



PLANETPHILLIP

FINISHING HALF-LIFE IS JUST THE BEGINNING!

WALKTHROUGH FOR CITY 7:
TORONTO CONFLICT

CONTENTS

ABOUT.....	3
INTRODUCTION.....	3
STORY THUS FAR.....	3
NORTH YORK CENTER.....	4
TTC SYSTEM - NORTH YORK CENTER STATION.....	6
DUNDAS STATION.....	8
DUNDAS SQUARE.....	9
YONGE STREET.....	10
SHUTER STREET.....	12
ST. MICHAEL'S HOSPITAL - LEVEL ONE.....	15
ST. MICHAEL'S HOSPITAL - LEVEL TWO.....	ERROR! BOOKMARK NOT DEFINED.
COMBINE SECRET SECTOR.....	16
COMBINE TELEPORTATION CENTER (BOSS / LAST LEVEL).....	17
THE FIRST CANADIAN PLACE (STAND ALONE BONUS LEVEL).....	19
NOTES.....	21
FEATURED IN.....	22

ABOUT

Here is a textual walkthrough, written by Roozbeh Madanipour for [City 7: Toronto Conflict](#), a Half-Life 2 mod. It contains everything you need to complete the mod and even includes details of the bonus level.

INTRODUCTION

Hello, my name is Roozbeh Madanipour. My most important role in this mod was the level designing of the TTC system. I will be navigating you through the game with tips, tricks, and things to look for in this walkthrough. Please feel free to comment, and give suggestions for improvement of this walkthrough and the mod. Thank you and have fun.

I suggest using this walkthrough for help rather than cheating that is why I spent the time writing these for you guys but if you find that the game is too hard even with this help then I prefer you use cheats than not play it at all. If you feel that you have to cheat press Esc while in game, go to options under keyboard tab click on advanced and tick the “enable developer console (~)” press ok and go back to the game. Press ~ and in the console type “sv_cheats 1” without the quotes. That enables cheats and if you type “god” you will not get injured when shot at.

You can also save your progress at any point in the game by pressings F6.

STORY THUS FAR

In the very beginning of the mod you will notice the familiar surroundings of the original Half-Life 2. You find yourself in Dr. Kleiner’s lab getting ready to be teleported to Alyx and Eli on the other side. When the teleportation goes wrong, Gordon gets flashes of places and ends up in Toronto. *If you look closely, you notice a quick flash of G-Man in North York Center inside a small control room with some combine in which you will later travel through*

NORTH YORK CENTER

You can skip from step 1 to 4 and come back for them later if you wish.

1. Listen to the old man, run to the entrance of the caged area to your left.
2. Two combines block the way and will tell you "this area is restricted".
3. Sprint in and pickup a health kit, 2 grenades, and ammo on boxes. They will shoot at you while you are inside the cage but they will leave you alone after you are out so don't bother wasting the grenades on them and be quick.
4. After exiting the caged area, to your left you will find another health kit under the cone-like structure.
5. Run to the food distribution area and listen to the citizens for hints.
6. Run down the stairs and listen to the 2 men's conversation. Hank will run and get shot this gives you a hint not to step into the water. Talk to all the citizens after Hank is sniped.
7. Talk to the Asian guy and he will give you a vague hint to collapse the stage. Do not go past the blocked area to the right side of the pool because when the camera there sees you, it will trigger the alarm and you will get rushed and killed.
8. Go up the stairs behind the stage and there you will find a crowbar. Break the wood pillar holding the roof and it will fall on the combine elites on the bottom. This will create a diversion and the elite combine guarding the left side of the pool will leave his post. Before you move on from here you might be interested in a little secret. If you go to the back side of those huge container boxes you will find a way up. Jump from one container onto another and you will find a skit with a box on top of it. Pick up the box using "E" and jump with it across and place it down. Stand on top of the box and when you jump you will see a crate up there. Using jump and pressing "E" you will be able to grab the crate and bring it down. With your crowbar break it and you will get 75 armour which will help you a lot in this level.
9. Friendly NPCs now have more responses. When finished chit-chatting move along and pass the gate which was once guarded.
10. You get to a small combine check station and there you will get your pistol, health kit and some ammo. Don't go about shooting anything that moves yet. Your main mission is to stay in stealth until you really have to fight or at least till you have an SMG.
11. Move along side of the walls until you get to 3 piled up crates. Make sure you don't just run in there and smash them all open. There is a combine camera there and if it sees you, you will be in a lot of trouble. If you want to grab them now, you can press "E" while your behind the pillar and bring them to yourself.
12. Make sure you run from under the balcony so that the camera doesn't see you. Once you get to the end you can pick up the SMG with some ammo and make sure you click the button on the panel there that has a red light on it. It will open the combine shield upstairs and it will force the combine that are inside the control station above to open the locked door to investigate.

