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Finishing Half-Life is just the beginning!

**COMPLETE  
HALF-LIFE 2: EPISODE ONE  
WALKTHROUGH**

*By Stanley E. Dunigan*

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**COPYRIGHT INFO**

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This is an exclusive walkthrough that was made for the PlanetPhillip.Com website during its "The Replay Experience Experiment" (TREE) event. It's not to be posted anywhere else at any time.

The printable PDF version of this walkthrough was made by William Barnard (bluedudowill@gmail.com) from the author's original RTF file.

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**WALKTHROUGH DESCRIPTION**

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This is a complete walkthrough of Half-Life 2: Episode One that includes all of the best tips, strategies, and secrets that I've discovered or heard about during the seven years I've been playing the game. (As with Half-Life 2, I bought it and installed it the very day it came out back in 2006.)

This walkthrough was written with a conservative play style in mind, meaning that very few areas are skipped, and keeping your character healthy is always the main concern. When deciding what strategies to include and recommend, my top priority was to take as little damage as possible (within reason). My secondary priority was to use as little ammo as possible, especially rare ammo. I do often recommend using more ammo than is absolutely necessary so as to avoid compromising the top priority.

My third priority was to skip nothing, except for a few areas that I deemed to be way more trouble than they're worth. For instance, any skippable area that has several enemies and only a health pack or two in it clearly isn't worth the damage you'd take and the ammo you'd expend to clear it out, especially if your health is at or near 100. Of course, some side areas that I recommend visiting may not be worthwhile for you, so you'll have to make your own decisions as you go. (And quicksave often!) Hopefully, I've written the walkthrough so that anyone can use it to improve their gameplay experience.

If you have a favorite Half-Life 2: Episode One strategy or secret that isn't in this walkthrough yet, send me an email at the address listed above in the copyright section. If I like it enough to include it after I try it out, I'll add it to the walkthrough and give you credit for it.

<b>VERSION 1.0 (7/13/2013) NOTES AND CREDITS</b>
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This is the original version of this walkthrough, so I have no one else to credit yet except for all the people who posted comments and video links on the Half-Life 2: Episode One TREE chapters on PlanetPhillip.Com.

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## STARTING TIPS AND NOTES

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This walkthrough is organized around the same major chapter divisions that the game is, with these starting tips and notes put in at the beginning. If you're "joining us with a game already in progress," so to speak, you can either search for the title of the chapter that you're in, or use the above Contents section to locate it.

Each chapter's info is divided up into sections that correspond to the chunks that the game itself is divided into. Whenever you move from one section to another, you'll see the word "LOADING" in the middle of the screen while the section you're moving into loads up. Each section has an internal codename, and I use that in naming the sections in this walkthrough so that you can use the console to see what section you're in. Enable the console by going to the Options menu's "Keyboard" tab, clicking on the "Advanced..." button, and then clicking on the box next to "Enable developer console." The current section code is displayed in the top right corner of the screen whenever the console window is up.

In many places in this walkthrough, I refer to the quicksave and quickrestore keys. If you're not already intimately familiar with them, get that way at once! To find out (and/or change) what keys are defined for those functions, go to the Options menu and click on the "Keyboard" tab. (Note that the game calls them "Quick save" and "Quick load.") I strongly advise you to redefine quicksave to be F5 and quickrestore to be F8 or F9. That way, the two keys won't be too close together. (That's practically an industry standard by now, anyway.)

Another thing you should do is go to the Options menu's "Video" tab, then click on the "Adjust brightness levels..." button and move the slider all the way to the left. That'll make all the game areas much easier to see in, and it won't blind you or wash out all the colors like some games' full-gamma settings do.

If you get tired of having to constantly hold down the "Duck" key to crouch for extended periods, consider binding the "toggle\_duck" command to a key. I like using the C key since C is the first letter of the word "crouch," though note that you'll need to redefine the "Send/Recall Squad" key to something else (like X). Enable the console as mentioned above if you haven't already, then use it to enter this command: `bind c toggle_duck`. You can then press the C key to start crouching without having to hold it down to continue crouching. When you're ready to stop crouching, hit the C key again, or jump. (Note that the "Duck" key won't do anything while you're toggled into crouch mode. Also note that it's still the best one to use for jump-crouches.)

Unlike the original Half-Life, many of the supplies you'll find in Half-Life 2 games are condition-sensitive. Most supply crates will check certain things about you when they're broken open in order to determine what to give you. For example, many supply crates check your current health and armor values. If either or both are below certain threshold values, those crates will have health packs and/or armor batteries in them. If your health and armor are both above the threshold values, those crates will have ammo boxes in them, usually for the SMG or pistol. (Note that you'll always get something from a supply crate, even if you're full up on everything.)

Some loose supplies are also condition-sensitive, though most of them aren't. You may occasionally notice an extra armor battery or box of ammo in a supply stash that wasn't there on a previous playthrough because you weren't really low on it then, but you are this time. I'm not sure when the conditions for those supplies are checked, but I suspect it's when you enter the chapter section or pass through a certain trigger point. In this walkthrough, I'll mainly mention supply items that I've found to be consistent throughout my many playthroughs.

There's a cool tactic that you can use in Half-Life 2 games that no version of the original Half-Life game allowed, and that's supply transporting. You can pick up small supply items that you don't currently need -- such as spare ammo boxes, health packs, and armor batteries -- and carry them along or throw them across gaps. You can often carry or throw supply items past points of no return, and thereby have access to them later on. I'll sometimes advise you to transport supplies in particular situations, but I won't mention it in anywhere near all of the places where it's possible to do. You'll need to constantly keep this strategy in mind and make your own decisions about when it's worth the trouble.

As in the main Half-Life 2 game, you have three different movement speeds. The default speed is running, and you can make yourself move slower by holding down the "Walk" key or faster by holding down the "Sprint" key. Note that when you're crouching, there's only one speed you can move at, and the "Walk" and "Sprint" keys won't do anything. Whenever you're sprinting or carrying an item along, it can be useful to jump repeatedly to make yourself go a little faster. I'll sometimes mention that when it's especially important to do (like when you're making a quick dash while under fire), but it's something to keep in mind at all times to help you speed things up a bit.

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## UNDUE ALARM

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### SECTION EP1\_CITADEL\_00: GETTING BACK INTO THE CITADEL

Wait until Dog holds out his hand with the gravity gun in it, then move up to him to take it. Wait some more until Alyx climbs onto a rubble ledge, then look to the right of it to see three boards holding up a barred metal door. Use the gravity gun to pull off all three boards and let the door fall, then go up the door and turn right. Move over to where Alyx is standing next to a comm unit, then look to the left of her for two health packs. Wait for Dog to lift up the back end of the nearby crashed gunship, then crouch-walk under it. Stay crouched as you move forward and drop down to a lower ledge, then turn left and drop onto a narrow rubble-strewn pathway.

Move up to a stick-out pipe, then wait for some rubble to fall ahead before crouch-walking under the pipe. Quicksave, then take a running jump over the gap in the pathway. Past that, crouch-walk under another pipe, then use the gravity gun's regular-fire mode to blast the car out of your way. Move up to a spot near the left side of the fire that's ahead, then stand and wait for Dog to throw an old red van onto your ledge. Go around to its right side and hit the "Use item" key to get into the passenger seat, then wait for Alyx to get in.

