



PLANETPHILLIP

FINISHING HALF-LIFE IS JUST THE BEGINNING!

DRUG BARONS WALKTHROUGH

by Gilfrarry

INTRODUCTION

This walkthrough is for Drug Barons, a Single Player Half-Life Mod. It was written specifically for PlanetPhillip.com in February 2008, and the author is Gilfrarry.

BASIC MOD INFORMATION

- Released: 18th February 1999
- Author: Phil Daniels
- Link: PlanetPhillip.com

THE WALKTHROUGH



You start on a teleporter, freshly back from Xen. For some reason you are injured for a few seconds, but the shallow water in the next room will heal you. Go to the showers, getting a 9mm ammo clip in the storage room along the way, and listen to the G-man's proposition. After he's done, accept by getting in the truck where you will find your trusty 9mm and HEV suit.

Pick up the grenades near the truck and toss one in the guard shack, to kill the sentry gun. Get the mp5 and box of ammo. There are two ways to clear the electrified fence: jump from the ramp of rocks, or scramble over the guard shack via the turnpike and "Restricted" sign.

In the cave, don't shoot at the guard under the camouflage tent - aim for the leftmost crate, which is explosive. Or if you wait long enough, he'll plant a grenade and kill himself. Grab the contact grenades. Leave the boxes for now - there's a crowbar around the corner.



Eliminate the grunts all around the tank. Use the crowbar on those boxes. There are two hidden caches, one above the retaining wall to the right of the door and easily identified by the yellow "6|3," and another directly above the tank, reached by jumping off the back of the tank onto half-hidden steps cut in the rock, and crawling around. Don't miss the .357 up there.



This third screenshot is mostly rock, but it pays to look closely.

Walk through the door.

A truck with four grunts pulls up. The yellow tractor-trailer and red shipping crate can both be opened. There are grenades on the loading dock. Take the door on the right (Bay A1) and the nearest room, which has a grunt and an HEV charger, and a mine in the back corner. As you approach the room down the hall, lob a grenade over the boxes in front of the door. Walk down the conveyor belt, after you move the box with the switch on the wall.





When you get off the conveyor belt, there's a grunt lurking around the corner by the elevator. If you take that elevator, it descends a flight to the bottom of the same stairs that are behind the door on the left. Either way, grenades come in handy to clear out the grunts on the stairs. Take the other door at the top of the stairs. Here there are two more grunts and two switches on the wall. Hit both switches and crouch on the conveyor belt into the second chamber, the one on the right. Smash the grate and crawl along the duct. Take the first ladder on the right, and hurry because there's a wave of flames coming. A scientist will let you out of the duct. Pick up an ammo clip in the corner if you need it, charge your health and HEV suit in the next room, press the switch and walk through the door it opens. Climb the ladder.

Go in the closest building and read the warning sign by the valve in the back corner. Disobey it. You'll see the outlet close through the window. A grunt will run out of the (hitherto locked) Flow Control building. Half-concealed among the rock walls surrounding this cluster of buildings is an opening to another area. Watch out for the grunts who came out of the buildings when the explosions started. Fight your way to the gate. Soon a truck will come to pick you up.



Watch and listen until the end of the credits.

Finis

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