



PLANETPHILLIP

FINISHING HALF-LIFE IS JUST THE BEGINNING!

TIMELINE 1 WALKTHROUGH

by Ross Smith

Timeline 1 Walkthrough

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INTRODUCTION

Below you will find a re-formatted walkthrough for Timeline 1, written by Ross Smith. It originally appeared on his website which is no longer live. It is re-published here without permission and I really hope he doesn't mind!

BASIC MOD INFORMATION

- Released: 23 October 2000
- Author: Ross Smith
- Link: PlanetPhillip.com

TIMELINE 1: PART 1: THE LAST TRANSMISSION

"Way down in seclusion, the icon of your fear, let your eyes believe you see it all so clear, desperation is the only, thing you couldn't live without, can you hear them screaming? No! Can't hear anything at all" - Cemetery, "The Last Transmission"



You'll arrive in a small underground room. The doors are locked and there's only one exit, so there shouldn't be much doubt about which way to go.

Once you get outside, you'll find an ominous-looking black building belonging to Black Mesa*. You can't get in, but if you wait a bit (and stand well away from the building), the US Air Force will obligingly blow the place open for you. [* Actually, it's the building I work in, at [Ihug](#) in Auckland, New Zealand.]



There's nothing worth bothering with as you pass through the ground floor; the building has been evacuated. The lift got broken in the air strike, so you'll have to take the emergency maintenance ladder down to the underground levels.

Go into the first side room you come to. Open one of the suit lockers with the switches on the computer panel, and pick up an HEV suit (it doesn't matter which one). Now pick up the crowbar and gun in the adjoining room, and charge up your suit while you're there.



There are four underground levels; each consists of a corridor with several laboratories or storerooms opening off it. The first (upper) level is uninhabited, but the other three are infested with Marines.

The second level contains the power supplies. Take out the Marines, and switch on both generators.



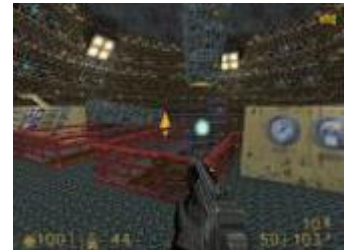
The third level contains the computer centre. Take out another bunch of grunts, and activate the main computer. You need to hit all four switches on the central pillar.





On one side of the fourth level, you'll find the master power switch, guarded by more grunts in the adjoining storerooms.

On the other side is the test lab containing the time machine itself. You won't be able to get into it until you've activated all of the switches in the preceding areas. To fire up the time machine, flip the switches on the four small panels at the far ends of the control panels. The red lights will turn green as you activate each one, and when you've done them all, the big teleport system will start powering up. Once it's running steadily, you can jump in and embark on your journey into the past...



TIMELINE 1: PART 2A: WORLDS WITHIN THE MARGIN

"A hasty blink and a million life-to-comes, will never be the same as they never were, in the kinetic energy of a moving fist, lies a birth machine for a parallel universe" - In Flames, "Worlds Within the Margin"



You'll find yourself in a dark, rocky valley, in an unknown place and time. After finding your way through the small, winding gully that leads out, you arrive at a road. On your right is a sealed gate with two guard houses. The one on the right is locked, but in the other you'll find some ammo and grenades.

Following the road, you'll find that someone has anticipated your arrival and blown up the bridge to keep you out. Fortunately, the gap between the remaining fragments on the left is *just* wide enough to jump - if you're very careful.



Once you've got past the bridge, you'll arrive at a place that makes it fairly clear where and when you've landed. Go through either of the entrances at the base of the building.

Inside, you'll find an underground warehouse. The outer area is pretty empty, apart from some crates of explosives that have been hoisted into the air ready to be loaded on a truck. They look as though they might come in handy ... but not quite yet. First, go down either of the two side corridors. And be ready for trouble.



