that makes a spin before it dies. Tripping mines in the small room (Image 14). Sharks again. Jump the middle of the catwalk. 2 zombies. Map change.

RESIDUE PIT



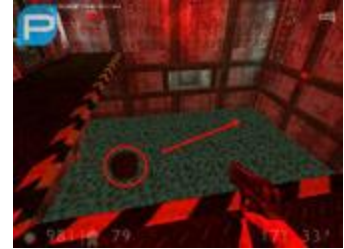
3 zombies. Cross the catwalk. Downstairs. 2 crabs. Hev & crates in the Observation Area. Bullsquid. Check the rooms on the right, first. Bow & GMan (Image 15). Down. Slave in the Maintenance Access. Go up. The pumps' lights are off. Let's take the door to the first pump.

Upstairs, 2 crabs & waste. Bullsquid, crates, more waste; climb the ladder then walk on the pipe. Crab, bullsquid. Walk on the highest pipe. At the corner, jump down to get the battery (Image 16). Crab. Go left. Crab. Break the grate. 2 zombies. Push the button. And another one in the Turbine Control Room. Go back to the Flow Control and take the door to the 2nd Pump. Ignore the bullsquid. Zombie. Up the ladder and into the Hazardous Machine. Press fwd to avoid the flames. Then left, on the ladder. 2 zombies. 3 crabs. Crates & crab.



Downstairs, spitting & spinning zombie guarding ammo. 2 slaves. 4 houndeyes on the catwalk. After the small red corridor, bullsquid in front. Use the pipes on the right to pass (Image 17). Push the button. 4 crabs. Down the ladder, mind the squid. Push the button in the Turbine Control. Now back to the Flow Control again. Push the button to flush the waste. The water level's rising and stops at the broken ladder.

Go to the pump 1. This time, jump in and move the barrel next to the ladder & climb (Image 18). 3 zombies & grenade under the staircase. Now in this mod you know there have been 2 kinds of crabs. Normal & super. The next bullsquid vs. super crabs is won by the crabs. Another bullsquid. Crates. The platform has no power. Go through the small door and meet 2 more bullsquids & a zombie. Once you pull the lever, slaves appear.



Run to the platform where to slaves awaiting. Push the button and step on the platform. Crabs. Stand near the rail and protect yourself from attacking crabs. Once the platform stops, move, because the crabs keep coming. 2 slaves and some more crabs. Check the crates. As you're near the barnacles, a 3rd slave pops in. Turn the right valve (Image 19) to bring down the platform, jump on it and keep jumping up and down if you happen to get stuck when the squid appears. Map change.

BOMBING SURFACE



Crates, listen to the scientist. Step into the hall and activate the turrets, then go back and wait for them to deactivate. Same in the next 2 hallways. Time to use your bow on the 2 grunts up there. 2 grunts dropped by a chopper. Run inside. 3rd grunt. 2 more down there, but hurry & get on the other side (Image 20) for 3 more will be dropped by another chopper. Explore the water, if you can – health & ammo. 2 more grunts in the distance. Check the water for darts, but mind the 2 Ichthyosaurus.

Cross the broken bridge. Map change.

Notice the kaki chopper (Image 21). Check the crates. Go inside. Grunt. 3 more upstairs. While you're checking the crates, grunts keep being delivered, no need to waste more ammo. Go through the electrified fence (you could try bombing the blockage on the door from the broken window, but it didn't unblock in my case).



Run towards the open door (Image 22). Go right, recharge and turn the valve to open the hatch. Use Barney to unlock the goodies. Take down the chopper with about 4 rockets, then the grunts and go down the hatch while the place is being bombed. Map change.

Pick up the snark and the ammo and run! Super crabs are after you. The zombie doesn't matter. Let the 2

bullsquids as lunch and climb up the ladder. Run a bit, run some more. Zombie. Map change.

The bombing is right in front of you. Run to the right and activate the gate, go through and straight ahead (a little to the right), just after picking some health & ammo if the boxes were blown away (Image 23). Turret on right. Several grunts come up next (My game froze repeatedly in this section). After you're done here, up the stairs; grunt and super crabs. Throw some grenades and cross the bombed field, for these crabs will keep coming. 3 zombies & a crab. Turret in the truck. Wait for Barney to open the door and take the elevator with him. Map change.



