



PLANETPHILLIP

FINISHING HALF-LIFE IS JUST THE BEGINNING!

DAY HARD WALKTHROUGH

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Day Hard Walkthrough

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INTRODUCTION

Here is the walkthrough written by the authors of the mod. I have not received permission to republish this but since their website has been down for a number of months now, I felt it was fair to publish. If you are the author and would like me to remove it, please just contact me and I will do so immediately. Thanks go to Rob for sending it to me.



BASIC MOD INFORMATION

- Released: 16 December 2005
- Author: [The Dayhard Team](#)
- Link: [PlanetPhillip.com](#)

PART 1: WAKING UP

Wake up: that's the easy part. As soon as you get control of Morgan, watch around and then move to the next room: an explosion will make the light go off. Don't be scared, this is not Doom3: there are no imps.

But if you pass the kitchen your front door will be smashed and two Metropolice will be after you. Don't waste time: run to your room, grab something (a computer, a chair, a tv) and break your window. Then jump out to the balcony. If you wait too much a Metropolice will follow you, so jump to the next balcony. Push the window to break the glass: the hard part is over. Well, not really.

After meeting your new best friend Jack Carver, go into his room and grab his katana. Now you're ready for some action: you are a pacifist, but you know when to take action. Go to Jack's front door: the door will open, the music will start, and you'll be able to finally hit the Metropolice. Now you can go to the roof: destroy some manhacks and scanners first, then listen to the commentary; don't forget to collect the rpg on the main roof.



What now? Well, you got to survive right? you need to get more weapons, and to get out. So move downstairs: a door on the right will open and you'll see a trans being hit to death. Manage to survive the next attack, and be sure to hit the Metropolice on the lower stairs: he has a deagle in his hands, make it yours. Then go back to where the trans appeared, make Jack shoot for you or do the job yourself. After you killed the Combine go and open the closed door: a Traitor (a masked human who fights for the combine) will attack you: watch out or you'll go down at once. After you killed him ,a movie will start: relax for few minutes in the jacuzzi.

After the movie you can follow your quest (not that you have one) and enter the next door: there you'll find some metropolice bouncing a ball. Take good aim and take them out for your sake. Make Jack do the work for you: look at a point, press 'c' and he'll go where you want; after he takes care of the other 2 combines, enter the other room and collect some new ammo and healthkit. Check the monitor in the room too.



Next floor: go downstairs, there are two doors. Go to the left and be prepared for action: a combine will appear walking at the balcony: you know what to do. Another Combine is taking a piss in the restroom: make sure you're the first to attack. After that, collect a crate: that will trigger something nasty! a combine will block your way with fire: Jack doesn't have a clue, but you do. Use the balcony to pass to the next apartment , where you'll find many paintings and a very nice

poster. Grab the health, and watch out for one hidden enemy; once you take care of him, Jack will run to you. How the hell did he avoid the fire? I still don't know.

Next floor: go down and look around. Jack seems tired, so you got to work it out yourself: a trap block the stairs, the door on the left is stuck, the right door is the only way. Use the katana to move the door, then use your deagle + shotgun to deal with the following enemies. In the apartment you'll be attacked by other two Traitors (two nice ladies) which will give you an hard time: use a grenade or the rpg to solve the 'problem'.

Be careful, since a guy is hidden in the restroom, and a sniper from the Church is apparently interested in killing you. Of course, use a rpg missile to get the sniper: you find some ammo in the next room. (the rpg was on the roof if you forgot)

Out again on the balcony: kill the metropolice behind the wall, jump and get to the next apartment. Enter through the first window and take care of the combines you'll find there; they are getting on my nerves!

Once you're done, go in the kitchen, then collect the healthkit and go back to the lab... Woa! a strider will break the wall, but he'll go away without shooting you: maybe he didn't like the architecture of the building.

Anyway, press the red button in the center of the room: that will disable the trap. Now go back using the other balcony to get where you were before; kill another combine and then keep going downstairs.

Where the hell is Jack? that joker ran away.. forget him. Go down and explore the two apartments for ammo and healthkits, you'll need them. Use a grenade to disable the combine turrets on the stairs. Save (it shouldn't crash if you installed the new patch) and prepare to solve a small enigma. It will not take much time, take the combines elite down, switch the power on, and open the garage door: you're out!!