After Dog throws the van across the chasm, wait for the wild roller-coaster ride to end, then exit the van ("Use item" key again) and wait for it to fall into the abyss. Move slowly toward the nearby fire until a small explosion happens, then go past the fire and cross a short bridge. As you move down the following corridor, section ep1\_citadel\_01 will load.

### SECTION EP1\_CITADEL\_01: MOVING THROUGH THE CITADEL

When you reach a transparent walkway section, turn left and jump over a railing, then wait for Alyx to follow you down. Go through the nearby doorway and down a dark corridor to reach a room with a large force field and a Combine console. Wait until Alyx lowers a small force field, then crouch-walk up to the drop-off that's just past it. Look down to see a transparent lift with a piece of metal debris on it, then quicksave before carefully crouch-dropping onto the lift. You'll take a lot of damage, but you should survive. Use the gravity gun to get rid of the metal debris that's on the lift, then wait for it to re-lower.

Go along the walkway that leads to a Combine wall charger, then use it to get up to 100 health and 200 armor. (Only in the Citadel!) Continue along the walkway until you reach a metal ledge with a button panel on it, then move up to the panel and quicksave. Use the panel, then immediately back up to where you can strafe left and get behind a railing. Use the gravity gun to pull in one of the rollermines that drop down, then wait for the others to fall into the abyss while trying to get to you. If you take any damage, go up to the wall charger and move to where you can use it without setting your rollermine down.

Keep ahold of the rollermine as you go back to the lift, then ride it up and go over to where Alyx is standing. Hold the rollermine out to her until she reprograms it, then toss it through the force field. Wait until the force field is lowered, then wait some more if necessary for the reprogrammed rollermine to blow up. Go through the stalkers' room and on until you reach a large piece of fallen rubble, then crouch-walk under it. Go up some stairs and past some dead Combine soldiers, then jump your way over a pile of debris that'll get disintegrated soon after you're past it.

Past some more stairs, move up to the rightmost section of railing and quicksave. Carefully jump onto the railing, then crouch-drop onto the ledge that's past it. Stay where you land until a scanner flies up to where you can pull it in with the gravity gun, then quicksave again before smashing it on the walkway. If you don't get an armor battery, quickrestore and try again until you do. Pick the battery up and carry it over to one end of an energy bridge, then wait while several soldiers get blown away by a large wind machine. (Odd thing to have in the Citadel, isn't it?)

Quicksave, then move a short way onto the energy bridge. As soon as the wind machine stops blowing, run-hop across the bridge while carrying your armor battery. You should make it past the danger zone before the next big blow starts up. Go through the doorway and wait for Alyx to catch up, then move through a non-functional weapons confiscation room. When you come to a left-side passage, go down it and jump over a railing, then wait for Alyx to access a nearby console.

Follow her around until she drops a force field, then go through it. When you enter an active weapons confiscation room, wait for your gravity gun to be supercharged, then get it and pick up your armor battery again. Move on past that room until section ep1\_citadel\_02 loads.

### SECTION EP1\_CITADEL\_02: SOLDIERS AND ENERGY BRIDGES

Go around the next corner, then drop your armor battery and move ahead to find a wall charger on the left. Past it, crouch-walk carefully up to the edge of the drop-off, then look down to see an energy conduit. Use the gravity gun to pull in an energy orb, then fire it at the center of the large device on the left that has a red light on it. The orb should be caught by the device, which will finish powering an energy bridge. After quicksaving, move most of the way across the bridge, then turn around and sprint up to Alyx. Go around her carefully, then sprint back to the wall charger.

Stay against the wall next to the charger and face the bridge, ready to pull in any soldiers who come within gravity gun range. Alyx will probably kill most of them before they can get that close, so the main thing you'll need to do is watch for grenades. After the soldiers stop coming, use the wall charger to heal up, then cross the bridge to reach a platform with a large machine in the center of it. Check around to see if there are any soldiers left, then move slowly toward the next non-functioning energy bridge. When a high-up walkway explodes, sprint for cover behind the large central machine, then let Alyx shoot the soldier who appears near the right end of the walkway. (If she doesn't see him right away, let him see you, then quickly return to cover.)

Crouch-walk up to the edge of the nearby drop-off, then look down to see an energy conduit and two bridge-powering devices that need energy orbs. Do the pull-and-throw routine to get orbs into both devices, then quicksave. As before, run most of the way across the bridge, then turn around and sprint back, edging carefully around Alyx. Sprint around to the other side of the large central machine, then watch the force field that's to the left of the second energy bridge. Pull in the two soldiers who come out through that force field, then start peeking out of cover and pulling in soldiers who run across the second bridge to get to you.

Keep using the large central machine as cover until the soldiers stop coming, then sprint across the second energy bridge and up to the second large central machine. Strafe left while looking up and to the left until you see a high-up walkway with a soldier on it. Quickly pull-and-throw him, then wait if necessary for another soldier to come into range. After he's dead, crouch-walk up to the start of the third and final non-functioning energy bridge in the series. This one works just like the previous one except that the left bridge-powering device has an indestructible glass shield over it.

Toss an energy orb into the right-hand power device, then toss another one directly at the left-hand device's red light. If it doesn't bounce into the device and activate the energy bridge, pull in another orb and try again. Once that bridge is activated, go back across the other two bridges and charge up at the wall station. Pick up the armor battery you brought in from the previous chapter section, then cross all three energy bridges and crouch-walk under a large piece of rubble. After going up some steps, drop your armor battery and wait until the floor hole over to the left stops fizzling.

Quicksave, then move past the floor hole and turn right. Stay against the left wall as you slowly approach the spot where three soldiers run in through a force field on the left. Quickly zap or pull-and-throw them, then retrieve your armor battery before moving on past them. When you come to a large open area, turn left and move along a narrow ledge until you come to a gap. After quicksaving, jump across the gap, then run-hop along until you reach a huge wall.

Crouch down next to one of the wall braces for cover, then wait until a dropship flies by and crashes. Go along the ledge that leads the way the dropship went, then follow the ledge around to the right. Go through a large opening to find a locked door, then wait for Alyx to open it for you. Past it, move along until section ep1\_citadel\_02b loads.

**SECTION EP1\_CITADEL\_02B: ELEVATOR AND DEBRIS**

Move down the corridor to reach a room that's next to a lift shaft, then look to the right of the shaft for a wall charger. Use it if needed, then get onto the lift and drop the armor battery near its center. Locate the nearby orb-less power device, then pull in an orb from one of the two nearby energy conduits (or from the small generator that's in the room you came through). Throw the orb into the power device, then quicksave and look straight up. Two large pieces of debris will fall toward the lift in rapid succession, and you'll need to pull in each one and throw it away before it can hit the lift and knock you off.

When you see a large debris piece appear in a shower of sparks, quickly move a bit or rotate your view so you can aim directly at it, then immediately start leaning on the "Secondary attack" key to pull it in. After you've got ahold of it, look down a bit so you can throw it away without it coming back down at you. After the second large piece is disposed of, there'll be a brief wait before the third piece appears. Soon after it's tossed away, the lift will stop. Locate the power device behind a glass wall, then pull away the console and monitor that are blocking the doorway that's to the right of that wall.

Pull in an orb from an energy conduit, then fire it at the doorway to see if it'll bounce into the power device. If not, try again until it works. Quicksave as soon as it does, then look up and be ready to pull-and-throw another large piece of falling debris. After the lift stops again, pull in and dispose of both consoles and both monitors that are near the next power device. Move to where you'll have a straight shot at the device, then pull in an orb from the nearby conduit. Fire it into the device, then wait for a stalker to appear and pop it. Fire orbs at the doorway that's to the right of the stalker until one kills it, then fire another orb into the power device.

