



PLANETPHILLIP

FINISHING HALF-LIFE IS JUST THE BEGINNING!

DEAD SECTOR WALKTHROUGH

by Ade

Dead Sector Walkthrough

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INTRODUCTION BY AUTHOR

This is an adaptation for the Czech walkthrough found [here](#) on the author's website, and in the mod's folder. Ade has kindly translated it with Google and adapted it. For detailed pictures and illustrations see the "manual" folder in the mod.

BASIC MOD INFORMATION

- Released: 01 May 2005
- Author: [Stalk3r](#)
- Link: [PlanetPhillip.com](#)

MAJÁK - DEAD SECTOR 1

There is a sliding barrel. Throw it into the water, close to the cave, then jump on it and skip over the bars. There is a second route to the barred cave, simply jump from the nearest bank, but it is difficult. Inside the cave there's a satchel. Go to the door with explosive barrels and blow it up. In the dark corridor, use the boxes to reach the vent shaft.

BAY - DEAD SECTOR 2

Lure the zombies to get off the bridge and when it's cleared, you can easily go away. Careful, when the zombies lose you from sight, they will go back to the bridge. In the dark corridor, on the right side you will see a ventilation shaft. Use it and take the first left. The right side leads nowhere.

SHARKS CLIFF - DEAD SECTOR 3

The land route isn't needed because the door at the end is locked, so go underwater to find a cave which is located to the right, as you look at the door.

DARKNESS - DEAD SECTOR 4

At one point there's a locked door and two corridors, one on left, one on the right. Take the right. Throw the sliding stack of boxes into the water so that you can reach the other end. Start from the blue computers, then onto the boxes, then on solid floor. If you fall into the water, there's a ladder so you can try again, but watch out for the zombies. Next, you find the crowbar.

Now that you have the crowbar, go back to the door with the lock and break it. At the end there's a key in a box. Use it on the locked door near the two corridors.

STORE - DEAD SECTOR 5

At the end of the hangar there's a small booth where you can walk through a broken window. Now you have the entire land around the hangar. Two moveable barrels are right at the starting point. A single moveable barrel is somewhere in the hangar. Use them to jump over the red gates. Look to the right. There's a longer beam from one of the mines, so go to the end of it so it will blow up but you won't be affected.

X TROLLEY - DEAD SECTOR 6

As you find the entrance to the hangar full of laser trip mines, go right (between containers and hangar) through small corridors through the containers and you will find a big fuse box, and activate the electricity.

The minefield isn't hard, there aren't many options from one point, you just take the obvious path, jump by jump (or crouch) until you reach the main entrance and approach a sort of panel. A box is lowered, climb on it and you find out the garage outside is now open. Go back..

Try to find a box with two gas cans. Now go back in the hangar, pass the main entrance and get to the fork-lift truck. Get on it and use it to make a hole in the wall. Take the door on the left, then climb the boxes and get into the vent.

TWO HANGAR - DEAD SECTOR 7

Find a movable barrel (as you start the map, go left) and slide it into the hanger, right at the entrance, to the right. Activate a crane. Climb and jump until you find double movable barrels, take it down and use it to climb the container that was moved by the crane. Jump down into the booth, kill the zombies and get out. Take the satchel and go back to map 6. Place the satchel near the explosive barrels to blow up the gate then go through.

EVIL GONOME - DEAD SECTOR 8

Jump on the industrial wells, then the rocks, but watch out - the boards on the well are rotten. After you see a giant zombie, lure it on the elevator platform and push the button so he will go down, meanwhile, climb out of there using the ladder (my zombie didn't get on that platform, but I managed to hack him to death, even if the original walkthrough says he's immortal, by standing on that ladder).

Now you have to arrange the boxes so that you jump from one to the other, starting from the lift truck, ending on the unmovable boxes on the ground which lead to jumping a concrete fence. The door is locked. Move the box under the ventilation shaft and jump inside. Just when I was wondering: "are there no crabs inside these vents?", a crab pops up.

CAVE - DEAD SECTOR 9

You can hack your way through the zombies, but at the big one you'll just have to run and jump into the water. Swim along and there's a small island, from there you can return on the board walk. The trip mines aren't hard, just crouch and jump on the ones that are higher, then crouch again.

SHARKS CAVE - DEAD SECTOR 10

To get to the cave with the fire, there's a small opening to your right, as you stand in front of the explosives.

You can hack the zombies, or lure them into the fire.

OLD WAREHOUSE - DEAD SECTOR 10A

When you reach the turret zone, lure the zombies on the right into the turrets' fire and hack the rest. You need to get upstairs, so use a barrel to get closer to the 3 turrets, then run up the stairs to the second floor. More turrets there, I personally came out with higher health points when I chose the broken floor route. Get to the door at the end and find a satchel. Go back to the explosives and use it.

DOCKS - DEAD SECTOR 11

After all soldiers are dead (you can also use the exploding barrels around), you have to reach the opened container. You can do this in two ways. The first one, from the original walkthrough: jump on the ladder for the crane to start moving. Then find a scrollable ladder thing and move it in the gap between the container at the start of this map, with the barrels and the next one available. Jump on them, then on the suspended container, then on the opened one in front.

Second one: Move the ladder near the opened container. Jump on the first container in the map, with the barrels, then on the suspended container, onto the next, then on the ladder and finally in the last opened container.

Use the sliding barrels to reach the high container (if they don't slide as they should, move them from side to side). Through the broken bars, take a breather at the first exit, then move forward, up the ladder.

DOCKS 2 - DEAD SECTOR 12

After killing the grunts (make use of the exploding barrels), again, find double sliding barrels and a single one to jump in the opened container. Near the end of the pipeline, there's a ladder to the right.

STOKE - DEAD SECTOR 13

The water and fences are electrified, so throw a barrel or 2 in the water to cross it and approach the lever to stop the electricity. Hack or blast your way through the pitch black corridor.

SEWERAGE - DEAD SECTOR 14

To avoid the zombies, you can travel underwater, but beware of piranhas. Just go through the broken bars until you reach a pipe. Up 2 ladders and you enter the city.

TOWN DEAD - DEAD SECTOR 15

You can shoot/hack/bypass the crabs. Find a closed sewer.

RALLY - DEAD SECTOR 16

You can fight with the soldiers, or on your own, but in the end you have to reach a meeting point, where there are some soldiers waiting.

'GOOD' END - DEAD SECTOR 17

Enjoy the finals.

THE END

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