RECESSION



Recharge! 2 crabs & ammo in the room on the right. Parking lot. On the second level, in and near the truck in the corner, goodies (Image 24). 3 grunts on the next level. Map change. 3 assassins & an inactive turret. PCV, battery & grenades at the back of the trucks. The other Barney says you can't go on through here, but find a scientist to open the front door. Take the elevator. Map change.

2 assassins & a grunt or 2. Check the crates & the big truck; go right. 2 turrets guarding the door. Before entering, take down 3 grunts & a turret. Machine gun on the far right. 4 more assassins and you're done. Enjoy the crates & goodies, mind the snark. Take the small door (Image 25). Avoid the barnacles. And stand in the doorway to trigger a war between assassins & Xen creatures.



If a ninja comes in for you, lure him into a barnacle. You can take care of what's left in the same sadistic way... (Image 26). Take the small door. 2 more assassins. Trip mine. Map change.

Trip lasers & houndeyes. No need to check the restroom (assassins & health). Through the Freight Records room, turret and get outside. Some sort of zombies with guns and some crabs await. At some point, use the bow on the zombie grunt high on some box before approaching that area. Check everything, every truck top, bottom, inside & out,



that small door (if you want some slaves, alien grunts & zombie grunts to appear). And finally, the vent system (Image 27). Be my guest and try to get the goodies on top of it. Then enter it. Crabs.



Go until you reach the end of it (health & hev). Kill the grunts & slave from up here. Exit through the last grate and jump from box to box to get to the arrows. Careful, another zombie near them. Now go back on the red box and jump on the one next to it and enter it (Image 28). Release the scientists. You can check the crates and the boxes now. Take the scientists to the door. They will open it, but soon some grunts pop out, so take them inside and watch your back.

Now take a walk with the scientists and protect them at all costs. At the parking lot, another war breaks. Just leave the scientists behind and secure the area. In the tunnel, a ninja, a crab & a zombie grunt. Another portal opens up. Barney (if you left him there) will run to the scientists. You can clean that area for them from up here (Image 29). Take all 3 with you. Careful, you can use only 2 at a time. Take the elevator. Push a scientist out of it and take him to the CommLink panel, he'll open the front door. Tunnel.



Take the turret on right before tripping the sensors. 4 hard to shoot assassins. Clear the area, then bring the scientist to the glass door with the turret. Shoot the trip mine on the right. Check the storage, after you break the lock. Kill the slaves when you come out. Check the booth with 2 crabs & a zombie. Watch Barney die (Image 30) and step on him to take 5 snarks. Turret. First floor again. Climb down, take out the first zombie and let the next one, or a crab, trip that mine. Crates & a baby crab in a storage.

Now go up. Turret, as you can hear. Same thing with a zombie & trip mine. Break the glass. You see the door is blocked heavily. A well-placed grenade will fix that (Image 31). Unblock the next one in the same way. Throw a grenade to trip a mine & kill a zombie & a crab. Throw a second grenade in the storage. Turret. Recharge. Now you can take the big door on the right or you can go back, which for me was a dead end. Now a big parenthesis with what happened there.



(Walk about. 2 zombies in the tunnel. Take healed Barney with you and take the elevator which takes you up or down, to random levels as it so fits. Gargantua round the corner. Use a variety of explosives but leave some for the next garg. 3 zombie grunts in the tunnel. Next, a Garg & several grunts. Just run to the left

corner and take the grunts from a distance – easy targets as they walk slowly. Then, the garg. I even used my snarks on him, for their small explosion when they die out. Bring a scientist to try and open that door. Grunts pop out. Sounds of a variety of enemies and that's it.)

Take that big door. Map change.



I took the first six ninjas with the crossbow, then the other 3 with the Colt. 4 more ahead. Throw a grenade at the turret and go in the control room. There's a lever in the small room that brings down the turrets, a lever which I'm not sure you have to pull. Just break the glass on the panel (Image 32) and activate it. Recharge. The fence is sliding. Approach the elevator and throw a satchel at the grunts in it. Take the battery from the truck, recharge for health and take the elevator. Grunts. As you pass the

truck, more grunts. At the end of the tunnel, several grunts & turrets. Go to the control room, push the button to close the gate (more grunts coming) and wait for the big door to open. Greet Barney. Move along. Crabs & crates. Pull the lever near the big 35 and wait for the turret to kill the slave. Watch out for the invisible crabs. Open the door & run backwards. As the slaves go through, shoot the cylinders on the left. This time you won't need the turrets. Crates & crabs.