PART 2: URBAN MESS

Jack is not around anymore, but father Grigori is! After meeting with him, go round the corner and collect the supplies: rpgs, healthkits, the lot. Then get ready to rumble: combines will attack you from everywhere, so keep moving and shoot with the rpg a lot. Destroy the rollers in the same way, without caring much for the Strider. Remember to use the "STOP" bonus to block time and make a mess of your enemies, you can find the floating icon in the middle of the street.



After the battle is done, you can go three ways: the best is to get into the church first, listen to the commentary, then break the altarpiece to find some

ammo, kill another traitor, get outside and visit the Pizzeria. There you'll find more ammo, some funny moments and healthkits. After a while you'll be attacked from combines in the street: all you have to do is survive, just shoot, cover and don't act like a fool.

You can explore the road (even using the car next to the pizzeria) in front of you, or go to the right,

where the "Hotel" is. Move over there and pass through the buildings (a strider is patrolling the main road.. don't go there!);after a brief cutscene about Jack, crouch and move to the plaza. Just jump to the crates to get there.

Once on the ground another fight will start... Let the twins help you! Who are the twins? well, you'll meet them pretty soon: they shoot but they also talk; way too much.

Anyway, with their help you'll eventually get to the gun store. But, what's happening?!?! My weapons are getting sucked away by a weird trap! Now you really need weapons. Go the store and meet Marco the weapon guy. He'll order you to help him in some way; before reaching the hotel, go to the black monitor with the "please don't touch" warning and shut it off! Ha! that made the Strider die, not bad. Now pack and go, you have a mission to do: go to the hotel, open the door and prepare for anything.



PART 3: REDRUM

Hmmm, I don't know, the title is kind of sinister.. here, I'll take a step...wait, what's happening? Arghh! noo!

What the hell.. ? mhhh, something weird with the hotel, let's try to look at that painting... who's that.. AAAAHH!! What is this, Undying? an Undying ripoff? (maybe) Anyway, I'm too scared, I want to go back.. where's the door.. It's locked.. let's move on then.



After a train will almost smash you, take the elevator and go up. Darkness, then soft light again: check each room and each painting. Save before entering room 127...

From then you are on your own, so good luck. After you're done with Mr.X, the man in black and white, the idiot, you can go back to the elevator with what you collected. Be careful, as soon as you leave the bath, ghosts will attack you! run straight to the other door and you'll return to the normal dimension.

Don't be afraid! It's only another step... There we go.. take the elevator, and walk to the light: you're free again.

Ok, now get back to the Gun Store. Give what you got and take what you need, and then move to the last fight: the one to reach the tunnel that will set you free. (well, not really. Not yet.) If you want to race, go to the racing club first, all right? If not, go and give the traitors hell!

Watch out, they have rpgs, and they are backed up by combines. Use the "STOP" bonus to take them by surprise, then you'll have to face something bigger and badder.

A giant robot will raise and start shooting at you: what now? well, I would try to take the grenades (which are close to a car)and throw them in the robot's big hole! (the one in the stomach! where else did you think?)

Try and try again: eventually you'll beat him and be able to go in the tunnel. You've done it again Morgan!

Enjoy the cutscene

PART 4: DOWN, YOU SUCKER

I love that movie. But this is not time to think about movies! You're stuck in enemy territory and you have no weapons at all! Watch around yourself, watch the cutscene and then grab the mask: now you're ready to go to the disco! (don't try to go in the street: no traitors allowed there it seems.. except these two generals you saw in the cutscene).



This is pretty easy: walk around, meet new friends, enjoy the music, until you meet Micheal. Michelle Le Roi, you mean? yeah, the guy from Shadowman, that's him! He is your new ally: after a cutscene he will run to the disco floor: the combines will shoot at him: wait until Micheal opens a door for you, there you'll find weapons! Grab them and watch out for the combines. Once you are out of the disco, use Micheal as your second gun, eventually another rebel will join you.