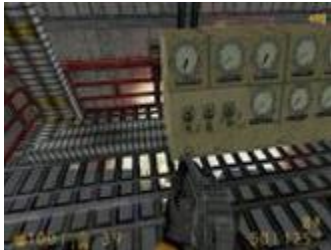


The second warehouse isn't as deserted as the first — it's guarded by a bunch of Teenage Nazi Ninja Babes. Oh, and just to make life a bit more complicated, some of those crates are packed with explosives.

Once the ninjas have been taken care of, go into the switchboard room on the far side of the warehouse, and throw both of the power switches. (You'll also find some health here. You'll probably need it by now.)



There's a side tunnel on one side of the warehouse, leading downwards, but the gate is locked and you can't open it from this side.



Instead, go back to the outer warehouse, climb up to the crane control panel, and throw the switch. The explosive crates will drop and blow a hole in the floor. Climb down through it, and follow the corridor to the right.

(The one going the other way leads back to the locked gate; you can unlock it from this side, but there's no need to go back there.)

Now you're in an underground laboratory complex. There are several areas you can reach from here, but the one you want first is through the small door on the left, behind one of the computer pillars.



Alternatively, you can explore the laboratories and offices through the other two doors first if you like. You'll find a bit of ammo and health, but nothing else you can use at this point.



Through the leftmost door, you'll wander through a series of grotty corridors and catwalks over tanks of nasty liquids. At one point you'll pass a locked gate that you can't open, and eventually you'll run into a bunch of Marines who have a bone to pick with you. No, you can't run away, they've blown the bridge behind you.



The grunts were guarding the underground base's main power plant. Switch on all four generators, and then leave through the ventilation duct behind one of them.



Now you're back in the outer lab complex (you may have visited this room before if you stopped to explore). Now that you've switched on the power, the button on the right will open the grating covering the lift shaft, and you can climb down to the deep, Top Secret research level.

The first thing you find down there is a transport terminus. Both of those containers are full of Marines. Once you've taken care of them, take either of the blue and white corridors.



Finally, you reach a second time machine, built here by the renegade Marines and their Nazi allies. On one side of the room is an armoured glass door leading to a side chamber, but you can't get in there yet.

Be careful of that rail; it's electrified. When you need to travel into the past, use the rail platform to carry you out to the focal point of the time machine

The main control panel for the time machine is ahead of you. There are three switches; each leads to a different era in the past: ancient Egypt, the Roman Empire, and the Confederate States of America. The renegades have set themselves up in each of these periods, and you have to take out all three bases before you can go any further here and now.

It doesn't matter which order you tackle them in; I'll cover them here in chronological order, but you can do them in a different order if you prefer.

TIMELINE 1: PART 2B: WORLDS WITHIN THE MARGIN (EGYPT 1400 BC)

You'll arrive in a small temple the renegades have taken over as a receiver station, next to a massive pyramid.



There's an entrance on one side of the pyramid. It's been sealed off, but fortunately the wire mesh isn't in the best of nick, and you can break a hole down near one corner.

The renegades' base is under the pyramid. But first, you'll have to take out a couple of sentry guns.





In the main underground base, you'll find a bunch of Marines, some empty shipping containers, and some mysterious machinery. There's also a corridor leading deeper into the base, but it's locked.

Switch off the machinery. Make sure you stay in the alcove for a while after that, because once the power is cut off, everything is going to go haywire.



One of the discharges blew a hole in the floor. You can't get back to the 20th century the way you came, and the other corridor out of the place is still locked, so it looks like this is your only way out.



You're deep underground now, in mysterious chambers built by the ancient Egyptians long before any time travellers showed up. Nobody knows what nameless horrors may dwell down here ... although it looks like somebody found out. Briefly.

Well of course you find zombies under pyramids. What did you expect?



Finally, you fight your way through to the chamber containing the Nazi's time terminus. This will take you back to 1945. Be careful how you jump in - remember the other end is on an electrified track over a gaping hole...