After the lift starts moving again, pick up your armor battery and quicksave. When Alyx says she sees a stop down below, look down and rotate your view until you locate a short stick-out walkway a ways beneath you. As soon as the lift stops, run-hop along the walkway to avoid getting crushed by more falling debris. Watch for a wall charger on a left-side wall brace as you move toward a wall with a large white symbol painted on it. After the wall opens up, move up to another white-symbol wall and wait for the next chapter to start.



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**DIRECT INTERVENTION**

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**SECTION EP1\_CITADEL\_03: CORE CONTAINMENT**

As soon as the wall opens up, run over to the nearest left-side wall brace and drop your armor battery. Wait there, ready to pull in grenades and energy orbs with the gravity gun, while Alyx shoots some soldiers. After they're all down, charge forward and quickly pull-and-throw three elite soldiers when they appear in front of you. After they're dead, enter the console-filled room at the end of the corridor. Wait for Alyx to open a nearby side room, then use its wall charger to heal up while waiting for Alyx to open up an elevator for you.

Enter the elevator and wait for it to stop, then move through the wall that opens for you ahead. Past it, move up against the left wall and quicksave, then wait if necessary for a stalker to shamle into view on the opposite side of the chamber. Quickly start pulling in energy orbs from the nearby conduit and firing them at the stalker. If it manages to sizzle you with its laser vision before you can kill it, quickrestore and try again. Return to the left wall if you moved away from it, then slowly crouch-walk to its end so you can look to the left to see another stalker. If it's not there, wait for it to shamle into view.

When it's not behind the glass partition that's on its platform, you should be able to pull it in with the gravity gun. If not, either toss energy orbs at the central core device so they bounce toward the stalker, or wait until it moves to where you can pull it in. After it's dead, fire an energy orb into the large power device that's above your platform. Fire another orb into the power device that's on the other side of the area, then cross the energy bridge to get to the platform that's underneath it. Look across the area and to the right to find a third power device, then pull in an orb from the conduit to the right of it. Fire the orb into it, then cross the second energy bridge to reach the second stalker's platform.

Use the button panel that's mounted on the glass partition to reposition the energy bridges, then cross the nearest one to get onto the central core structure. Move around it until you find a ladder, then climb up it. At the top, turn around and hit the "Use item" key to get off the ladder, then move across a short energy bridge and turn left. Knock the loose metal panel away from the large doorway, then quicksave. Go through the doorway and immediately back up, then move up against the wall that's just to the left of the doorway. Quickly zap soldiers as they appear, then go through the doorway and down the short corridor after they stop coming.

Pull-and-throw the soldier in the large control room who has his back turned to you, then watch for two more to appear on the walkway above him. After they're dealt with, heal up at the wall charger that's near the back of the room, then return to the core area. Pull in an energy orb from the nearest conduit, then run back to the control room and fire it into the large power device that's above the big window. Immediately sprint back to the core area and stand to the left of the big doorway again, ready to zap soldiers and manhacks as they come after you.

Move through the doorway periodically to lure more in, then go up to the control room entrance and wait there for the last few to appear. Heal up at the wall charger again, then look to the right of it to find an open door. Go down the narrow corridor past it until you reach a force field on your left, then make sure there are no more enemies past it. At the end of the corridor, look to the right to find a metal panel covering a wall opening. Move up to the panel, then jump while moving forward to get up onto the edge of the wall opening. Quicksave, then pull the panel loose with the gravity gun's secondary fire. If it doesn't come off on the other side of the wall opening, quickrestore and try again until it does.

Hold the panel in front of you as you slowly move through the wall opening. Turn to the right before you drop into the shaft, then quickly crouch down. The panel will act as a shield for you as you crouch-walk your way down the center of the shaft. When you reach an opening on your left, strafe into it, then drop the panel. Run up the slanty glass casing, then turn right and jump onto a narrow ledge. Turn left and move along until you reach another panel-covered opening, then quicksave. Blast the panel off of the opening, then move into the corner to the left of it, ready to quickly pull-and-throw soldiers as they run into view.

Move back and forth along the opening's wall to see if you can lure in any more soldiers, then jump into the opening and slowly move to where you can see more of the soldiers' room. Watch for a few more to appear, including two on a high-up ledge, then drop into their room and go to its other end. Pull the energy orb out of the power generator, then throw it through the narrow doorway to get rid of it. Go through the doorway and around to an energy bridge, then go about halfway across it. Quicksave, then

move slowly over to a spot near the end of the bridge. If you go too far and get fried, quickrestore and try again.

Quicksave again when you're near the end of the bridge, then sprint across to the next bridge right after the core starts to contract. Once you make it, sprint across that bridge and turn left. Move up against the wall that's to the right of a big doorway, then wait there and zap soldiers as they come out through the doorway. Quicksave after they stop coming, then go through the doorway. Turn left and sprint up to the corner that's to the left of the next doorway. Wait there with the flashlight on for a few soldiers to come after you, then strafe back and forth across the doorway to lure more in.

Quickrestore and try again if you take very much damage, since this control room has no wall charger in it. When it's clear, enter the room and locate the usual "throw me the ball" power device above the big window. Turn to face the small generator with an energy orb bouncing in it, then quicksave before pulling in the orb and firing it into the power device (in case you miss). Make sure you're out of the way of the large containment device that comes up through the floor, then wait for a door in the back of the room to open.

Get on the small lift that's past it, then ride it up to a narrow corridor. Stay against the right wall as you move slowly down the corridor, zapping soldiers as they appear. When a section of the wall explodes, move back a bit and wait a few seconds before moving past it and looking for more soldiers. After you pass a force field, look on the left wall for a charger. Use it, then go past it until you reach the back wall. Turn around and run toward the force field you just passed, ready to zap the two soldiers who come out through it.

Use the charger again if you were injured, then move on to reach a small railed platform. Quicksave, then carefully jump onto the railing. If you don't soon hear the sound of manhacks, crouch-walk carefully along the railing until you do. Quickly turn and drop back onto the platform, then pull-and-throw the manhacks that came up behind you. Back away from the platform while facing it, and watch for more manhacks to come after you. Move up to the railing and wait to make sure there are no more manhacks coming, then go charge up to full health and armor again.

Move up to the platform's railing and quicksave before jumping onto it again. When one of the large rotating "arms" is directly beneath you, hop onto it. Turn around and wait for it to come near another railed platform, then quicksave again before making a running jump over to the platform. Run forward and hug the left wall, ready to pull-and-throw the soldiers who appear at the other end of the corridor. Quickrestore and try again if you take very much damage from them, then look in the area to the right for a panel-covered wall opening with a bright red light above it.

Move up to the panel, then jump while moving forward to get up onto the edge of the wall opening. Quicksave, then pull the panel off with the gravity gun. If it doesn't come off on the other side of the wall opening, quickrestore and try again until it does. Move through the opening, then carry the panel down to where you can hop into a larger wall opening that's next to a fire. Go down the slanty glass casing, then slowly push your panel into the energy orb shaft. Turn left and run down the center of the shaft while looking down a bit (so the panel is held low), then strafe into the large opening on the left side of the shaft when you reach it.

