



PLANETPHILLIP

FINISHING HALF-LIFE IS JUST THE BEGINNING!

DELIVERANCE FAQ AND WALKTHROUGH

by Kevin Lockitt

Deliverance FAQ

FAQ CONTENTS

FAQ contents.....	2
Introduction	2
Basic Mod Information	2
All Levels	3
Security Entrance.....	3
Freight Facility.....	3
Freight Storage Facility	4
Central Command.....	4
Lambda Reactor Complex.....	5
High Security Storage Facility	6
General Questions	6

INTRODUCTION

This FAQ is for Deliverance, a Single Player Half-Life Mod. The author, Kevin Lockitt, could not be contacted for permission to republish it because his site is down. Hopefully he doesn't mind, but if so, contact PlanetPhillip and it will be removed.

BASIC MOD INFORMATION

- Released: 1st January 1998
 - Author: [Kevin Lockitt](#)
 - Link: [PlanetPhillip.com](#)
-

ALL LEVELS

Q. Why do the scientists sometimes stop responding to me and become “invincible”?

A. Make sure both scientists are nearby before you lead one of them in front of a retinal scanner.

SECURITY ENTRANCE

Q. I don't know how to get past the security fence.

A. Use the satchel charges to demolish the car and the resulting explosion will breach the security fence.

Q. I can't make it past the machine-gun nests!

A. This area can be a little tricky at first. Try strafing “sideways” as you run forward or run in a zig-zag motion and the machine-gunners will find it much harder to track you. Don't run in straight lines and use your AR grenades when you get close enough instead of trying to gun them down.

Q. I push the button for the main gate but it doesn't open!

A. Once the guards raise the alarm, the security lockout prevents the main gate from opening. Climb over the wall using the ladder behind the guard tower.

Q. I don't seem to have enough firepower to take out the tank!

A. Use the RPG launcher found at the top of the guard tower to wax the tank (and the Apache!)

Q. I can't get up into the guard tower alive! Help!

A. Try getting up on the wall behind the bunker and running across the top of the gate onto the wall on the opposite side. Wait there just long enough for the tank-gunner to slew his turret around in your direction before jumping down off the wall on the “safe” side. Now when you climb into the tower, there will be a delay of a few seconds before the tank gunner can fire at you!

FREIGHT FACILITY

Q. I keep getting wasted by the grunts on the way down the Freight Elevator!

A. Try leaving Barney near the exploding door to amuse the grunts while you make your escape.

Q. I push the button to open the security fence but it doesn't open!

A. You need to take out ALL of the female assassins before the fence will open.

FREIGHT STORAGE FACILITY

Q. How do I open the exit door?

A. Entice the Gargantua inside storage bay 04 and he will break the crate that is hanging on the crane to get to you. Inside this crate is a Gluon Gun with ammo that you can use to shoot the Gargantua. When the Gargantua dies, the exit door will open.

Q. How do I get access to the elevator to Central Command?

A. You need Barney's help to enter this elevator. Lead him directly to the security booth door and he will do the rest.

Q. Barney won't follow me through the hole in the security gate!

A. Open the security gate by using the keypad on the pillar. You may need to take out the Gargantua and the Alien Grunts before this gate will open.

Q. When I take Barney down to the security door he doesn't open it!

A. This is an intermittent bug found in the initial release of Deliverance. Grab the latest release.

CENTRAL COMMAND

Q. Why does the elevator stop prematurely and how do I get out?

A. The elevator hits a cavein on the way up and the lift jams. Break open the ceiling panel and climb out onto the roof to escape the elevator shaft. Jump up thru the hole and press forward when you are at the height of your jump. You will hear the ladder sound. Look up and press forward like you are on a ladder until you are almost out, then press jump.