TIMELINE 1: PART 2C: WORLDS WITHIN THE MARGIN (ROME 200 AD)

When you arrive in Rome, hit the ground running, because you've just volunteered to be the star attraction in the arena, and the renegades have arranged for you to meet the kind of opponents the Romans never dreamed of.



Under the arena, you'll run into a few more nasties, and eventually find a shaft leading up the VIP gallery.



Behind the balcony there's another shaft you can't reach, and an entrance area where the Nazis have left some crates of goodies. Break all the crates you can, and then push the remaining one back through the entrance.



Now you can reach the other ventilation shaft. Break the bars and climb down, where you'll find some dark passageways leading to the renegades' Roman base. (On the way you'll pass a locked gate on a side tunnel.)



Take out the Marines guarding the power plant.



Once you've switched off the safety cut-off, the machinery will blow up very satisfactorily. This also deactivates the lock on that side corridor you passed earlier, and you can use it to reach one of the bridges leading to the ruined reactor. Climb over it, and at the far side you'll find a time gate leading back to 1945.



TIMELINE 1: PART 2D: WORLDS WITHIN THE MARGIN (CONFEDERACY 1864)

You arrive in a valley that used to be a mining and railroad construction settlement, but the railroad and the mine were both abandoned when the Civil War passed this way. The area was used as a Confederate stronghold for a while; after the Rebels left, the Nazis moved in.



There are four huts in the valley. One is locked up, but two of the others have some goodies in them.



Through the windows of that fourth hut, you can see a door leading back into the hillside, but you can't get in. Hmm ... that cannon is pointed straight at the place, but it seems to be out of gunpowder. Hang on, what could be in that barrel you found behind one of the buildings?

Once you've pushed the barrel up close behind the cannon and loaded it (that happens automatically once you move the barrel close enough), the cannon will fire and blow the hut to smithereens. Stand well back — but be ready to run. The shot may not have been heard round the world but it was certainly heard by the Union army in



the next valley, and they're about to start bombarding any Johnny Rebs in the vicinity. Head for that door — fast.



Inside the mine you'll find a machinery room with a shaft leading downwards, and a mine cart sitting on the rails ready to go. Jump in and we're off. (You can leave the cart behind and walk down the tracks if you like — but you'll probably regret it.)

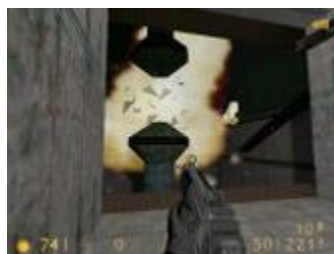
The cart will carry you through some twisty tunnels and a large cavern, where a bunch of Marines will take advantage of the opportunity for some target practice.



The chamber at the end of the line has some more grunts to hassle you. The tunnel with the electrical cables coming out of it leads to the renegades' base.

The other tunnel (at the top of the ramp) leads back to the cavern with the Marines in. You can get to them and kill them that way if you want to, but there are no other goodies accessible that way, so don't bother unless you're really desperate for ammunition.

The renegades' time apparatus is in a vast chamber with catwalks around the walls, with the usual bunch of grunts guarding it.



Once you've taken them out, switch off the safety override on the far side, and stand clear as their power crystal blows itself to bits. Besides taking out the lights, it will also break one of the catwalks, giving you access to the upper level. Up there, you'll find some goodies and the time gate back to 1945.



**TIMELINE 1: PART 2E:
WORLDS WITHIN THE MARGIN (GERMANY 1945, LAST PART)**

The renegades aren't too pleased with what you've been up to, and as soon as you arrive back in 1945, they start teleporting grunts in to take care of you once and for all. Luckily for you, a couple of them arrive inside the storage room, and have to blast their way out. Kill them, duck inside, grab the key card and anything else you have



time for, and run for your life. (Don't waste your time trying to kill all the incoming grunts - they'll just keep coming.)



Go back upstairs, and find your way to that locked gate you couldn't open before. Now that you have the security card, it will let you through.