Drop the panel you were carrying, then turn around and blast another one out of a wall opening so you can pull-and-throw the soldiers in the room beyond. Jump into the opening and move around to make sure you get all the soldiers before you drop into their room. Locate the panel you blasted out of the wall opening, then move it to a spot near the closed door that's in the back right corner of the room. Look to the right of the door to find a long, narrow window with a hole in it, then move up to the hole so you can pull in an energy orb from the orb shaft.

Turn and fire the orb into the large power device, then stay out of the way as the containment device rises up from the floor and moves over to the window. After the power device's orb pops, drop into the under-the-floor area that the containment device came out of, then move slowly forward until some explosions happen. After the dust clears, look for a large hole in the ceiling, then stand directly underneath it. Look up at the hole and hold down the "Secondary attack" key until the gravity gun pulls in an energy orb, then look down and fire it directly at one of the three power generators.

Repeat that process until all three generators have orbs in them, then go back to the large hole that you dropped down through. Make sure you're not directly underneath the little lift that raised the containment device up earlier, then turn and pull in the energy orb from the leftmost generator. After the lift re lowers, move onto it, then fire the orb back into the leftmost generator. That'll get the lift to rise back up with you on it, and the floor hole's force field will reactivate. Go over to the window hole and pull in another energy orb, then fire it into the power device to finally finish the process of damping down the core.

You'll soon lose all of your armor, and the gravity gun will revert to its non-supercharged self, but there's no way to prevent either of those things from happening. Pick up the metal panel you set near the door, then go through the door and on to where you can turn left to enter the room where Alyx is. Move up to her to get her to start talking to you, then follow her into the side room with the wall charger. Drop the panel and use the wall charger until it's drained, then exit the room and head left to find the armor battery you brought in earlier.

Return to the side room and pick up the panel, then wait until Alyx runs out of the room. Follow her to a locked door, then wait for her to open it. Move past it to find a small lift, but don't get on it yet. Drop the panel on the floor, then move to where you're standing near one of its shorter sides. Pick it up by the middle and hold it high, then let go of it and quickly grab it again as it falls. If you do it right, you'll be able to hold it in front of you as a shield. Quicksave once that's done, then back up onto the lift. Quickly run forward before Alyx can get on, then run up to the nearest doorway.

Stand so that your panel shield is in the doorway, then wait for two elite soldiers to run up to you. After they stop, throw the panel to kill them both. If one of them survives, quickrestore and try again until it works. Use the gravity gun to pull in their pulse rifles and energy orbs (and possibly a frag grenade), then pull in the panel and set it up as a shield like you did before. Quicksave again if the other two elite soldiers haven't charged you yet, then move through the doorway and up to a spot near the end of the corridor. Wait there to see if the elites will appear, and kill them both with the panel if they do. If not, you'll need to exit the corridor and turn right to find them.

As before, quickrestore and try again if your first panel throw doesn't kill both soldiers, then look around for their dropped weapons. Make sure you're full up on pulse rifle ammo and energy orbs, and hunt around for scattered guns and orbs if you're not. Return to the lift and get on it, then wait for Alyx to get on. After the lift descends, get off of it and move forward until section ep1\_citadel\_04 loads.

#### **SECTION EP1\_CITADEL\_04: ESCAPING THE CITADEL**

Move up to the wall ahead to get it to open up, then quicksave. Sprint down the corridor until you go through an open door, then turn right and sprint into the back right corner. After Alyx closes the door, quicksave again if you made it unshot, then sprint down to the console that's on the other side of the room. Turn around and pull in the nearest of the two rollermines that appear, then quickly throw it to the other side of the room and pull in the other rollermine. Hold it up to Alyx so she can reprogram it, then drop it and pull in the first one again.

After Alyx reprograms it, crouch down in the corner that's just to the left of the console and wait out the soldier combat there. When Alyx says the coast is clear, get up and go over to the large doorway that leads to the soldiers' room. Wait there as Alyx opens up a train car and gets in, then wait some more until the two rollermines blow up (moving back if necessary to avoid the explosions). Quicksave, then sprint over to the open train car door. There's a health station on the wall to the right of it, but your health should be 100. If not, quickly use the health station, then get on the train and go left as far as you can.

When Alyx goes to the back of the train car, follow her there, then wait for the train to crash. You'll take a couple of unavoidable points of armor damage, and will then wake up in a very slanty train car. Crouch-walk to the back of the car, jumping when necessary, then aim the gravity gun at the stalker pod that has Alyx pinned. Lean on the "Secondary attack" key until the pod is pulled off of Alyx, then grav-blast the swinging door that's just to the left of her until it swings open. Move through the door and drop down, then wait until Alyx drops down. After she does, crouch-walk through a hole in a large piece of debris to reach the next chapter.

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**LOWLIFE**

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**SECTION EP1\_C17\_00: DARK TUNNELS AND ZOMBIES**

Move over to a nearby force field and wait for Alyx to lower it, then turn right past it. When you come to several large openings that lead into a wide tunnel, hang back and wait for Alyx to shoot down all the nearby zombies and headcrabs. After that's done, move into the tunnel and over to the central support pillar that has a zombie reclining against it. Move up against the zombie to "wake" it, then use the gravity gun to pull in the nearest hopper mine before the zombie can detonate it. Drop the hopper after Alyx kills the zombie, then go reset the hopper that's next to a small truck.

*NOTE: There'll be another hopper near the front of a yellow car if the nearby zombie hasn't detonated it. I'll only expect you to save two hoppers for future use, so you can do whatever you want to with that one.*

Move slowly past the back of the small truck until you hear a zombie ahead, then hide behind the overturned truck while Alyx finishes off that zombie and a headcrab. Go through the doorway that's near the tunnel's back right corner, then turn on the flashlight before moving down the dark corridor. Look to the right of the locked door for a barrel, an armor battery, and a grate-covered vent shaft entrance. Pick up the battery and move the barrel aside, then pull off the shaft's grating and toss it aside. Crouch-walk into the shaft, then turn the corner and move carefully forward until you're near a drop-off.

Optionally use the gravity gun to pull in the health vial and flare that are on the other side of the drop-off, then back up a bit so you can move down the next bit of shaft. Climb the rungs at the end of it, then quiksave before crouch-walking forward and onto a grating. Look down and grav-blast the grating to hopefully land on a headcrab and kill it. If the crab survives, quickly grav-blast it to death, or quickrestore and try squashing it again. Pick up the nearby armor battery if you haven't already, then break open the supply crate to get some pistol ammo.

*NOTE: You won't be getting a crowbar for quite awhile. Until then, use the gravity gun to break open supply crates by throwing them against something solid, like the floor or a wall.*

Your auxiliary power is probably getting low, so turn your flashlight off for a bit to let it recharge. Turn it back on, then locate a small fenced-in area to the right of two big windows. Stand next to the corner where the fence is bent and use the gravity gun to pull in a pistol, a shotgun, and an armor battery, lifting them up and past the bent part of the fencing if necessary. As for the supply crate, pull it in and throw it against the back wall to break it, then pull in its contents like you did the other items. Look in the open lockers in the corner to the right of the fencing to find a health vial and an armor battery. (If you've been careful, you'll now have 100 health and 100 armor.)

Look to the left of the windows for a fence with a padlocked door in it. The game is rigged to not let you remove the padlock with the gravity gun, so bring out the pistol and carefully shoot the padlock off with one bullet. Go past the door and look on the left for a pistol and an armor battery on the floor, then use the power box that's on the wall directly above them to open two doors and let Alyx in. Move up to the door that's to the right of the one Alyx entered through and turn the flashlight on. Shove the yellow car out of the way with the gravity gun so you can enter the dark tunnel, then turn right.