13. Now it is time to get into some action. Use the pillars to cover fire and take out the combine. It makes it a lot easier to take cover and not just run in the open.

14. Tactically make your way up the stairs and into the combine control room. Not all combine drop weapons in this level but some drop small health kits and grenades. Once you are midway on the stairs you will see G-Man looking at you. Remembering back from the flashes from the teleportation this is the same room he was seen in talking to the combine. At this point all visible enemies should be dead. If so then you can go around and collect the health kits you left behind or forgot (step 1 to 4).

15. Once you are inside that control room you will get your gravity gun. Don't forget to get all the ammo and health kit in that room.

16. From here on you have to make it to the TTC station. The combine will try their last effort to try and stop you from getting there. So use the boxes for cover and move up from box to box and kill the enemy as they come. Throwing grenades can be useful here. Don't forget the crates on the way there.

TTC SYSTEM - NORTH YORK CENTER STATION

1. Move past the turnstiles and you will hear 2 combine soldiers talking with each other. You can stand behind them and listen into their conversation.
2. Take the top right escalator down and get the crate with 2 grenades in it.
3. Make your way to the end of the platform and you will receive an armour kit and another grenade which is inside the crate under it.
4. Go back up to the station above and use the other set of stairs or escalators to go south. There you will see the idle subway train.
5. Once inside, go to the driver's panel and press "E" and you will be on your way. You are in no rush, there is no time limit so take as much time as you like looking around and exploring.

TRAIN RIDE

6. On the second cart make sure you don't miss the 2 crates.
7. Tap the 2 crates to your right as you enter the third cart. In here you have to avoid the lasers because they will hurt you. Jump on the box to your left and walk through the broken side panel.
8. Jump over the box to your right and then crouch under the one after it.
9. Kill the head crab and jump over the next laser. Crouch under the one after that.
10. Kill the other head crab sitting in between the boxes. There is a box which you can move using "E", the gravity gun, or you can shoot it to destroy it.
11. Jump on top of the boxes and crouch. While still crouching, walk past the vertical laser while sticking to the box on your left.
12. The last laser is timed so if you wait a bit it will turn off giving you time to pass. Up until this point everything was straight forward and you should have perfect health.
13. This part can be a little tricky. In this situation the door in front of you is locked. You need to look for alternative ways to move on. The windows on the left side of the door have no metal guards. You can break them and jump+crouch through.
14. In this cart you will get the shotgun and get to use it on some enemies.
15. If you look through the windows to your left you will see a combine train passing by while shooting at you through the windows. I personally love the action and crossfire at this point of the level and I recommend you try to take out all of the combine on the other train. The pillars between the 2 trains block some crossfire so you might notice some of their and your shots not getting through. By pressing "F", turn your flash light on to have a better visual on your enemy.
16. If you are a newbie or simply wish to be a little sneaky/safe then you can crouch against a wall or box until they pass by. Everything else is straight forward until you get to the zombie containment room. Make sure you get all the crates on the way there.