On the other side, you'll find a storeroom full of goodies, and a dark corridor leading up to the surface. At the top there are two branches. The one on the left leads back to the locked gatehouse near the place you first arrived in this time. The one on the right leads onwards.

Eventually you arrive at another locked gate, with a brightly lit gatehouse on one side.



Watch out inside - *der Führer* is, not surprisingly, hiding something nasty.



Upstairs, you'll find a few goodies and another sentry gun. Downstairs are still more sentry guns, these ones guarding a subway station.



The car will start moving after you're inside. Keep your eyes on the tunnel - there are Marines waiting for you.



It looks like your passing through some kind of hangar - and what's that winged thing down there?



At the end of the ride, you'll have to pass one more sentry gun.



Down below, there's a viewing gallery with some more ninja babes waiting for you. The window will give you another look at the mysterious machine in the hangar.

Past the viewing gallery, there are some storerooms with ammo and health packs, and a lift leading to a lower level.



Down here, you'll find a very alarming sight - an atomic bomb, ready to be loaded into somebody's bomb bay, and guarded by yet another bunch of ninja babes. Even if you take them out, there's nothing you can do to stop the loading sequence.

After the bomb rooms, a door leads to the entrance to the hangar. But you're not going to get there; instead, you're about to have a horribly familiar experience. (*"Get him!"*)



After you've been captured, a cut scene shows you what's going on. The Nazis have built themselves an intercontinental bomber, and guess who supplied the payload.

was never built.]

[I didn't make up the spaceship; it's the Sanger-Bredt Silverbird, a real German design from WW2 that



Oh shit. *That* wasn't in the history books...

TIMELINE 1: PART 3: BLOOD RED SKIES

"Through a shattered city, watched by laser eyes, Overhead the night squad glides, the decaying paradise, Automatic sniper with computer sights, Scans the bleak horizon for its victim of the night" - Judas Priest, "Blood Red Skies"



You awaken in a prison cell, with no idea where — or when — you are. Something strange seems to be going on - after a while, a mysterious bolt of energy kills your guards and shorts out the electrical system, unlocking the cell doors. Not about to look a gift energy blast in the mouth, you grab their weapons and get a much-needed health and power boost.

Well, I guess Marty McFly was right: "History is gonna change..."

The tunnel directly ahead of the exit from your cell



leads to a second cell block. There's nothing there but some more Marines - live ones this time - but you'll probably want to take them out anyway, to get some extra ammo. The other tunnel, on the left, leads to an underground transport system.



Take the subway car. You can walk instead if you like, but that rail may be hazardous to your health.

The first station you come to has three tunnels leading out. They lead to three different entrances to the same chamber, so you can take any of them (the middle one leads to the upper level, the other two to the lower level).



You can skip this area and carry on down the track if you like; you'll miss out on some goodies that way, but nothing absolutely vital.



The transport terminus at the end of the three tunnels has some containers on flatcars, and the usual bunch of Marine. Once you've cleaned out the grunts, switch off the crane. The falling crate will smash open one of the containers, giving you access to a shipment of weapons.

Back on the subway car, you'll eventually reach a point where the track is blocked off. There's a tunnel leading out towards the surface; a switch inside the guardhouse will open the gate. Beware: there's a turret guarding the platform, and a second one inside the guardhouse.



A lift will take you up to ground level, where you'll find some health and a storeroom where some kind soul left a crowbar lying around.



The door controls have been burned out by one of those mysterious energy discharges; fortunately, you have a convenient tool for opening windows.



Those energy discharges are beginning to get worrying. What could be causing them? And why does the whole place seem to have been evacuated?



This does not look good...

White House policy seems to have changed. They never used to greet visitors with a hail of high velocity ammunition.



The Oval Office has also been redecorated. It seems to have been evacuated in something of a hurry, though, and somebody important left their security card behind on the desk.

The card gives you access to the security door under the stairs, which leads you down to another part of the underground transport system.