Stop and shine the flashlight on the two zombies that rise up so Alyx can kill them both for you, optionally throwing the nearby gas can at one of them to set it on fire. Go left from the doorway to find a shotgun and an armor battery next to a dead body, then go the other way to find another zombie lying around next to a large section of fallen ceiling. Move up to it to wake it, then back up and shine your light on it while Alyx shoots it. Look a ways to the left of it for a health vial and another sleeping zombie next to the back of a white van, and let Alyx do the shooting once again.

*WARNING: There's a random chance of a zombie or zombie torso spawning every now and then in dark areas. You'll usually hear them before you see them, so quickly search around for them with the flashlight, then let Alyx shoot them for you. Note that these random spawnings sometimes happen frequently, and sometimes hardly ever happen at all.*

Go past the right side of the van and around to the back end of an overturned tanker truck. Pick up the nearby gas can and throw it at the zombie and antlions that are fighting ahead, then hang back and let Alyx finish them off. (If any antlions approach you,

grav-blast them to knock them over.) Go past them to find the entrance to a train car, then pick up the shotgun and smash the supply crate that are just inside it. Head down to the train car's other end to find a glass barrier, then wait next to it until the zombie in the next car starts getting up.

Run back to the entrance of your car, then wait for the zombie's grenade to blow up the glass barrier. Go to the front of its car to find a pistol and some bullets, then look through the side doorway with the flashlight on to see into another section of dark tunnel. Use the gravity gun to pull in the nearby cinderblock, then go drop it next to the wall near the center of the first train car. Go back through its entrance doorway and return to the back of the overturned tanker truck to find two chunks of rubble, then carry them into the train car and drop them next to the cinderblock.

There's another chunk of rubble between the tanker truck and the white van, plus another next to the back of the white van. Add them to your gravity gun ammo pile, then go all the way back to the area where you reset two hopper mines. There are lots of rubble chunks there, but you shouldn't need any more. However, do carry both hoppers all the way to the train cars and drop them on the floor to the left of the side doorway that leads to the second dark tunnel. Once both hoppers are there, look through the side doorway with the flashlight on to see an explosive barrel near a damaged pillar.

Slowly crouch-walk toward that pillar until you can see another explosive barrel to the right of it, then pull both barrels in with the gravity gun and drop them at your feet. Quicksave, then locate the zombie that's lying just to the right of a yellow car. Pick up an explosive barrel and throw it at that zombie, then quickly pick up the other explosive barrel and fire it at a spot a bit farther back. Turn and pull in a hopper mine, then fire it at a farther-back spot, too. Pull in your other hopper, then stand and wait for something (probably a zombie) to move into view. Quickly toss the hopper at it, then push against Alyx to get her to retreat to the first train car.

Go to the back of that car and turn around, then pull in one of your rubble items with the gravity gun. Wait for a zombie to come after you so you can hit it in the head with your rubble item. Quickly pick up another rubble item from your stockpile, then wait for the next zombie to appear. You may have to run out through the train car's entrance doorway if a zombie gets too close, especially if it pulls out a grenade. However, if you're fast and accurate with your rubble items, Alyx should be able to quickly finish off any zombies that you don't kill. If something goes wrong, quickrestore and try again.

Once the zombies stop coming, get all of your rubble items put back in the pile, then quicksave. Enter the dark tunnel and run up to the front of the yellow car, then immediately turn around and sprint back to the first train car. Pick up a rubble item and be ready to throw it at the first zombie to follow you in. (If Alyx doesn't follow you in, quickrestore and try again until she does. Remember to keep your flashlight on until she joins you.) Quicksave again after the zombies stop coming, then go past the yellow car and over to where you can see a health vial glowing in the dark.

Near the health vial is a red gas canister. Pick it up with the gravity gun, then throw it between the last two pillars you can see to the right of the truck that's imbedded in rubble. That should set a couple of zombies and antlions on fire. Toss the two nearby cinderblocks at any survivors, and watch out for a fast headcrab. Move up to the rubble-imbedded truck while shining the flashlight on the ceiling past it until you see two fast headcrabs drop down. Quickly back up a ways and shine the flashlight toward the front of the truck so Alyx can see and shoot the crabs as they come after you.

Go back up to the truck, then look to the right of it to find a barnacle. After Alyx shoots it out, go around to the area behind the truck to find another barnacle. Wait for Alyx to shoot it out, then quicksave after checking around to make sure there are no more zombies or headcrabs. Go through the doorway that's past the second barnacle, then go to the back of the small room and use the power box that's on the wall. Pick up the rubble piece that's on top of a supply crate, then use it and the other nearby rubble piece to help Alyx kill the three zombies that come shambling in.

Smash open the two supply crates, then leave the room and watch for randomly spawning zombies as you go back around the rubble and over to the open door that's near the health vial. Before you go through that door, return to previous areas for health and armor supplies if you're not at 100 on both. Go up the first set of stairs past the door, then get out the gravity gun and quicksave. Go up the second set of stairs, then immediately turn left and grav-blast the poison headcrab that's in the doorway. Back up and jump onto the supply crate to get Alyx to move up to where she'll see the crab and go after it.

Keep nudging her through the doorways if necessary to get her to kill all three poison headcrabs, then go through the doorways and turn left to find an armor battery. Go the other way to find some open lockers with an armor battery and a health vial in them. Smash the supply crate that you jumped onto earlier, then move up to the fence doorway that's across from the lockers.

Quicksave, then run through the doorway and start grav-blasting the green car toward the large hole in the floor that's over to the left.

That hole is an antlion burrow, and you'll want to use the car to plug it as quickly as possible. (Note that when the burrow is plugged, it won't be giving off little sparklies, and you'll hear antlions banging on the car.) If an antlion spawns and avoids being crushed by the car, grav-blast it to knock it silly, then wait for Alyx to kill it. Look in the back left corner for a closed garage door, then look to the right of it for the wheel that opens it. Move up against the wall that's to the right of the wheel, then face the wheel and lean on the "Use item" key to slowly open the door.

There are two poison headcrabs past the garage door, and they may leap through it to attack Alyx. Whenever one does, leave the wheel and move around to make sure it doesn't come after you. After Alyx kills it, return to the wheel and start turning it again. Once the garage door is all the way open, let Alyx shoot any remaining poison headcrabs, then move past the door slowly until a regular headcrab drops down ahead of you. Quickly strafe right to dodge its leap, then look around for another crab once Alyx kills that one. (It may be behind a red pillar, next to a car.)

Break open the two supply crates, then look past the row of cars for some fencing with a doorway in it. Move up to the doorway while looking down toward the floor, then turn your flashlight off. (This is so Alyx won't shoot any of the barnacles that are past the doorway.) Crouch down and move very slowly through the doorway until a zombine appears in the area ahead, then back up and watch the fun through the fencing that's to the right of the doorway. There's very little chance that any zombies or zombines will make it past all the barnacles, and Alyx can finish off any that do.

After they stop coming, turn the flashlight on and shine it around the ceiling that's past the doorway to get Alyx to kill most of the nearest group of barnacles. There's one she won't be able to see from there, so "feed" it a barrel before moving under it and lighting it up for Alyx. Move slowly onward, shining the flashlight on barnacles, until Alyx kills them all. Get out the pistol and quicksave, then use the flashlight to locate the small green trash bin that's on the right side of the tunnel. Sprint over to it, then look to the left to see two explosive barrels on the other side of a fence.