Cover yourself and make a good use of the deagle and the "STOP" bonus. At the corner of the street another Traitor armed with a RPG will give you an hard time: cover yourself behind the cars, collect the ammo and the healthkits and try not to be killed (great help, I know). Get as close as you get to the Traitor... use the "BiggerGun" to send him to heaven. Then move on, an helicopter will appear: ignore it and enter the airport with your new friends. Here we go again: now is just shooting.

After the battle, go upstairs and go to the energy field: it seems the Bad and the Ugly were waiting for you; after their departure look at the button connected to the energy field: it misses something: you need it, whatever it is.

Remember where the helicopter was? well, get back there and look for something useful.. something like a black squared box with a red button on top. Warning: some snipers are in the bridge, use a rpg or grenades to send them flying to a better world. After you've collected the missing black box, you'll be attacked by 'few' manhacks: use the "STOP" to kill the 'few', or just shoot until you're done.

After that, get where the energy field is, and use the black box on the connector: Woa! it worked! you disabled the energy field; move on with Micheal to the next adventure! I mean, the next room: be prepared to other few shootouts, and then for a tasty cutscene: Grigori is back, in a "Good" style. Now we're talking..

But what's that thing? The Ugly has released an Antlion guard to kill you... what are you going to do?

Simple: run. Run to the energy field, disable it, pass it through, the Antlion will follow you and die.

Whew, that thing sure was fast! Now you're free to go down and kick some ass: try not to die in slow motion mode, it's more cool if you kill them slowly (like in the song..)



When you've killed everyone in the airport, you can't go if you don't find the Ugly first: he might blow up your airplane or something else: he's hiding in that small building where the control tower is; go there and..woa! who is it? oh, it's Jack! now you've really got a team of idiots..

Anyway, after Jack's recommendations, enter the building and kill the Ugly: he's hidden in the dark, but you're smarter than him: make some "light" with a grenade or a rpg round.. eventually he will "give up".

After he's dead, exit the building, follow Grigori and enjoy the last cutscene in part3.



Note: A cutscene map will follow: if nothing happens when Morgan enters the tunnel, load part5 from the main menu

PART 5: BEHIND ENEMY LINES

So, what now? You don't have the gunship anymore... You have to steal one: maybe in that castle they have one, maybe not; of course, no weapons again: that is getting annoying! The first thing to do is to reach the village: avoid the front door, and go to your left; there you will find a small entrance (Mh...These combines are smart!).Now this is going to be hard, you have to be like the thief Garret: fast and invisible. Reach the first house and look around;



on your left a metropolice is patrolling the area, walking back and forth. On your right there is an empty plaza, two metropolice watching two rebels, and a fire in the distance. You need to go left: wait until the metropolice walks in the opposite direction, (that is, when he's not watching you) then pass to the next house.

There you'll see another metropolice (guarding the opposite house: he doesn't see you) and on the right the metropolice who just walked by. Carefully wait until he moves back where he was: at that moment, you can go right and he'll not see you; keep going straight until you are close to several crates. That was easy, right?

Now, you are standing in front of the church: on the top there is yet another metropolice, so be careful where you move.

You have to pass through two houses separated by a small fence. Crouch and stick to the right of the fence, or the metropolice will see you! when you've reached the end of the fence, keep low and go left. If you're going the right way, you'll see the fire. But don't just run there yet: there is a combine on the roof of the house you've just walked by.

Go where the crates are and try to look up for him: he will change direction every 10 seconds. You have to pass when he's looking the other way; move carefully and look up until you see him, then grab a crate and go where the fire is.

That's it! the hard part is over... Go speak with the rebels, wait until Jack seduces (or try to) the woman and then use the physics to get out of the village: use 3 or 2 crates to jump beyond the fence. Then go up and let Jack follow you: on the top of the hill you'll find a katana (who left that here?) and a blind combine (how couldn't see us ??).

Take him out or he will shoot at you later. Whew, this map is hard! What now? Well, take the tram of course: you have to wait that Jack enters to start your little trip. That was nice, right? Now you are close to the villa, go straight and open the door pressing 'e': go right and meet a new character, the one that killed Bush: the Englishman.