After passing through the railway tunnels, you find a secret laboratory complex.

The lab complex consists of two main labs, each surrounded by a square of corridors. The first lab is deserted, apart from an unfortunate scientist who didn't get the evacuation notice in time. On one wall, you'll find a map of the timelines the renegade time travellers know about. Some of them you've visited and erased from history - but what are those extra ones down there, unconnected to the others?



If you go to the workstation next to the dead scientist, it will activate and show you his last report. It explains a few things, and gives you a clue to a possible way to undo all this damage to history.

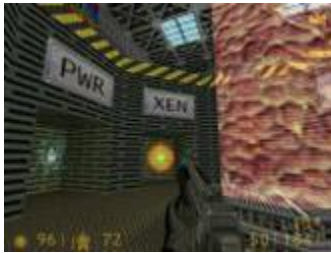
The second lab is guarded by Marines.





On the far side of the lab you'll find a lift. Sorry - out of order..

Inside the lab are more grunts and your only way out: a cross-dimensional transport hub.



Unfortunately, only one of the cross time gates is still in working order. "Here we go again," you think, and step in...

TIMELINE 1: PART 4: POWERSLAVE

"Tell me why I had to be a powerslave, I don't want to die, I'm a god, why can't I live on?, When the life giver dies, all around is laid waste, And in my last hour I'm a slave to the power of death" - Iron Maiden, "Powerslave"



The first gate leads you to Xen. The gate from here to the mysterious world the renegades have named Power core is active, though. You can step straight into it and skip Xen entirely if you like, although you'll miss out on some useful goodies that way.

Xen's ubiquitous floating rocks. A ladder leads down - way down - to another.

The tunnel out of the gate chamber leads you out to the open air, on the side of one of



Some alien slaves arrive as you reach the bottom, but you should be able to take care of them easily.



You'll find some snarks under a rock on the far side of the area, and the Nazis have also visited the place and left some goodies behind for you.





Stepping through to the powercore universe, you can go two ways. The way to the reactor is blocked by a sealed gate, though, so take the one leading to the maintenance station first.

A lift will take you to the upper level. The gate at the end of the corridor is locked, and has a bunch of Marines behind it, but the access tunnel on the right will let you sneak up on them from behind. Unfortunately, they know about it too.



There are two switches in the control room. The one on the left opens the gate next to it; the other one unlocks the security gate downstairs.



You can now go back down and follow the reactor tunnel.



Strangely, the reactor access room leads outdoors. What kind of reactor do they have here anyway?



Follow the path marked by flashing lights.



Eventually you'll come to a cliff top overlooking a strange arena-like construction. A lift will take you down to the valley floor. Get ready for a shock on the way down...



On the far side of the valley, a tunnel of strange, alien construction leads into the mountainside.



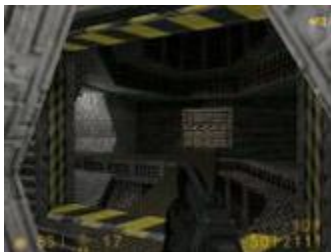
Inside, the walkways put in by the human interlopers have been damaged by some malfunction of the alien system. You can't get to the upper level from here, but there's a ladder on the far side that will let you into the other ground-floor tunnel.

Some of the alien chambers you'll pass through are guarded by Marines. Oh, and whatever you do, don't fall in the water.



Eventually you'll find a ladder leading to the upper level (and more grunts). Now you can start making your way back to the mountainside, and the control room you glimpsed from outside.

You'll need to jump to one of the other intact sections of catwalk - but watch out for that discharge.



You pass through an intersection in a dark pit filled with strange noises. The door on the left leads to the control room; the one on the right won't open.



In the control room, hit both power switches. This will deactivate the force fields keeping the energy creature harnessed.



It seems to be a bit annoyed about something. I can't imagine why.