Q. The scientists can't seem to follow my lead!

A. The scientists will stop following you if they lose sight of you for more than a few seconds. By lose sight I mean that if the path between you and the scientist is blocked by anything, including another scientist or the corner of a wall, they will stop following. Always try to keep a clear field of view between you and the scientist at all times as you're leading him around. After "using" a scientist, don't run off too fast as they can sometimes take a few seconds before they will actually start to follow after you. If you have trouble moving them together, just lead one

scientist around at a time. It's much easier to get one of them to stick with you and it's a lot less frustrating.

Q. I keep getting this message saying "One or both scientists died."

A. The grunts will shoot the scientists to prevent them from escaping. Alien creatures may also spawn nearby and kill them too. Keep the scientists close by as you move through the level or "stash" them somewhere safe until you get back.

Q. When I walked down the corridor leading to the sleeping grunts one of the scientists completely disappeared from the game!

A. If both scientists aren't with you when you go through the level transition here, the one that isn't following you may be removed from the game by Half-Life. I've never been able to discover why this happens but the workaround is to always make sure they're following you through the level transition.

Q. The scientists won't open the level 04 door!

A. This door can only be opened by you with the security card. To get the security card, you must climb on top of the boxes outside the sleeping quarters, break the vent panel, and climb into the duct. The ducting leads into the computer room where the card is lying on a desk near the window.

Q. When I take the scientists downstairs, one of the scientists freezes and becomes invincible near the pipes!

A. Try taking the scientists to the retinal scanner at the security door upstairs before taking them downstairs. Remember to have both scientists nearby before you take one of them in front of a retinal scanner.

LAMBDA REACTOR COMPLEX

Q. I keep getting this message saying "One or both scientists died."

A. You have to protect the scientist at the portal controls from the aliens so he can successfully open the portal. The trick here is to draw the alien fire away from the scientist. I find that running up and down the walkway works well at both attracting and dodging the aliens' fire. You don't necessarily even have to shoot at the aliens, just so long as they don't shoot at the scientist.

Q. I keep getting this message saying that "One or more scientists failed to make the jump."

A. Both scientists must make the portal jump before you make the jump yourself. Once the portal is open, just lead them to the jump platform. One scientist will jump first, and when he's through the portal, the other scientist will follow.

Q. When I lead both scientists to the security booth nothing seems to happen!

A. This is an intermittent bug found in the initial release of Deliverance. Grab the latest release.

Q. When I activate the elevator to the portal controls, "Einstein" falls through the floor of the elevator and dies.

A. Wait for "Einstein" to walk into the elevator and turn around before you activate the elevator to go up. The scientist AI can go a bit haywire if the scientist is walking on a moving platform.

HIGH SECURITY STORAGE FACILITY

Q. The scientists keep getting wasted by the mortars! Help!

A. In the top of one of the guard towers you will find a grunt that is directing mortar fire into the compound. Take him out and the mortar fire will stop.

Q. How do I open the electric fence/airfield gate?

A. Use the mortar table in the tower to direct mortar fire onto the fence/gate.

GENERAL QUESTIONS

Q. My wife/girlfriend says I play too much Half-Life and is threatening to leave me!

A. This is a contradiction in terms, one can never play too much Half-Life!

Q. Will playing playing Half-Life a lot make me go blind?

A. Only if you sit too close to the monitor.

Q. I want to get into Half-Life editing but I hear it doesn't leave much time for a life. Is this true?

A. What's a life?

Deliverance Walkthrough

WALKTHROUGH CONTENTS

Introduction	7	<ul style="list-style-type: none">• The Stairwell• The Security Room• The Meeting Room• The Main Entrance• The Sleeping Quarters• The Comms/Computer Room• The Other Stairwell• The Lower Elevators• The Escape	
Basic Mod Information	7		
Level 1: Security Entrance	8		
<ul style="list-style-type: none">• The Entrance• The Machine-Gunners• The Bunker• The Tank• The Apache• The Truck			
Level 2: Freight Facility	10		
<ul style="list-style-type: none">• The Entrance• The Assassins• The Gargantua• The Alien Grunts• The Elevator			
Level 3: Central Command.....	12		
<ul style="list-style-type: none">• The Elevator• The Scientists			
		Level 4: Lambda Reactor Complex	16
		<ul style="list-style-type: none">• The Supply Room• The Portal Generator• The Jump	
		Level 5: High Security Storage Facility	17
		<ul style="list-style-type: none">• The Mortars• The Fences• The Osprey• The Escape	