Quickly blow up the left barrel with the pistol, then switch to the gravity gun. A zombine or two will run over to the other side of your trash bin, and you can grav-blast it to injure or kill them. If there are any survivors, back up quickly and let Alyx finish the job. Quicksave if that went well, then go over to the fence to get two more zombines to come after you. Quickly run around to the other side of the trash bin so you can grav-blast it into those zombines (more than once if possible), then let Alyx finish up.

There's only one zombine left, and it's lying in a dark niche near the green EXIT sign. Grab a chunk of rubble from near the big wall hole, then go throw it at the zombine. If that doesn't kill it, back off and let Alyx shoot it down. Crouch-walk into the wall hole to find a health pack and a box of shotgun ammo, then go back to previous areas for health and armor supplies if you need any. Open the doors that are under the green EXIT sign, then go through them and the following doorway to reach some stairs. Move up them until section ep1\_c17\_00a loads.

### **SECTION EP1\_C17\_00A: ANTLION PARKING GARAGE AND ZOMBIES IN THE DARK**

Go to the top of the stairs, then use the flashlight to help you find a doorway. Move through it and the next doorway, then get out the gravity gun and quicksave. Sprint-hop down to the end of the narrow passage, then go through the doorway and turn left. Grav-blast any antlions that get directly in your way (and sidestep any zombines) as you sprint-hop toward the red car that's near the back wall. Get behind the car, then grav-blast it forward until it covers the nearest antlion burrow. Dodge any zombines and grav-blast any antlions that come near you as you do this, and quickrestore and try again if it takes too long.

*NOTE: You can stay in the narrow passage until all the zombines are dead, and only then enter the main area and sprint for the red car. However, I've found that the zombines make good distractions for the antlions (and vice versa). If you keep having trouble with zombines getting in your way or killing Alyx, try killing one or two of them through the fence before entering the main area.*

*NOTE: If a car is almost, but not quite, blocking an antlion burrow, you can pick up a piece of rubble with the gravity gun and hit the car with it to knock it into place. That's usually better than grav-blasting the car again, which will often shove it too far.*

Once the first burrow is blocked, sprint up the slanty concrete beam that starts near it to get to the next floor. Sprint toward the

doorway over to the left with the supply crate in it, then shove the crate out of the doorway so you can go through it. Get behind the green car that's over to the right, then quicksave. Shove the car forward until it falls to the floor below. Drop down and shove it to where it'll plug the antlion burrow that's to the left of the slanty beam's top end, then see if Alyx needs any help. Use the shotgun to quickly kill any zombines that are attacking her, then grav-blast any antlions that are near her.

Quicksave again once you're sure she's not going to be killed, then go back up the slanty beam and turn left. Go to the other side of the floor to find a large closed gate that you can see a white car through. If the zombine that's also in there is still "sleeping" next to the car, use the gravity gun to shove the car around and wake the zombine up. Once it's moving around, stay near the gate and use the gravity gun to help Alyx knock away antlions. She'll have time to shoot the zombine for you every now and then, and will eventually kill it. (Be sure to listen for the sound of a live grenade, and sprint away from the gate if you hear it.)

After that zombine is dead, go to where you can cross a horizontal beam to get to a slanty beam that'll take you up to the third floor. Go along its two horizontal beams to reach a bent-open section of fencing, then drop down past the fencing to end up in the area with the white car. Use the wheel that's to the right of the gate to open it far enough to get the car through, then grav-blast the car until it falls down to the bottom floor. Drop down after it, then quickly knock any nearby antlions over before shoving the car to where it blocks the final antlion burrow. Quicksave once that burrow is plugged, then start looking around for supplies.

*FIRST (GROUND) FLOOR SUPPLIES:* There's a supply crate and a box of shotgun ammo near where you found the red car, plus a health pack near the fence on the opposite side of the area. Look for another supply crate in the room that's near the burrow you plugged with the green car. There may also be a box of shotgun shells in the narrow passage you came in through if you didn't pick it up earlier.

*SECOND FLOOR SUPPLIES:* Look for a shotgun near a dead citizen in the room where you found the green car, plus whatever's in the supply crate you knocked out of the doorway earlier. Turn left as you exit that room to find a narrow fence gap to the left of a green pillar. Move up to the fence gap and crouch-walk carefully along the edge of the floor to get onto a ledge with a huge stack of rubble on it. Turn right and pull a health vial out of the rubble with the gravity gun (while crouching), then turn left to find some large, slanty concrete slabs. Edge over to where you can see another health vial and an armor battery to the right of the rightmost slab, then pull them in. Crouch-walk back through the fence gap, then run all the way around to the other side of the floor. Look for a health pack in the area past the large gate you opened, then check for another health pack and a box of shotgun shells next to some rubble beyond the gate.

*THIRD FLOOR SUPPLIES:* Look for a health pack in the area to the right of the bent fencing, then look to the left of the fencing for a small closed gate with a wheel to the left of it. Keep turning the wheel until it stops, then go past the gate to find two health packs and an armor battery.

If your armor isn't back to 100 after you get all those supplies, you may want to return to the previous chapter section for leftover armor batteries. Go through the EXIT doorway that's past the third floor's wheel-opened gate, then go down to the bottom of the stairs to find a zombie torso and a supply crate. Kill the torso with the crate or maneuver Alyx into shooting it, then go back up the stairs until you reach a doorway. Go through it and down some steps to enter a partly flooded room with two fenced-off sections.

Move up to the first fence section's doorway and quicksave, then use the gravity gun to pull in the non-explosive barrel that's directly across from you. Move through the doorway, then immediately back up all the way to the steps that lead into this area. Wait there with the barrel in case Alyx needs help killing the zombine that attacks, though she shouldn't. Carry the barrel into the first fence section and through its back doorway. Drop it in the water between a fence corner and a large brown pipe, then pull in the barrel that's in the area ahead and drop it next to that one. (This small barricade will work best if both barrels are lying on their sides.)

Go back into the first fence section and look for a box of shotgun shells on a wooden pallet, then move up next to the fence to the left of the pallet. Look into the second fence section with the flashlight on to see two explosive barrels in it. Shoot the nearer one once with the pistol, then quicksave before shooting the farther one twice. After it blows up, wait for a couple of zombines to get near the first barrel, then quickly blow it up. Retreat back to the steps that lead into this area and wait for Alyx to finish off all survivors. Due to your placement of the two non-explosive barrels, she should be safe from attack.

After that's over, locate the closed wooden door that's just to the right of the first fence section's entrance doorway. Set the explosive barrel that's inside the first fence section directly in front of the wooden door, then go up to your two-barrel barricade. Toss both barrels into the area that's between the fence sections, then move into that area to get the zombies behind the wooden

door to break it open. Shoot the barrel you placed in front of that door twice, then wait for it to blow up. A zombine probably survived the explosion, so move around until it sees you, then hang back and let Alyx shoot it down.

Check the zombine's tiny room to find five health vials, then enter the second fence section and locate the doorway in the back. Stop there and make a regular save, then turn your flashlight on. Go up the steps and turn right, then open the blue door and go through it. Turn right and smash the supply crate that's in the small side room, then go the other way to reach an elevator with a bright light above it. After Alyx ruins the light by trying to summon the elevator, use your flashlight to see an armor battery and a box of pistol ammo to the right of the elevator's steps.