17. When in this room you will see 2 vents, one to the left of the shield and the other to the right. Break the right one, crouch and using a crowbar or weapon of your choice, attack the zombie until it is dead.
18. Now break the left one, kill the head crabs and crouch through the holes. Do not go close to the pulse rifle yet. It is booby trapped so when you get it, the shields go off and you get rushed by all the zombies. We are taking these steps to make this scene easier and that is by killing one zombie at a time.
19. Stick to the right and break the vent leading to the fast zombie's cell. Kill it with your weapon of choice and then pick up the pulse rifle.
20. Kill the zombies and if you manage to save the Vortigaunt, he will give you armour until you have 59 (make sure you don't move and press "E" till he gives it to you). Take the health kit and armour kit on the box.
21. Take out your gravity gun, go close to the shield and pull the plug out of its socket. Now the shield in front of you is off and you can continue.
22. In the next cart you will see a patrolling combine and a shield blocking you from going any further. The shield is forced closed by the slave working on the panel.
23. Shoot at the gas container until it explodes. Fire will spread and ignite the slave thus breaking his hold on the shield. Make sure you are on the previous cart when shooting at the gas container or else you will take damage. Walking over the flames will also damage you therefore you can either wait it out or jump over them.
24. Now make your way to the last cart. This cart is the command post used by the combine and you need to get to the driver panel to stop the train. Once you are inside you will see 2 silly combine soldiers playing / fooling around instead of standing their post and guarding their commander's cabin. Kill them both. There are 3 set of lasers. None of them damage you but each has a function when walked through. The first set of lasers will lock the door behind you and trigger the alarm. The second set of lasers will enable a shield in front of you and finally the third set will turn on all the drone guns that you are standing in between. This part can be very hard if not played right. There are 2 good ways that this can be done:
25. The first one is to trigger the second set of lasers and back out and wait for the combine soldiers to rush you. Kill them all and then move forward.
26. The second way, which I prefer to use, is to move right through all the lasers until you hit the shield and stop there. The position you are in right now is a blind spot to the drones so wait until the soldiers come out.
27. Once you kill the first set wait for the other door to open. The guy in charge will come out and once killed you can track the wire of the shield to its socket. Using your gravity gun pull it out. Turning flash light on will help you see it better.
28. You will find the panel to switch off the alarm right behind the doors on the wall, press "E" to turn it off. Recharge yourself with health and armour with the dispensers. Inside one locker you will also find some ammo and armour.

29. Go to the very end of the cart and there you will see the driver inside his little room. Go in front of the door, open it, back up and kill the driver. Press the red button on the panel and the train will come to a crashing stop at Dundas Station.

DUNDAS STATION

30. You will get a little hidden armour power-up if you check the locker again. Make your way back and while you go through the doors you will hear an explosion. The combine have blown the side of the train, use that hole to climb out by crouch+jumping through.

31. You might also notice the shields on the drone guns are disabled. Now you can use these to your advantage. You can pick them up and place them outside the hole and kill the combine camping you out.

32. Make your way to the end of the platform and get the armour kit and crate.

33. Remember the track has electricity so if you jump on it you will die. Drop the boxes on the track in order to create a pathway for yourself to walk on.

34. Once you are on top of a box on the track, the vents above you will open and man-hacks will approach you. You can shoot them or use your gravity gun to grab and smash them against a pillar or ground.

35. Use the boxes you already used to get to this point and place them in front of you in order to get to the other platform.

36. Collect the contents of the crates you see there and before you go up the stairs check the right pay booth for a small secret surprise.

DUNDAS SQUARE

1. Go up the stairs and grab the ammo to your left.
2. Jump the barricade and listen to the citizen.
3. From the dead body around the corner, pick up shotgun ammo and a revolver.
4. Follow him upstairs and run to the other citizens.
5. You find yourself in the middle of a heavy combine vs. rebel conflict. Help them kill off the initial standoff. You can use the boxes for some cover.
6. You will find a rocket launcher and rockets in the box under it. Use it to fire at the gunship when it arrives. The gunship and the air transport will arrive simultaneously. Don't bother firing at the transporter and focus fire on the gunship. The gunship may try to shoot down your rockets if you fire directly at it. The rockets are laser guided so try to swirl around your rocket launcher when its rocket is fired in order to dodge the gunship's gunfire.
7. The air transporter will drop elite combines, kill them.
8. Hold the standoff until all combine soldiers are dead. Combine soldiers drop health kits and ammo, be sure to pick them up also.
9. A combine APC will arrive through a door and will start firing at you. Destroy that also with your rocket launcher. There is a drivable car behind the stage in front of the garage area. You can drive that around for fun if you like. It also has a fireable gun attached to it.
10. When all the hostile threats are neutralized, listen to what the citizen has to say and make your way to the gate that was opened for the combine APC.