INTRODUCTION

This walkthrough is for Deliverance, a Single Player Half-Life Mod. The author, Kevin Lockitt, could not be contacted for permission to republish it because his site is down. Hopefully he doesn't mind, but if so, contact PlanetPhillip and it will be removed.

BASIC MOD INFORMATION

- Released: 1st January 1998
- Author: [Kevin Lockitt](#)
- Link: [PlanetPhillip.com](#)

LEVEL 1: SECURITY ENTRANCE

The Entrance

- Pick up the weapons and HEV suit on the ground behind the car.
- Place two satchels under the car, stand well back and detonate them. The car explosion will blow open the security fence.
- Walk thru to the tunnel and shoot out the turret with your MP5. Wait until the turret extends and shoot between the top and bottom armour plates at the barrels. It actually doesn't take much to take these babies out.
- Hug the left-hand side of the tunnel wall and exit the tunnel only long enough to drop the third satchel in front of the two grunts.
- Fall back into the tunnel and detonate the third satchel to dispatch the sentries before they can direct fire on you.

The Machine-Gunners

- Take a deep breath, exit the tunnel and run/strafe towards the right-hand machine-gun nest.
- When (if) you get close enough, lob an AR grenade into the nest and take out the gunner.
- Jump onto the ammo box in the right-hand nest and pick up the two AR grenades he kindly left there for you.
- Lob another AR grenade into the left-hand machine-gun nest and take out the gunner. If you aim right, you can often get the grenadier as well with the same grenade!
- Don't stand still too long or the squad commander in the tower will throw bad things at you.
- Run out of the nest around the bunker to the front of the tower.
- Lob an AR grenade up into the tower so it explodes on the inside roof. Bye bye Commander.

The Bunker

- Go up into the bunker and wave hello to the suicidal hero-grunt in the bunker.
- When he makes a move for the door, step back outside and put your fingers in your ears. Thanks for coming.
- Go into the bunker and clean up. It's Christmas again.
- When the reinforcements arrive, give that smoking MP5 barrel another hammering.

The Tank

- Okay, now the fun part. Run around behind the tower to the ladder and SAVE YOUR GAME.
- Climb the ladder but instead of going into the tower, jump off onto the wall behind the bunker.
- Run across the top of the gate onto the wall on the opposite side.
- Wait there just long enough for the tank-gunner to slew his turret around in your direction before jumping down off the wall on the "safe" side.
- Now when you climb the ladder into the tower, there will be a delay of a few seconds before the tank gunner can fire at you!
- Crouch down to remain hidden and sneak around inside the tower to collect the RPG and ammo there.
- Exit the tower quickly either by the back or the side over the bunker. Remember to time your actions to avoid the Apache circling overhead.
- Run around the tower and climb the ladder onto the wall behind the bunker again.
- There two ways you can take out the tank from here. Either keep popping out from behind the rock wall to shoot the tank, or jump down into canyon and do the two-step while you shoot rockets at the tank.
- When the tank explodes, get ready to take out the two grenadiers with very sore ears crouching behind the tank.

The Apache

- Make your way into the tunnel and pick up the two RPG clips there. See if you can tell the Apache driver what you think of him.
- It's also possible to take out the Apache with a single RPG BEFORE you go after the tank. Shoot the "rear-end" of the chopper as it turns over the tank to fly away. If you hit it at just the right time, it will fall out of the sky and explode right on top of the tank!