Move the battery onto the steps, then go down the wide pillar-filled passage that leads directly away from the steps. At its other end is a small shed with a zombine reclining against the right wall. After quicksaving, use the gravity gun to throw the nearby gas can at the zombine, being careful not to ignite the explosive barrel that's near it. (You may want to use the wooden table that's in the shed later on.) Look on the shed's table for a health vial, then look in its open lockers for another health vial and an armor battery. Transport the battery to the elevator's steps, stopping and turning your flashlight off whenever you need to recharge your auxiliary power.

*WARNING: Like the other totally dark areas that you've already been through, zombies may randomly spawn in this one as you're going about your business. As before, they may spawn very frequently, or they may only spawn infrequently. Unlike before, zombines can spawn, as well as regular zombies and zombie torsos. If random zombines give you too much trouble, restore your regular save and start over. That may change the random spawn rate, though there's no guarantee. (If you quicksave often, you can quickrestore without losing much progress, and that may make the zombies spawn more slowly.)*

Look along the back wall of the area (to the right as you face the elevator) to find two little fence rooms. The first one is padlocked, so pull the lock off with the gravity gun. Smash the supply crate that's in the room, then go use the gravity gun to smash the second little fence room's supply crates. Pull out the health pack, armor battery, and shotgun ammo boxes through the bent corner of fencing, then go put whichever of those items you don't need now on the elevator's steps.

Look to the right of the second little fence room to find some doors that are barred shut. Smash the supply crate that's to the right of those doors, then move the two cinderblocks away from the corner. Crouch down in the corner, then use the gravity gun to remove the bar. Quicksave, then open the doors. Hopefully, the zombine that's behind them won't come out, and its grenade will kill it and at least one headcrab. If it keeps seeing Alyx and coming out, lead her off somewhere, then sprint back to the corner and open the doors. After the zombine blows itself up without damaging you, follow any surviving headcrabs around with the flashlight so Alyx will kill them.

Check the room past the doors for two health packs, then move them to the elevator's steps. Make another regular save once all of that's done, then decide which of the two strategies given below you'd like to try. The first one has the benefit of requiring only a little additional preparation, but it has the disadvantage of you being stuck in one very precarious spot throughout the entire combat. I had a lot of trouble with zombine grenades killing me (and sometimes with fast zombies leaping at me) when I used it. The other strategy requires some very tedious additional preparation, but I've gotten killed a lot less while using it.

### STRATEGY #1: RUBBLE PERCH

Look around for several cinderblocks and lots of red gas canisters to stockpile near the elevator. Try to arrange all of the gas canisters on the floor near the elevator's bottom step, and use the cinderblocks to help keep them from rolling away. Once that's done, look to the left of the elevator for some large concrete rubble. Go around to the side of the rubble and jump-crouch onto it, then move to where you can jump-crouch carefully onto the taller piece of rubble. That's your rubble perch, so practice getting up there until you can do so quickly.

*NOTE: If you find it too hard to get onto the taller rubble piece, you could stay on the main piece during the upcoming combat. However, that may make it a bit harder to pull in your stockpiled items. Also, once the elevator arrives, it'll be a bit harder to get into if you're not on the taller rubble piece. Still, you may find that staying on the main rubble piece works better for you.*

Return to the room past the unbarred doors and use the power box that's on the right wall. Pick up the flare that's in the room, then run-hop back to the elevator. Drop the flare near your stockpiled items, then quickly jump-crouch up to your rubble perch. Turn the flashlight on if necessary to help you grav-pull in one of the gas canisters. Fire it at the first zombie that appears, then



pull in another canister and fire it at another zombie, preferably one who's a ways away from the first one. Next, see if you can pull in one of the unlit flares that are near the elevator's steps and burn some zombies with those. That'll light up the place so you and Alyx can see a lot better.

*NOTE: A lot of the zombies will come from the side corridor that's past the elevator. When you see them on the other side of the fencing, you can throw gas canisters at the fencing to ignite the zombies (provided they're close enough to the fencing). That can be particularly useful when there's more than one zombie over there.*

None of the zombies will try to get at you up on your perch, but zombine grenades will hurt real bad if they go off near you. They could also blow up your remaining stock of gas canisters. As soon as a zombine pulls a grenade, pull it in with the gravity gun and throw it far away. Your other priority is to make sure Alyx doesn't get surrounded and killed. Since none of the zombies can get to you directly, they'll all focus on her. Be sure to quiksave frequently, and remember that there are two quiksave slots, which allows you to restore the previous quiksave if the latest one is no good (like if you quiksave one second before a zombie kills Alyx).

Use gravity gun projectiles and the shotgun to help kill zombies (especially zombines) quickly, and don't forget the pulse rifle that you trickily obtained back near the end of the previous chapter. Its energy orbs are especially useful when Alyx is under attack by multiple zombines. (Note that energy orbs can knock all of your supplies around, and can even knock you off your perch, so only use them when absolutely necessary.)

If you can keep Alyx alive and prevent zombines from blowing you up for long enough, the elevator will arrive. As soon as it opens up, drop down to its steps and run into it. (Note that if you stayed on the lower piece of rubble, you can't just drop directly onto the steps, but will have to drop down and go around. Do that right after Alyx says "Anytime now.") Hopefully, all the supplies you set on the steps will get you back to 100 health and 100 armor. If you're not even close to that, you may want to restore an earlier save and try again.

### STRATEGY #2: SIDE CORRIDOR

Go down the wide corridor that's to the right of the elevator to find a small shed with a wooden table and a couple of health vials in it. Hit the bottom of the table with a burst from the gravity gun to hopefully knock it down to where you can pull it out of the shed. Set it to the side, then go look around for cinderblocks and radiator grilles. Stockpile all the ones you can find near the side corridor's shed, then stockpile several red gas canisters there, too. Return to the shed where you burned a zombine with a gas can, then quiksave before moving stuff out of the way so you can pick up its wooden table by one end.

Carefully maneuver the table out of the shed and carry it over to the side corridor without knocking it over. Set it across the side corridor's entrance so that one end of it is against the fencing. Quiksave once that's done, then pick up the table you got from the side corridor's shed and very carefully place it directly behind the other table without knocking it around. (Note that it's okay if the second table is upside down, but the first table needs to be right-side up.) If you set those tables up correctly, they should keep the zombies from streaming into the side corridor too quickly during the upcoming attack.

Locate the explosive barrel that's near your tables, then carry it way off somewhere so it won't be any trouble. Return to the room past the unbarred doors and use the power box that's on the right wall, then pick up the nearby flare. Turn on the flashlight to help you see better, then run-hop back to the side corridor. Drop the flare next to the big pipes that are on the right as you enter the corridor, then go to the shed in the back and stand in or near its doorway. After quiksaving, pull in a gas canister with the gravity gun, then turn the flashlight off briefly to let it recharge.

The first thing you'll want to do is hit a zombie with a gas canister when it's about halfway down the corridor. (Don't throw gas canisters at zombies when they're next to your tables, or you'll destroy the tables.) The zombie's flaming corpse will provide pretty good light for a short time. While it's burning, you can throw cinderblocks or radiator grilles at zombies, or blast them with your shotgun.

Try to get another zombie lit up soon after (or right before) the previous one burns out to give yourself and Alyx more light. Quiksave every now and then when things seem to be going well, and watch out for zombines pulling grenades. Try to kill zombines with gravity gun projectiles or the shotgun before they can get close to you or Alyx, and remember that you can pull-and-throw their grenades with the gravity gun in an emergency.