After meeting him, you can finally enter the villa (the decorating isn't much... they are combines and traitors after all, what do they know about beauty?) and look around. Jack will do what he can do best, that is, the fool. Go up and trigger a new cutscene where you'll encounter the boss! Wow, he really speaks a lot! Something will happen then: the base will get attacked by antlions and, disguised as a combine, you will have to do your duty. Or not. Just keep yourself alive and let the combines do the work for you (remember!! don't shoot them or you'll get shot by them and they'll know you are a spy.) (note about Jack: yes, he remained inside, the joker!) After the antlions are killed, go back to the front gate of the villa and another metropolice will give you another mission: rescue the village. Take the car and go there, but be sure to have plenty of ammo before you go.

Once in the village, start making a mess of the ants: keep moving and shoot. Go at once to the church or they'll spawn forever. The only problem: once there, a

bigger antlion will show up. Use the houses to cover yourself; and make the Antlionguard move where the metropolice on the Church is. If you are able to make him stay in the front of the Church you'll have two combines shoot at it: (the one on the church balcony and the one on the roof of the house) that's team work! you shall be able to kill it easily with this technique. You could also have used the car weapon, or the "fire" bonus. The choice is yours. Once you kill it, you can go back and enjoy some free time... ahhh, where are the combine ladies?

There are no available ones it seems. But you can explore now: Jack is not around, but a new door on your left has opened... go there and see what's in it. A lab! aliens! weird announcement! take the healthkits. Don't kill anyone here, it may trigger the alarm upstairs: go into the tunnel in the right and set the alien free. You don't have to do it, but you are the good guy, come on! You can free him by using the cannon on the combine instead of him. Open the door for him and then watch him go berserk. Now go to the other tunnel: you'll find a monitor and keyboards. Press 'e' and look at the screen: a door has opened upstairs. Now go back and take the elevator...

You are getting closer to the end, don't give up now! Take the stairs and go where the heavy machinery door has opened: guess what, it's Jack again. He makes you enter in the room: what now? break the machine with the katana and see what happens.... an explosion will burn your combine dress... the Englishman will spot you: it's time for a boss shootout. The best thing to do here is to make Jack take care of the guys armed with shotguns, while you stay low and hidden from the Englishman.. he is kind of powerful, but not that resistant: use your deagle and shoot at his head. If you're low on ammo go downstairs on to the left door where a metropolice stood before. If you don't have a deagle, the best weapon is the "BiggerGun".

Yey! you've killed him: I know it's not nice to murder people, but since this is a videogame... he wasn't a good chap anyway. Now you can finally enter the boss office, but he's not going to be there. The fight continues it seems...

Before changing level, when you kill the Englishman, you open a secret door.. I will not say where.

Now you're ready to move on: grab the supplies, open the elevator and prepare for the final battle.

PART 6: BREEN CAVE

Once again, you're on your own; the map starts with a new fight: a huge robot (let's call him.. DOG) will come after you while cursing. Teach it some good manners: avoid the explosive mine he keeps throwing at you, and try to reach the spot where a secret button is: push it and a stone will move. Once you move inside, he'll try to follow you and he'll be smashed by the door; too bad! An



alternative: if you have enough firepower you can just shoot until he dies.

The next step is entering the caves.. they are dark and cold: try not to lose your mind: the labyrinth is not that hard anyway, you will eventually find the right way. Once you do, you'll be on a bridge and see the Boss again. Move on.

The next enigma was taken straight from Indiana Jones: look at the patterns of the floor stones: use the first one to know which one to use for the next step. Try not to fall (great suggestion).

Next you'll be attacked by some fanatics: watch out for the fire traps, and the grenades. Keep moving and keep shooting: on your right there is a RPG waiting for you, and many healthkits. To go up, use the movable platform in the center of the room, then take out the other combines and finally enter the boss room. This is it: the final fight is getting close.

Once inside, you'll see what you have to fight against: I won't spoil it here, but just know that for many players it will be a jump in the past. To kill the boss, keep shooting where the missiles come from, and keep moving to avoid the stupid metropolice: try until you win, it's not impossible...

As soon as you kill the boss, the map will fade, and you can enjoy the grand finale! Sit back and enjoy the party.

When the credits are out go play the bonus map, using the "S" feature you unblocked just now.

Note: If the finale doesn't start, load it from the console: `map finale`

FINAL NOTES AND CREDITS

Thanks for playing!

Written by: Carlo Piscicelli and Stephen King