The Truck

- Hug the right-hand side of the tunnel wall and approach the idling truck.
- When the aliens appear, let them distract the grunts/turrets while you dash around the left-hand side of the truck.
- Take out the grunts there and use the truck for cover while you dispatch the rest of them and the turrets.
- When you approach the health rechargers for a needed boost, keep you ears peeled for the sound of the truck driver exiting the cab.
- To get to the health packs on the back of the truck, you're gonna need your gym shoes.
- First, jump up and break the crate closest to the rechargers with your crowbar.

- Then, get in the little crook where the white health dispenser meets the wall.
- Start running toward the health packs on the truck and quickly jump up onto the railing.
- While continuing to move forward, press the jump key again when you're on top of the railing and you'll sail across the air onto the back of the truck. This double-jump will take a few tries.
- Now that you're fighting fit again, make your way around the tunnel and into the Freight Facility.

Phew, you made it ... but wait, there's more!

LEVEL 2: FREIGHT FACILITY

The Entrance

- When the main door opens, take out the two door sentries as you run under the ascending shipping container for cover.
- Shoot the two grunts on top of the container after they jump off.
- Go over to the blue shipping container and check inside for some more US Army goodies.
- Make your way up to the control room but be wary of the worker being chased by an alien down the stairs.
- Say hi to Barney and pick up the weapons, ammo and health lying around up here.
- Oh yeah, and be careful of the steam venting from the broken pipe, it's hot, hot, hot.
- Go outside the control room onto the landing and jump up onto the railing on the end furthest from the door. Run across it and jump onto the blue container and then onto the ammo boxes in the corner. You'll find two AR grenades on top here. Goodness knows how they got there.
- When you're good to go, run upstairs again and press the Freight Elevator Control button and run downstairs onto the elevator platform. Don't dawdle or you will miss the boat.
- As you descend on the elevator, look up and move around the platform to dodge the grenades/fire coming from the grunts above.
- When the elevator hits bottom, watch out! The sore losers upstairs shoot out the cable holding up the shipping container and it drops down the shaft.

The Assassins

- Take out the four female assassins waiting for you downstairs with your favourite combination of shotgun, MP5 or gauss.
- When they have gone to that big beauty salon in the sky, you will be able to open the security fence leading out.

The Gargantua

- When you arrive upstairs, use the health chargers on the right as you hit the top of the stairs.
- Then go over to the fence and watch as the grunts waiting to surprise you get a big surprise of their own.
- After the Gargantua blows the fence out, make your way out through it. Watch as the hapless workers meet their doom. The Gargantua is a little annoyed about it's race being wiped out by humans and all. Fairly reasonable really.
- Don't be tempted to let Barney see the action as well as he is liable to take off and attempt to take out three tons of very angry alien with a pea-shooter. Leave him behind the security fence for now.
- Go across the bridge and pick up the ammo on the ammo boxes near the stairwell.
- Make your way downstairs after dispatching the bullsquid chowing down on a misfortunate (or slow-running) grunt.
- Entice the Gargantua to the foot of the stairs by calling him names. "Mr Staypuft" will do.
- When he follows you, run back up the stairs and jump down off the bridge using the broken crate against the wall to break your fall. You can do the next bit two ways.
- If the Gargantua sees/hears you jump down off the bridge, run up the storage bays and take out just the two grunts on the right as you go. The two grunts on the left will busy themselves with saving their own skin while you run to the last bay.
- If the Gargantua doesn't see or hear you jump down off the bridge, take out the grunts and open the last bay door.
- When you run inside the storage bay, be wary of the explosions caused by the forklift driver being chased by an alien.
- Okay. So far so good. Now comes the tricky part. Entice the Gargantua into the storage bay by running to the foot of the ladder. He will break the crate that's hanging on the crane and lo! a gluon gun complete with ammo will fall out onto the floor.
- This is the tricky bit. Run around on top of the stored crates and the walls and entice the Gargantua away from the gluon gun. When he's clear, make a run for the gun/ammo and get the hell out of dodge!
- While you're sprinting away like an Olympic athlete, hose down Mr Staypuft with the gluon gun. Viola! No more Mr Bad Guy. The exit door is now open.