YONGE STREET

1. Push the button to open the gate by pressing "E"
2. Kill the combine soldiers.
3. Go up the rubble to your right and pick up what's inside the 2 crates.
4. Don't miss the crate to your left, under the "souvenirs" sign.
5. Talk to the woman across the fence.
6. Go through the "Plopeyes" cracked window.
7. Help the citizen there kill the combine.
8. Pick up the armour kit, health kits and the crate under the desk.
9. Go through the door to the computer/TV store and kill the soldiers there.
10. Go up the ladder and help the citizen kill the 2 soldiers.
11. Press "E" on the control panel to open the gate door.
12. Kill the combine soldiers that rush you.
13. Go down the rubble. Remember here what happened to the woman across the fence. There is a defensive mechanism that spots none combine humans, calculates their speed and direction, and fires a beam to that location. When you hear the sound of it firing, make sure you zig zag and try to use cover when you are on the street.
14. There is a huge electrical shield blocking the street preventing you from passing it. This shield is powered by generators that are guarded or out of reach. You will need to shoot these generators to disable them. Every time you shoot one of these, a light will turn red. There are 4 in total and you must disable all to continue on.
15. Start by shooting the first visible generator right beside the big shield.
16. Follow the wire from the shield and shoot the other generator.
17. Run across the street and go to the "Panasonic" store.
18. Pick up the crate under the counter.
19. Move the boxes away from the vent (beside the Half Life logo) and shoot or pick up the vent grills out of the way.
20. Crouch through there and kill the poison head crab to your right.
21. Crouch through the next vent and kill the 2 combine soldiers in that control room.
22. Take the ladder up to the second floor and jump off.

23. Kill the combine soldier behind the wall, grab the 2 crates under the stairs and shoot the generator in this room.
24. Get out of this room and climb the ladder all the way to the top.
25. Shoot the 2 combine soldiers and pick up the crossbow gun and the crate there.
26. Zoom across to the building across the street's roof and shoot the last generator.
27. Make your way down to street level again and run past the disabled shield.
28. A mother antlion will break through the wall and start charging you. Use the "shift" button to sprint away from the antlion's charge and use weapons like the rocket launcher and shotgun to take it down.
29. After killing the huge antlion and the combine soldiers, go to the "Chumps" store and break all the crates under the counter.
30. Run across the street to "Seers"
31. Break left and enter the hole in the wall
32. On this next turn a combine soldier will rush you. Kill him.
33. Shoot the soldiers coming from behind the shield and kill the 2 on top of the roof.
34. Grab the crates in the vicinity.
35. Shoot the combines across the street and on the other side of the fence.
36. Jump on the back of the truck and grab the 2 crates.
37. Enter the store labelled "Cr XCCI" through the window and grab the goodies.
38. Exit and go towards the store to its left, labelled "FOTO".
39. Before you enter there is a basket outside the door that has health in it. Grab it.
40. Kill the combines in "Burger Queen" and grab the goodies under the tables in the kitchen area by pressing "E"
41. Ask the medic for health kits by pressing "E" on him/her if you need it.
42. When you exit, you will be involved in a standoff. Help the citizens kill the combine across the street.
43. A combine APC will come through the gates. Use your rockets on it and if you search the area carefully, you will find loads of crates that contain health kits, and rocket ammunition. Go through the window to "Paymore Shoe Source"
44. Destroy the APC and move on past the gate.

SHUTER STREET

1. Before you press the button, grab the 2 crates to the left and right of you.
2. Take out your crossbow and open the gate.
3. Shoot the soldier on the tower above you.
4. Grab the crate on the skit and jump the broken fence.
5. Shoot the guy above the stairs on "Massy Hall"
6. Kill the soldiers above the gate's wall.
7. Grab the 2 crates behind the Fan's Restaurant's fence.
8. Grab the secret crate between the concrete blocker and the combine gate.
9. Go back and shoot the lock off the fence door and open it.
10. Go up the stairs and kill the combine coming through the shield.
11. As you come down the stairs shoot the flammable drum across you and that should kill the combine firing at you.
12. Jump down on the gate's wall and keep moving forward. Grab the crate.
13. Crouch and go through the small hole.
14. Jump down and move along. Grab the 2 crates. If you are moving along the street level, the antlions will jump at you and attack from bellow. So be prepared.
15. Go around the dug up hole and grab the crate in front of the door to your left.
16. Keep moving along, and kill the 3 combine soldiers rushing you near the fences.
17. Move along the side of the fence and grab the 2 crates you see. Now you got all the crates on the street level and should be back under the gate walls.
18. Grab another set of boxes under the gate's wall.
19. Go up the big ladder.
20. A total of 6 soldiers will run out from the platform above you in twos. Best to wait there and kill them all before continuing on.
21. Run to the end of the platform and walk on the pipe straight across to the wooden scaffoldings. Make sure you take your time and align yourself perfectly before walking on any pipe or narrow pathway. It is recommended to save after each successful pass by pressing F6.
22. Walk to the end of the next pipe and jump on the ladder across. Climb to the top.

