



# PLANETPHILLIP

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FINISHING HALF-LIFE IS JUST THE BEGINNING!

## **BREAKOUT BY BENNY BLANCO WALKTHROUGH**

by Technic

# Breakout by Benny Blanco Walkthrough

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## INTRODUCTION

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This walkthrough is for Breakout by Benny Blanco, a single player Half-Life 1 Mod. It was written specifically for PlanetPhillip.com, and the author is Technic.

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## BASIC MOD INFORMATION

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- Released: 16 May 2011
  - Author: Benny Blanco
  - Link: [PlanetPhillip.com](http://PlanetPhillip.com)
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## FOREWORD BY TECHNIC:

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Due to boredom and liking the map much I'm writing this walkthrough although it's a quite short and easy adventure, but maybe some people have troubles completing it, who knows?

Note: In the screenshots, simply go / use or grab an item where the arrow exactly points to.

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## WALKTHROUGH

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- Grab the pistol in front of you, turn around and hit the switch near the big double door
- Avoid the zombie, advance the hallway carefully, being as left as possible not to get hit by two scripted explosions (red barrel and black thingie at the wall to the right)
- OPTIONAL: shoot the three boxes on the left for three HEV batteries (behind the green barrels)



**PIC #1 – Go to the end of the hallway, climb up the ladder**



**PIC #2 – Upstairs, hit the switch named „L-039“**

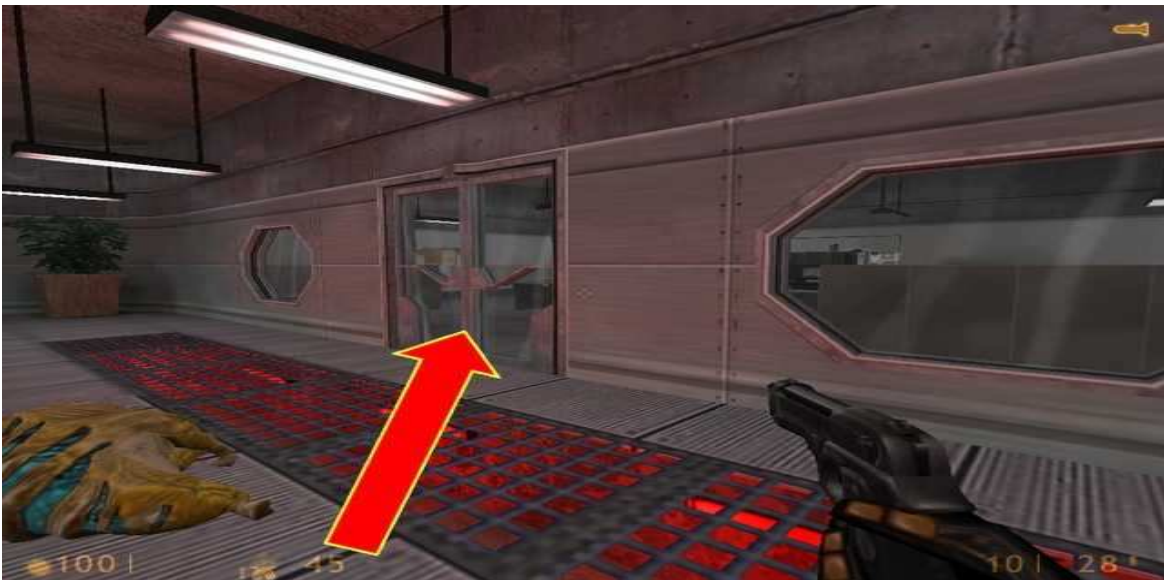
- Down again, move a little back where you came from, turn right and go through the first door

- In the new hallway, grab the two ammo clips for the pistol near the dead guard
- Open the door, and go directly straightforward to the stairs and down the steps (PIC #3)



**PIC #3 – Through here (if door „L-039“ is still closed see PIC #2 again)**

- Turn right, entering the first door for getting a Magnum and some Magnum ammo
- Move on, kill three houndeyes, and go into the next door for pistol ammo between the tables