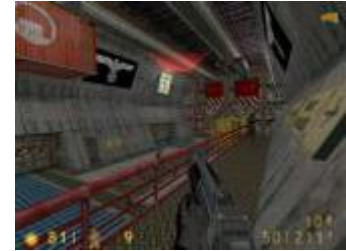
It smashes its way into the control room. The door you came in through is locked now, but fortunately the damage the creature has done causes the third door to malfunction. You can escape that way. Quickly.





The tunnel collapses behind you; your only option now is to press on. Under the catwalk in another chamber, you'll find a shaft leading deeper underground.

Down here is part of a transport system, evidently leading to another Nazi base on this unexplored world. But you don't have much time to investigate it now; some ninja babes want a word with you.



Finally, you find the secret lab containing the Nazis' time machine, hidden away in this parallel universe. Unfortunately, by releasing the energy creature you've cut off their power supply. The base is now running on emergency power, and there's not much of it left.

From the moment the lab door slams shut behind you, you have sixty seconds to kill the ninjas guarding the time machine and activate it. If you haven't departed for another time and place by then, the whole place will go critical, and take you with it.

Once you reach the time machine's platform, you're not quite home and dry. The time machine isn't quite in working order. First you have to switch on the guidance system (on the left) and wait until it achieves lock; at this point you don't care where or when, as long as it's not where you are now. Then, hit the power switch (on the right) and you're ready to go..



TIMELINE 1: PART 5: DEATH OR GLORY

"I saw the millions, the naked and the dead, I saw the city streets running bloody red, I saw a thousand bombers circle in the sky, I saw the firestorm fifty stories high" - Motorhead, "Death or Glory"

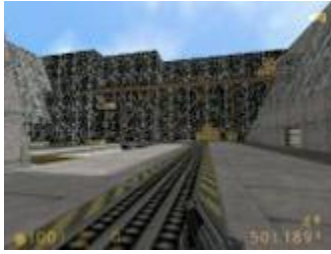


You arrive in an empty underground chamber, whose construction seemed to be still under way. If you look carefully, you may notice something faintly familiar about this place.

It's the space plane hangar in Nazi Germany — only this time, you've arrived *before* your earlier



visit, while the place was still under construction.



Now, what was that bit about time paradoxes...?

Outside, they've just begun work on the launching track. There doesn't seem to be anybody around, but somehow you get the feeling you're not alone.

You'll find some goodies in the other hangar, and some more in a tunnel you can reach at the far end of the valley. Once you have them (or without bothering to get them, if you're feeling overconfident), take the open door on the right of the space plane hangar exit. The door will slam shut behind you.



You arrive in the time machine receiver station just as a shipment of freight is arriving. The shipment that follows it looks familiar - but you don't have much time to study it, because that's when the Marines show up. One of them opens the second door on your catwalk, and that's your only way out.



Upstairs, you'll find more grunts and an exit to the surface.



A chamber in the upper construction works gives you some health and ammo.

The way you came is locked, and the bridge is the only way out.



It's a trap! Now that you're out in the open, grunts are piling in from hiding places all over the valley. And they took the precaution of planting explosives in that tunnel on the far side; as soon as you get close to it, they'll blast it shut.

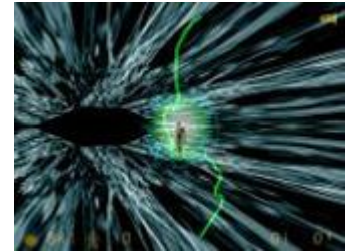


You're trapped with nowhere to go. There's no hope of escape; the best you can do is sell your life dearly. But is there any last chance of sabotaging their plans?



There's your target!

Damaging the nuke triggers it, destroying the space plane base and the time machine - and the Nazis' chance of victory. Expecting death, you find yourself snatched out of the time stream — and hearing some familiar voices. The Man in Blue evidently hasn't forgotten you. With any luck, they may be able to recover you from the time vortex...



..And you arrive back in the present, to witness the conclusion of the attempt to change history.