23. Jump down through the hole to the lower platform and get what's in the 2 crates.
24. Walk on top of the metal sheet, leading to a piece of wood. Then change direction and walk on the pipe. Finally jump on the last piece of wood and jump again to the roof top of the building. Make sure you are walking very slowly by only taping the "w" button (not holding) change direction with your mouse slightly as you move across. Remember that you can save at any point as often as you like. Be sure not to fall off.
25. Grab the crate you see there, it contains some health kits that might help you.
26. Kill the combine bellow.
27. With your gravity gun, grab and smash the man hacks against walls and ground.
28. Shoot the wood blocking the entrance to the next set of scaffoldings.
29. Jump on the unstable walkway and jump inside.
30. Kill the soldiers across on the top platform.
31. Jump on the metal sheet and jump again on the steel platform.
32. Walk on the pipe itself as far as you can then jump on one wood across and grab the ladder and climb up.
33. Jump across to the combine platform and pickup all their left behind guns.
34. Walk all the way to its end and with a crowbar bust the 2 crates there.
35. Walk back and jump down to the lower platform.
36. Grab the 2 crates and kill the soldiers across the combine gate.
37. Jump down and grab the 2 crates bellow you.
38. Get the crate to the end of that path under the gate.
39. Kill the soldier shooting at you through the hole on the building.
40. Crossbow the far away soldier on the watch tower.
41. Grab the crate on the stair case and run back behind the gate.
42. A gate will open and a combine elite and regular soldier will run at you.
43. After killing them you will notice a strider firing at you. Use your Rocket launcher to fire at it. If you used it up previously don't worry you will get rockets shortly.
44. Sprint along and try to get as much cover from the strider's fire as possible.
45. When you get under the gate, the strider should be above you. You are in its blind spot. Use this opportunity to kill the soldier above the wall across from you.

46. By holding "shift" sprint past the strider and run past the fence cage and kill the soldiers coming out of the shielded zone.
47. Once you are within the caged fence area, immediately cut left and take cover behind the gate's walls.
48. Now the strider will walk back and forth so when it turns its back, grab the rockets from the box and hide again. In between each interval that it turns its back on you, you should fire rockets at it until it dies.
49. The force shield is now off and you can advance into the hospital but before you do that, back track a little and find all the health kits that you left behind. There are some health kits on the back of the truck too.
50. Now before you enter the hospital there is a small secret that you might want to check out. If you jump over the concrete blockades and go all the way to the last big container with your flash light on, you will see a poison head crab and a crate at the end of it. Kill the head crab and grab that crate for some armour.
51. Now enter through the doors leading to the hospital and click on the button. The machine you see in front of you is a weapon stripper. All your guns will be stripped from you when you enter.

ST. MICHAEL'S HOSPITAL

ST. MICHAEL'S HOSPITAL: LEVEL ONE

1. Press the button in front of you to disable the force shield.
2. Follow the hallway into a small locker room. Wear the combine police disguise. You are now disguised as a combine police. Since you don't have a gun this is your way of sneaking around. Make sure you don't attack any living thing or else you will be in trouble. Getting too close and in another combine's personal space will get you clubbed.
3. Press the button beside the elite soldier and run by him. There are some nice details and interesting stuff to see if you go the other way and explore the area but the above step is the right way. Also from here on I will be showing you the direct way to get to the end of this level. I recommend you travel around.
4. Go up the stairs. Break right and enter "Jim Horton's" (beside the elite soldier).
5. Listen to the Elite combine soldiers' conversation inside.
6. Go out and enter through the double doors beside the force shield.
7. Go past the glass door and exit that room through the next door.
8. Enter through the room with the danger sign on it.
9. Listen to the conversation between the 2 combine elites.
10. Run to the other end and go out of that door to skip going past the shield.
11. Walk till you get to the elevator. Push the button to open the door and then enter.

ST. MICHAEL'S HOSPITAL: LEVEL TWO

12. Enter through the door to your right.
13. Break the table with your stun stick and also break the vents.
14. Crouch through and listen to the interrogation conversation in that room.
15. Exit that room and enter the room that has no lock on it.
16. Break the vent grills and jump then crouch through it to the next room.
17. Exit the room, now you are past the shield.
18. Run to the end of the hallway till you get to a shield with a combine police guarding it. Take the door in to your right.
19. Break the piled up boxes with your stun stick and jump through the hole in the wall. Someone broke the wall and was lazy to fix it so they covered it up. ?