Shoot the cylinders in the far left and take the door on the right (Image 33). The next door is a killer to stand in. Just wait for 3 grunts to open the door, one after another... get out, lure 3 more. Get out, left, zombie, crab & slave. Don't get out of your hiding place too much, there's an unreachable machine gun. Aim (with the bow) the top of the grunt's head. Slaves. 2 more crabs and the coast is clear for now. Go to the small door in the corner. Grunts pop out. Lots. After finishing them, recharge in that small room & take the elevator, 2 zombies. Listen to the scientists then kill the 2 grunts in the hallway. Third on right. Door in front. Zombie & crabs. Another crab & snarks. Oh, and another invisible crab (this is why I hate this mod; well, this and getting shot in the doorway). Zombie, then take the tram.



DISTORTION



Another really annoying thing, the tram ride as a sitting duck and the gay voice. Finally, a change of scenario. You wake up with no guns. Downstairs, a clip. Upstairs, a zombie. Just get pass him somehow (lure him downstairs to have more room) so you can reach the crowbar in that storage. Then hack the zombie, check the crates and the Out of Order sign and activate.. something in that room (Image 34). Now you can go outside. Crab comin' for ya & no gun. Dodge it & go right, grab Barney's gun and now

we're back in business. Run to the ladder on the left. Barney & a shotgun. Crabs & an elevator cliché, but harder because of its ledges. Just climb, enter the elevator and approach the door.

UPPER YARD

Turret, crates, 2 assassins. Third one outside. Doors. Another 4 in the hangar. Check the crates. Outside, turret & 2 assassins. Run behind the high voltage thing and approach the 2nd turret. 2 crabs & waste. Use the right table to pass. Grab the clip & hide, grab the clip under the window, then run (health, anyone?). I jumped over the trip mine. Don't shoot the next ones. Crabs. Just crouch or jump (Image 35). Go right, fwd, left and stairs, crate-breaking the safe ones. Push the button. Crouch around the left of the platform. Down. Goodies. Map change.



Some assassins. Crates. More assassins. Enjoy your goodies until the 2nd train line. Grunts & assassins fighting each other. When all is quiet, 3 are left for you. Outside, an assassin (Image 36). Map change.

You can cross this map at ground level or high up. Chopper in both ways. Grunts & turrets on the second, avoidable crabs & goodies on the first. Map change. Well, sort of.

Left. Just run to the refugee room up in front. Recharge. Go back, if you missed the tent with goodies. Now head for the hatch on the right corner. Map change.

Swim until you see shooting, then reach the ladder. Climb up and turn to kill the grunts. Pickpocket them and grab some health. Now 3 slaves are behind that door. Goodies. Another slave. 2 crabs up the ladder. 2 houndeyes. Map change.

4 dogs. Take down the slave before he has the chance to zap you. Shoot the explosives near the alien grunt (Image 37), it will not diminish your chances of crossing that catwalk. 2 zombies. 2 slaves pop out as you step on the catwalk. Follow the pipe. Zombie & bullsquid. 2 slaves below. Step on the catwalk and slave pops out. Can't duck the 2nd, nor the 3rd. climb up & recharge. Map change.



Zombie & crates. Climb up. Health & ammo. Prepare the grenade launcher. 3 slaves. Up. Battle in the distance. Fight your way through but hurry, because the aliens keep coming. Activate the panel, wait for the door to open. Finish the aliens behind the door, check the crates & the truck, recharge & take a deep breath. The big door blows up in front of you but don't go through. A tank shooting rockets, a turret, a machine gun & a bunch of assassins, all just for



you. Plus, behind you, 3 assassins that caught up with you. Make use of your crossbow & Magnum. After you take down everything in sight (except the tank), approach the tank and shoot the assassin behind it (Image 38), then go back. Now jump into the trenches (rarely used, but cool idea) on the left. RPG. Throw grenades at the tank (about 7 on medium skill). One more assassin and you can check the area for goodies & move out. 2 more inside.

COURSE TO LAMBDA

Crates. Break the blockage. Turret. Outside. 2 turrets inside. Check the truck. Don't approach the fence outside. Take the left door. Another grunts Vs ninjas battle. Maintenance Access. Very hard, but not impossible to launch grenade to take down all of the next 3 turrets. Map change.

Empty crates. 2 turrets. More crates. 2 turrets. Break that padlock. Crates. Prepare the shotgun. Open the door, shoot once & strafe left, shoot again (ninjas can take a lot of damage). Move along. Turret behind green boxes. 2 more assassins. Vent. Get Barney. Retrace. Outside, take the green door. Pull the lever to shut down the electricity. Ammo near the dead scientists. Small door. Trip mines. 3 assassins in the explosives room. Pull the lever. Map change.