The Alien Grunts

- Just when you thought it was all over, alien reinforcements arrive! When you enter the antechamber, hide in the corner on the right to block the attack of

the two alien grunts behind you. You can waste all four of 'em good with the gluon gun but don't waste any time either.

The Elevator

- When the coast is clear, go upstairs where you came in and let Barney through the security fence by using the keypad on the pillar.
- Lead him down to directly in front of the security booth door and he will open it and go inside to unlock the elevator for you.
- Toss a couple of handgrenades up onto the elevator landing to destroy the two sentry turrets.
- Use one of the satchel charges on the ammo boxes placed right in front of the elevator doors to kill the two grunts that arrive unexpectedly in the elevator.

That's it, now it's into the lion's den ...

LEVEL 3: CENTRAL COMMAND

The Elevator

- Your first challenge in Central Command is to get out of a busted elevator. Climb on top of the ammo box (using the "jump-crouch" maneuver) and smash out the ceiling panel with your crowbar.
- Jump up into the hole and grab a hold of one of the sides. Keep climbing until you're almost out and then press the jump key. You'll pop out on top of the elevator car.
- Go over to the doors and open them manually with your "use" key. Get ready 'cause there are two sentries guarding the lift outside.
- Once you're out of the elevator shaft, you might need to partake of some the health/ammo on the tables. This is a good time to save your game.

The Scientists

- Next, venture out into the corridor where you will find three grunts guarding the scientists. Take them down.
- In the mens room, you will find the first of the two scientists you must rescue.
- Kill his other guard and take him across the way into the changeroom where you will find some health and ammo stashed in a locker.
- Go back into the mens room, and push open the far toilet stall door. There are two AR grenades here for your gibbing pleasure.
- Now open the middle toilet stall door. Waste the falling headcrab and jump into the roof by climbing on top of the stall partition. You will find another headcrab and the Crossbow weapon up here (this will come in very handy later on). Watch out for the live electrical cable though.

- To the right of the main entrance, you will find the second scientist locked in an office.
- Jump up onto the nearby ammo box and break the duct's vent.
- Stand back and blow up the tripmine in the vent with ye olde pistola.
- Climb into the duct and make your way around to the vent that opens into the office.
- Destroy the grate and toast the grunts that are rudely interrupting your rescue before they kill the now panicking scientist.
- Okay. That's two for two. Now stash scientist number two also in the changeroom.

The Stairwell

- Make your way around into the main corridor and shoot out the turret guarding the main passageway.
- Make sure the surrounding area is clear of grunts.
- Go out the level 01 firedoor and find the health/batteries stored in the crates on the landing.
- Run downstairs all the way to the bottom and you will find some more crates full of goodies being "guarded" by some houndeyes.
- Take a peek through the firedoor window and destroy the turret by shooting the explosives underneath it.
- Watch as a lost alien discovers what those green satchels we carry around are for.
- Run back upstairs again but be real careful when you hit the last landing before the first level. A grunt has thrown a satchel charge down on the stairs with your name on it.
- Take a peek around the corner upstairs at the grunt who's watching for you and run very smartly back down the stairs. Use the center column of the stairwell to block the force of the explosion. Kill the two grunts that tried to dismember you.

The Security Room

- Make your way back to the air vent near the office.
- Climb into the duct and make your way around all the way to the vent that opens into the security room.
- Keep your pistol handy though because three snarks want to do an Edward Scissorhands impersonation on your head.
- Break open the vent and drop into the security room. There's health here and that's something you can never have too much of.
- Go over to the security override button and give it a good bash.

- You can now exit the security office and kill the grunts/aliens that have entered the area while you were in the ducting.
- When the coast is clear again, make your way back to the scientists.