20. Listen to the combine's conversation and exit that room.
21. To your left there are more boxes. Break them and enter through the door there.
22. Break the box you see in this room along with the vent on the floor.
23. Crouch through the vent till you get to out. Kill the head crab around the corner.
24. Follow the hallway until you get to the reception or check in desk.
25. Under the desk there is a button, press that and walk past the disabled shield.
26. Take the door to your right and exit out of the other door in that room.
27. Just before you get to the 3 combine guarding the shielded hallway, there is a red button to your right leading to the weapons room. Press that button
28. After you fully gear up it is time for some hardcore action. Move through the hall.

ST. MICHAEL'S HOSPITAL: COMBINE SECRET SECTOR

29. A bunch of soldiers will rush you around the corner, take out your SMG and right click for the grenade launcher to quickly get rid of them.
30. Make a right when you come out of that hallway and on the wall to the corner there is a full health and armour recharger. You can come back to this to heal and charge yourself until it is done.
31. Another set of soldier will rush you so have that grenade launcher ready.
32. Shoot the combine across from a distance with your crossbow.
33. Shoot and destroy the flying trackers that take pictures of you.
34. Follow the bridge till you see a shield. Kill the combine coming through it. You can shoot the explosive barrel to kill most of them when they walk past it.
35. Then time the things that move back and forth and sprint across using "shift".
36. Or if you are looking for an easier way you can jump over the fences on the platform around the huge cool looking energy swirl. Then from there jump across to the other side. Make sure you don't touch the energy cylinder or you will die.
37. Climb the stairs. This part is the trickier than the lower one. The belts are pushing you back and the blockers don't go as far back. You need to press "w" going forward and sprinting by pressing "shift" and be on the edge of the belts. Go past them one at a time and remember you can save after passing each one "F6".
38. Kill the combine coming out of the shielded areas and move on to the elevator.
39. Press the button and when on top, kill the combine rushing you. Pulse rifle is very helpful here. Move along the bridge across from the elevator.
40. Kill the combine soldiers who intercept you till you get to the moving platforms.

41. Moving close to the moving platforms but don't jump on one yet.
42. Kill the combine elites walking across on the other side.
43. Jump on one platform. As it moves you will come across a metal bar. Crouch under that and crouch again under the next block.
44. Jump over the one after that and crouch + jump in between the 2 metal bars.
45. Crouch again on the last metal bar and immediately jump on the floor to your left. If you stay on the moving platforms you will get knocked down and die.
46. Kill the 2 combine soldiers that rush you.
47. Crouch and jump down from one of the 4 rectangular holes to your left.
48. Shoot down the vent and kill the combine that is in the stall then jump down.
49. Run to the cafeteria and grab the health and armour kits from one of the lockers.
50. Get ready when you pass this door, a lot of soldiers are going to rush you. Have the alternate fire of your SMG or pulse rifle ready.
51. Grab the health kit to your left after you move past the door.
52. Move forward; kill the guy behind the desk and the combine up the stairs.
53. Press the button under the desk and enter the small weapons room.
54. After gearing up again, move inside the elevator and go up.
55. Get your pulse rifle ready. When you the combine soldiers rush you, click the right mouse button to kill them all at once. They will rush you from there a couple of times so be on your toes. You can use the alternative fire of SMG as well.
56. More will come from the right side. You can wait till they get close and shoot the explosive barrel near there.
57. Move along and kill the 3 combine soldiers above the stairs.
58. Click on the button. The automated gate will open to the rooftop of the hospital.

COMBINE TELEPORTATION CENTER (BOSS / LAST LEVEL)

59. Top yourself off by using the health and armour dispenser on the wall. Also grab the gravity gun and ammo on the table before you proceed.
60. Before you go outdoors you should see the last boss. He is in a super armoured helicopter. Firing your rockets at it at this point will not kill him but it is a good start. After making clean contact with your rockets, save and move outside. As of yet you may find that this last part is impossible, but I guarantee you it is tested and is very doable without cheats. So if you are up to test your skills then here is the time to do so. The basic concept of the level is that there is a boss in a super tough helicopter which goes around the stage and fires at you with his machine gun. In

the mean time soldiers will continuously rush you from all sides. Sitting in a corner and killing off the soldiers is not an option because their sheer numbers will never end. There are 3 anti air towers located around the area in a triangular form each has a long ladder leading to the top. By pressing "E" when beside one will allow you to man it. Using these you can slowly damage the helicopter. Each anti air gun has a range to target the helicopter. Since the helicopter always moves around the stage, you can't always fire at it with one anti air gun.