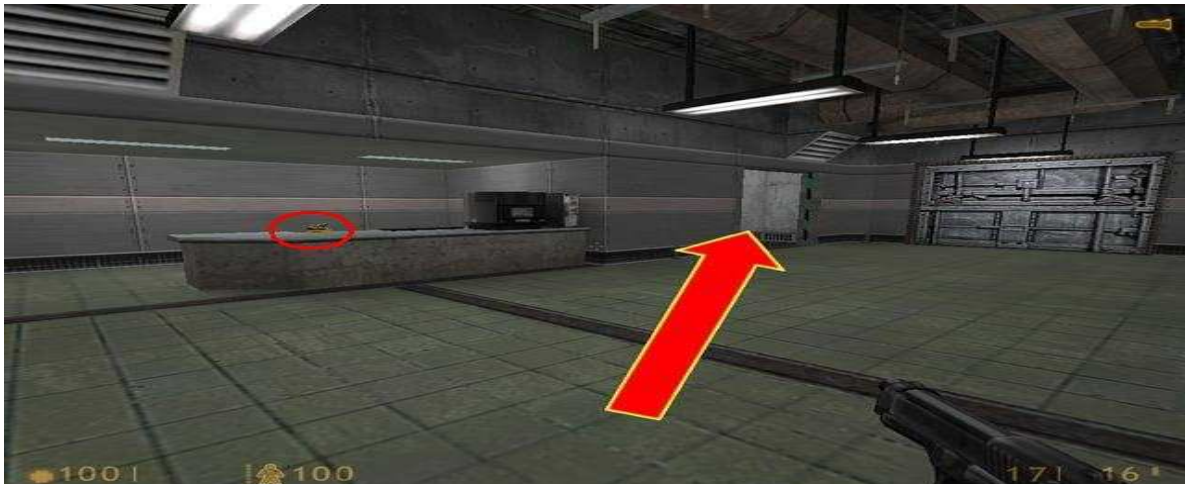
**PIC #4 – Inside here are four houndeyes, a pistol clip and the later required security card**

- Outside again, walk into the double doors, kill four houndeyes and grab some more pistol ammo on the floor and the security card, lying on the table (PIC #4+5)



**PIC #5 – This lightblue thing is the required security card for the control room**

- Again outside, enter the only left door and kill the spawning alien slave
- OPTIONAL: In the new area, go straightforward inside the first door you see, avoid the zombie and shoot one of the windows to get access to the crowbar, simply duckjump to it and back
- Otherwise, sprint down the hallway, avoid the zombies and go inside another hallway on the left until you reach the locker room / toilets – shoot the boxes for health if needed, use the HEV charger and grab more Magnum ammo near the toilets on the floor and bathroom sink



**PIC #6 – Enter this hallway to find the elevator control room**

- All the way back in the larger corridor move straightforward and grab some Magnum ammo (PIC #6) and kill the alien slave spawning behind the desk where you found the ammo (PIC #6)





**PIC #7 – The elevator control room, use the security card at the card reader (just „use“ it)**

- Through another hallway, watch out for the scripted headcrab coming out of the vent, plus a spawning alien slave near the control room door, use the security card there to enter the control room (PIC #7)



**PIC #8 – Hit this switch to turn on the elevator (rather to open a door to gain access to it)**

- Inside, turn on the switch to open the elevator door (PIC #8)
- That done, move all the way back up the stairs to the famous “L-039” door



**PIC #9 – Go down the tiny steps, crossing the room to the door visible here**

- This time turn left and walk to door (PIC #9), avoiding the Barnacles and possibly one headcrab
- Grab the shotgun ammo, go out and turn left immediately, call the elevator and grab the shotgun
- Prepare for the toughest battle this map offers, use Magnum or shotgun for killing five human grunts
- (If you haven't used them yet, you'll have 30 bullets for the Magnum and 24 shotgun shells)
- Leave the room through the paled gate and just walk straightforward (ignore the spawning bullsquid) until it turns right, go there
- OPTIONAL: Sneak around downstairs if you want for killing a few headcrabs, houndeyes



**PIC #10 – The door is a dead end, so just climb up this ladder**

- Climb the ladder in the dead end (PIC #10), break the grid, turn around and hit the door switch, go outside and then go outside... in real life, spring is in the air!

**Current topside temperature is.. 93 degrees, with an estimated high of...**

Have a very safe day!