Satchel. Crates, an assassin. 3 more ahead. (Image 39) Turret. 3 assassins. Check crates. Long grunt Vs assassin battle. The machine gun is usable. 3 grunts. Crates & a grunt chatting through the station. Map change.

3 grunts & 2 crabs. 3 more ahead. Turret. Alien Vs human battle (Image 40). Left, batteries & a Gluon Gun (long time, no see). 2 slaves. Take the scientist. 2 slaves. The scientist enters the booth and opens the next door. Slave.

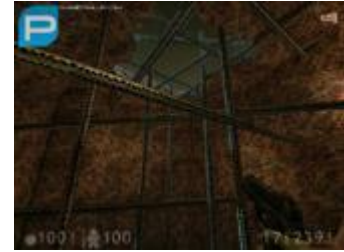


INTO THE PORTAL



Down. Right. Dance around between the 2 doors until a portal appears. Enter it. Xen. 2 batteries. Jump ahead. A rocket & ammo. 2 houndeyes & a healing pool (Image 41). Bullsquid, crabs. Leap from stone to stone. 3 dogs. Rocket, crabs & bullsquids. Climb up. Crab guarding a portal. Map change.

Slave & ammo. A slave & some alien grunts. Nothing you can't handle. Health & Hev. Crabs. And I don't know what to make of that structure (Image 42). Slave. Map change.



Slaves & the indestructible tentacles. Walk pass them. Map change.



Plenty of health & ammo around, wonder why. Slaves. Crabs & grenades. Some slaves. More slaves (boring). 2 crabs. Climb (Image 43). Xen vent system (crabs included). Map change.

Bullsquid Vs crab. They call it bullsquid because it fights like a bull & has a squid face. But it walks & eats like a chicken. Some alien grunts & slaves up next. Health & ammo. Slave on the platform. Up there, 3 slaves you don't have to take, unless you really want a healing spot. Down. Map change.

Alien controllers, zombie grunts & slaves. Explore. Satchel on an intermediate level. Hev, health & ammo. Some grunts. 5 snarks. 2 grunts guarding a portal.

DREAD PLOT

Health & ammo. Use the Xen button thinging to let the grunt out (Image 44). After you kill him, a 2nd one breaks out of the blue barrel. Seconds later, a 3rd. then a door opens. 2 grunts. Controllers & whatnot. Zombie grunts & alien grunts up & below. Slave. Down there, surprise barrels – don't break. You have a small platform on your left that will get you back up, after taking some goodies & healing. 2 grunts, a controller & a slave. More grunts & controllers. Battery & snarks. As you walk up, grunt on right, slave on left. Health & ammo. Controllers & grunts.



Use Xen button to bring down the platform. Go up. Look back (Image 45). Controllers heading this way, so run! I used the Gluon Gun. Take the grunt, the slave, one controller, 2nd grunt then the 2nd controller & run. Goodies. More grunts, slaves & controllers (...boring?). Don't miss the PCV charger. Map change. Sort of.

More enemies. A door. More enemies. Outside. More enemies. Train ride (Image 46). After the auto save, step off the train & follow it (grunt chasing you). Slave at the end.





Go back to the fork. More enemies. Another dead end for a train. There's a door up there. The button opens the first dead end. Go on foot. A slave. Grunts & a machine gun. Just zig zag & hide to get closer, then bomb it. Some darts in a corner on the red boxes (Image 47). Grunt. Map change.

Grunt beneath. Right, health & ammo & dead end. Blow up the explosives. Slaves, alien grunts & controllers (again). Use the bow. Search the area for ammo then go up. Left, 2 alien grunts. More enemies. Left. More enemies. Push the Xen buttons on the right, in that room. 2 alien grunts & a slave. Now the control room is open with 2 slaves in it. Push the button. Outside, a door opened to the right. Controller. Slaves in that tunnel. Shoot the explosives. Enemies outside, so far that you can use the gun. Inside, a grunt & slaves. We're back to the room with two buttons, but now the opposite door is open. Portal. Map change.

Shoot & run in circles. Use all your explosives & big guns on the 2 BigMommas, pick up ammo on the way and good luck! It's really hard. A door opened. Alien grunt, slave & a portal. Map change.

Just jump from rock to rock and into the portal.

THE END!!!

Ade – November 2007