61. There are 2 ways you can do this. One is to camp it out on one anti air tower and wait for the helicopter to come by and shoot it (going down and grabbing health as needed)

62. Or two, moving across quickly and shooting from different anti air guns until the helicopter is destroyed.

63. My favourite way of doing it is to run straight to the end and climb the anti air tower there. I immediately man it and start shooting at the helicopter. As soon as it is out of my firing range, I climb down and tap the health and armour dispenser in the corner. I climb the tower again and shoot at the helicopter when it is within range. When I don't really need health and the helicopter is not within range, I try to stay off the ground and out of its fire and just shoot at the combine soldiers below. I keep an eye on the helicopter and as soon as it is within my anti air gun's range, I fire back at it. I rinse & repeat till the boss is dead.

64. There are plenty of health and armour around to keep you alive long enough in order to destroy the helicopter.

65. Once the helicopter is destroyed the whole area will charge up and all the combine soldiers will keep dying.

66. Use this time to run to the teleporter.

67. The rest of the story? You just have to play to find out. ?

68. Oh yea, after watching the credits you can play the bonus level.

THE FIRST CANADIAN PLACE (STAND ALONE BONUS LEVEL)

1. Run straight forward till the walls fall and block your path.
2. Run back and the wooden wall will break and fast zombies will approach you.
3. Kill them all and go through the hole in the wall where they came from. Walking backwards while shooting them v
4. Go near the stairs and look up.
5. The glass above you will break and man hacks will rush you. Kill them all.
6. Grab the 3 crates to your left.
7. Move along and you will find yourself trapped within moving lasers.
8. Let one hit you and the explosion will turn off the shield and block the front path.
9. Go through the now disabled shield pathway.
10. Turn on your flash light and just to your right corner get the crate.
11. Keep on going left. You will hear noises and see head crabs coming out of the ground. Kill them and move on.
12. Lasers will pop in front of you, and you watch some zombies get blown to pieces as they walk past them.
13. You need to avoid the lasers this time. Crouch under the first one and break left.
14. If you want to go through the trouble. There is a small health kit on the other side of the lasers. Use jump and crouch techniques to bypass the lasers to there.
15. A part of the wooden wall breaks as a zombie approaches you. Kill it and continue on through the hole it made.
16. Hack the vent with your crowbar.
17. There is a combine turrets pointing at you and will shoot as soon as it sees any human movement. Before you crouch through, kill any combine soldier you see.
18. Take your crowbar out and rush the turret, immediately go behind it and hack it with your crowbar to drop it down.
19. Run to the right kill any combine soldiers you see. Go around back and kill the last combine soldier and drop down the drones.
20. Recharge your armour with the dispenser and pick up any guns or health kits that the soldiers may have dropped. Also pick up the gun on the table there.
21. Go back to the control center and press the 2 buttons there.

22. They will disable the shield further ahead.
23. The place where the head crabs are caged there is a shield containing the gravity gun. Turn off the shield by pressing the panel next to it and pick up the gun. The button also opens the doors of the caged head crabs so beware.
24. Kill all the head crabs and move on.
25. There is water in front of you and it has electricity running through it so hold "shift" to sprint and keep jumping till you get across to safe ground.
26. You can dodge or kill all the barnacles.
27. Get to the center computer and press "E" This will turn off the electricity running through the water and a large shield to one of the pathways in water.
28. Go through that pathway. Open the glass door and kill any zombies in water and office area.
29. Make your way to the broken stair case area and go through one of the doors on the bottom floor.

NOTES

If we get enough developer support and publicity out of this mod, we will continue it on all the way to the CN tower. We will also be doing a lot of modifications to the game-play aspect and adding a lot of new features to the mod. Please give comments, feedbacks, and suggestions about this mod and this walkthrough. We do read them all.

Our official site is: <http://www.torontoconflict.com>

FEATURED IN

If you know of any other sites please let us know. We have been mention in the links below

- planetphillip.com
- theglobeandmail.com
- pc.gamespy.com
- developer.valvesoftware.com
- torontoist.com
- pcgames.de
- pcaction.de
- moddb.com
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Thank you for playing this Half-Life 2 modification and reading this walkthrough.

On behalf of the team, -Roosbeh Madanipour