The Meeting Room

- Take both scientists around to the retinal scanner near the security door and one of them will open it.
- You have interrupted a “how the hell are we grunts gonna get out of here” meeting in the boardroom.
- Be careful as you approach this area, the grunts will blow out the window to get a clearer shot at you.
- Take out the officer and his men and secure the area.
- Keep the scientists with you as you approach Central Command’s main entrance.

The Main Entrance

- Okay, we’re nearly halfway there. Stand well back and detonate the tripmines guarding the passageway with your pistol.
- Walk through into the transit subsystem reception area and hide around behind the desk.
- Let the arriving human and alien grunts duke it out and polish off whoever is leftover. Easy pickings.
- Take both scientists through the reception area and down the corridor.

The Sleeping Quarters

- Stash the scientists safely around the bend before you enter the sleeping quarters.
- The trick here is to be quiet, the grunts are woken mainly by sound.
- Take out the sleeping beauties with a couple of shots each from the crossbow and then help yourself to the health/ammo/weapons in this room. The Hornet Gun is up the far end of this room.
- Alternatively, lay down a couple of satchel charges and wake them up with the 357. That’s a wakeup call they never had in the Army.

The Comms/Computer Room

- Firstly, we have to obtain the security card to enter the stairwell firedoor on level 04.
- If you look in the communications room window, you will see the card lying on the desk.
- Outside the sleeping quarters you will find a air duct with a vent over some boxes.

- Climb on top of the crates, break open the vent, destroy the tripmine and crawl inside the duct.
- Make your way into the communications room via the duct and release those snarks you found in the sleeping quarters. Ever seen grown men run for their lives? Don't jump down off the filing cabinet too soon though or you'll be doing the same thing!
- Grab the security card and make for the door. Almost done here.

The Other Stairwell

- Grab the scientists and make for the fire door. There is some health and stuff out here on the landing.
- Leave the scientists on the upper-level landing while you head downstairs.
- You will happen upon one of those godawful snark nests ... remember those? Make like an Olympic sprinter again and run through the nest and further down the stairs. Make sure the scientists are out of sight of the snarks upstairs.
- When all of the snarks have disappeared or been shot, haul the scientists downstairs to the bottom landing.
- Pop a grenade around the corner to destroy the turret/tripmine combo near the door.
- There is some more ammo on the boxes down here.

The Lower Elevators

- Use the security card to open the level 04 fire door and enter.
- Take out the larger turret again using your trusty MP5.
- An earth tremor has split open an overhead steam pipe.
- Climb over the ammo boxes, watch out for the headcrabs and close the steam valve.
- Bring the scientists through to the retinal scanner area, but park them around the corner near the ammo boxes.
- Bring the "Einstein" scientist around to the scanner and he will open the security door. Get ready!
- A couple of headcrabs behind the door are gonna pounce on him when they see him.
- Stand between Einstein and the door to protect him after he opens it. When he sees the headcrabs, he will often run back around the corner to safety while you give the headcrabs a terminal case of lead poisoning.
- The headcrabs will probably also jump through the laser beam and set off the turret hidden in the crates. Be ready to take out this turret immediately when the doors open.

The Escape

- Turn the corner and if you're quick you'll see GMan disappearing with an armed escort. Damn he's slippery!
- Destroy the second sentry turret before an elevator full of grunts arrives.
- Use the maze of ammo crates for cover as you eliminate the grunts arriving by elevator.
- If you're REALLY fast, you can plant a satchel charge outside the elevator doors and give `em another one of those wakeup calls.
- When you've secured the area, you can find health kits on top of the ammo crates and bring the scientists through.

Wow! You've done it ... you got them out of Central Command alive! Not to mention yourself ...

You have reached a crossroads; you can take either the left-hand elevator or the right-hand elevator to finish Deliverance. The left elevator will take you to Level 4: Lambda Reactor Complex and the right elevator will take you to Level 5: High Security Storage Facility. Which one will you choose?

Level 4: Lambda Reactor Complex 16

Level 5: High Security Storage Facility 17

LEVEL 4: LAMBDA REACTOR COMPLEX

The Supply Room

- Start by approaching the sliding door at the entrance to the Lambda Reactor Complex where you will see GMan conversing with an officer.
- When he sees you, the officer will walk down and open the door while GMan escapes (what again?)
- Kill him! You've got the hang of it by now surely! My favourite here is a double-tap with the shotgun.
- Tow the scientists into the supply room over to the retinal scanner and one of them will open the bio-scanner door.
- But instead of GMan here you will find a couple of grunts perched at the ready!
- Grab the scientists again and make for the portal generator chamber.

The Portal Generator

- When you enter the chamber, Einstein will make a run for the far door. There he will open it and wait for you to follow.
- Stash the "glasses" scientist around the corner in the hallway near the crates.

- Follow the running scientist around to the security booth door where he will plead to the Barney inside to open it.
- Follow "Einstein" down to the elevator and open the doors.
- Before you get in the elevator, check in the rubble of the fallen roof for a couple of HEV batteries.
- Get in the elevator and press the button to go upstairs to the Portal Controls.
- When the elevator doors open, Einstein will make his way out to the portal control booth.
- Now comes the tricky part. You must protect the scientist at the portal controls from the airborne aliens overhead until he can get the portal open. Use any means available to you, but I find running up and down the walkway and jumping up onto the handrails works well at distracting the aliens from the scientist. Don't jump down off the walkway because you have to guide the scientist back when he's done!
- If you run low on ammo, you can find some more on the crates under the blinking wall light. Be careful though, if you disappear from the view of any alien, he will concentrate his fire on the scientist instead.
- When Einstein announces that he has the portal open, quickly tow him back inside before the aliens shoot him.

The Jump

- Make your way back downstairs with Einstein and leave him inside the door near the crates where the aliens can't see him.
- Guide the "glasses" scientist towards the jump platform area and he will run and make the jump into the portal.
- Distract the aliens and make sure they don't shoot at the scientists or else they may be too afraid to make the jump!
- When "glasses" has jumped through the portal, guide Einstein out towards the jump platform and he too will make the jump.
- Last but not least, make the portal jump yourself!

What happens next? What is waiting for Gordon and the scientists on Xen? You'll have to play through to the end to find out ...

LEVEL 5: HIGH SECURITY STORAGE FACILITY

The Mortars

- When you arrive at the High Security Storage Facility and exit the elevator, the mortar attack will sometimes frighten the scientists and make them run outside the building. I find it helpful to close the elevators doors using the outside button to keep the scientists in the elevator until I am ready.

- Next, crack out the trusty crossbow and look through it's magnified sights up into the tower across from the main opening of the storage facility building.
- Here you will see the grunt that is directing the mortar fire; put a bolt between his eyes to stop the mortar attacks.
- Once this is done, secure the compound. There are still some grunts guarding this area.

The Fences

- Make your way up into the tower using the ladder behind it. Snap up the two satchel charges in front of the mortar tablet.
- Use the mortar table to blow a breach in the security fence, and to destroy the gate leading to the airfield.

The Osprey

- Grab the scientists and guide them through to the airfield landing pad.
- When the Osprey appears, stow the scientists behind cover back outside the gate near the end of the rock wall.
- Before the Osprey lands, lob the two satchel charges out in the center of the pad.
- After the Osprey lands, four grunts will exit the craft; detonate the satchel charges and the grunts will be no more.

The Escape

- When the pad is clear, run over to the Osprey's loading bay and you'll hear a friendly voice.
- Shortly after this the scientists will run up to the Osprey and board the airplane.
- Once they're safely aboard, go around and jump in yourself!

What happens next? How does the story end? You'll have to play it through to the end to find out ...

Kevin Lockitt