*NOTE: Throwing a zombine's grenade safely away can be difficult to do without blowing up your table barricade. If you don't mind losing the rest of your stockpiled gas canisters, you can quickly run into the shed and crouch down in the corner underneath the window when a nearby zombine pulls a grenade. That'll help you avoid damage from the explosion, provided the zombine doesn't follow you into the shed.*

Listen for Alyx to say "Anytime now," and immediately get out the pulse rifle when she does. There'll probably be a bunch of assorted zombies between you and the elevator, and the quickest way to clear them out is to fire a pulse rifle energy orb or two at them. Sprint past your table barricade and dodge whatever zombies don't get disintegrated by orbs, then run up the steps and into the elevator. Hopefully, all the supplies you set on the steps will get you back to 100 health and 100 armor. If you're not even close to that, you may want to restore an earlier save and try again.

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Once you're in the elevator, wait if necessary for Alyx to enter, then wait some more as the elevator carries you up to the next chapter.

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**URBAN FLIGHT**

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**SECTION EP1\_C17\_01: STREET BATTLES**

Leave the elevator and turn left to find a small gate with a wheel to the right of it. Move up to the wheel and lean on the "Use item" key until it stops turning, then look just past the gate with the flashlight on to find three supply crates and a health pack. After smashing the crates, move to where you can pull away the two cardboard boxes that are near the back right corner. That'll reveal a spare wheel, so go pick it up. Carry it over to where Alyx is standing, then push it into the wall slot that's near her. Turn the wheel until it stops moving, then go up the stairs to reach an outdoor area.

Admire all the wreckage and listen to Dr. Kleiner's broadcast as long as you want, then go to the corner of the area that's opposite the one with the vidscreen. Use the gravity gun to pull three sheets of metal off of a large doorway, then quicksave before going through the doorway. Three scanners will swoop down on you, and you may want to get an armor battery from them if your armor is less than 100. If it's less than 85 (especially if it's way less), you'll want more than one battery. Keep quickrestoring and using the gravity gun to smash the first scanner that reaches you until you get a battery, then immediately quicksave again and repeat the process on the next scanner.

After they're all dealt with, smash the nearby supply crate, then go around the corner to find another large doorway blocked by metal sheets. Pull both sheets off, then move one of them back around the corner. Go up to the doorway and quicksave before moving a short way past it. Run back to the corner, then nudge Alyx forward if necessary so she'll start shooting the soldiers who rappel down at the other end of the area. Pick up the metal sheet you set aside with the gravity gun, then hold it up high, drop it, and regrab it so you can hold it in front of you as a shield.

Back up whenever necessary to keep Alyx in front of you, and wait for her to kill all four soldiers. Set your shield down and pick up the soldiers' dropped SMGs, then go to the other end of the area past the doorway. Move up to a section of Combine stomp-wall to get it to politely move out of your way. After it stops moving, go back and get any leftover armor batteries and throw them past the wall, then run past it and quicksave when you reach a small truck. Turn right past the truck and sprint over to the white car that's setting on a little black-and-white pole. Grav-blast it off the pole, then quickly shove it over to where it blocks the antlion burrow that's to the right of a green car.

As soon as that's done, shove the green car past a tree to where it blocks another burrow, then take cover next to the building that's just to the left of that. Wait there until you're sure all the rappelling Combine soldiers have been killed, then look a bit past the green car for another white one. Quickly shove it down the street to plug the third and final antlion burrow, then look around near it for the soldiers' dropped SMGs. Go back and look near the first burrow you plugged for a supply crate to smash, plus a health pack and a health vial.

For another supply crate, return to the truck that's near the Combine stomp-wall and jump into the back of it. Jump your way onto the truck's roof, then look to the right of the leaning electrical pole to see the bottom half of an empty window. Move over to the right side of the truck's roof, then take a running jump straight at that window to get through it and land on a ledge with a supply crate. After smashing it, jump back through the window and drop down to the rubble.

Past the third burrow is a door with two small boards across it. Pull both boards off with the gravity gun, then move up to the door and quicksave. Open the door, then quickly pull in the nearby chair and throw it at the red laser beam. Immediately strafe left for cover and wait for the explosions. If there aren't any, the chair must have missed the beam. Quickrestore and try again until it works, then wait a few seconds for several tripmines to explode before you go in. Turn left and move over to the edge of a big floor pit, then look across it to see one remaining tripmine. Detonate it by grav-pulling on one of the supply crates that are next to it.

Pull in the crates' contents, then move into the floor pit and turn right. Go up to the left end of some long brown pipes, then pick up the yellow plastic basket and crouch down. Carefully place the basket underneath the pipes in a spot that's just to the right of where they're setting on a concrete rubble chunk, then get the paint bucket and put it in a spot to the right of the basket. Hop onto the pipes, then run along them and jump across to the rubble ledge that's directly ahead. Go over to the large white gas canister and use its small red wheel to shut off the gas flow.

Drop down and go back to the door you entered the building through, then go back out to the street to look around for any leftover supplies that you can use now (including any armor batteries you imported). Reenter the building and search for the two dead soldiers' dropped shotguns if you haven't already found them, then go up the first set of stairs that lead to the next floor. Move to the base of the second set of stairs, then use the gravity gun to pull in the supply crate you can see just past the stairs' top.

Smash it, then sprint up the stairs and straight forward into a corner. Wait there until you hear some explosions, then wait a few seconds for the dust to clear. Peek out and look along the right side of the area ahead for a rollermine, then pull it in with the gravity gun. Hold it out to Alyx to reprogram, then throw it toward some zombies. Wait for it and Alyx to finish off the zombies, then go over to the concrete pillar that's just to the left of the broken-out window in the back left corner of the area. Watch for a zombie to rise up when you get near the pillar, and back up so Alyx can take it down.

Move up to the pillar, then get out the pistol and quicksave. Slowly crouch-walk onto the large rubble piece that's next to the pillar, standing up and looking out of the window after every few steps. Your goal is to be standing in a spot where you can look through the window and see the soldier who's manning a mounted gun without the sniper being able to shoot you. (Use the zoom feature to help you spot the mounted gun soldier.) Once you're in place, use the zoom feature to help you aim while shooting the soldier in the head with the pistol.

After he's dead, turn right to see some stairs that lead down, then get out the gravity gun and sprint down them. Go over to the top of the second set of stairs and pull in the rollermine that's just past them. If some antlions come after you, throw that rollermine to kill them, then pull it back in and hold it out to Alyx for reprogramming. Throw it outside, then sprint down the steps and into the corner that's to the left of the doorway. Crouch-walk slowly along the wall until you can see through the doorway without the sniper being able to shoot you.

Look through the doorway and to the right to see two supply crates next to a building. Wait if necessary for any nearby antlions to be killed, then throw any nearby reprogrammed rollermines toward the supply crates. Quicksave before sprinting over to them, then smash them open. Wait there until a dropship flies overhead and drops a rollermine, then pull it in with the gravity gun and throw it over the rubble wall that's to the right of the doorway you came out through. Wait some more to see if any antlions will leap over that wall, and be ready to grav-blast them if they get close to you before your reprogrammed rollermines can finish them off.

After that's over, crouch-walk around the corner of the building you're next to and up to a red car that's imbedded in rubble. Pick up any nearby rollermines and throw them toward the building that's past a rubble-imbedded blue car, then sprint over to the blue car and crouch down again. Edge over to the left end of the car, then sprint for the drainpipe you can see to the right of some unopenable doors. From there, it's a quick and easy sprint to reach a spot that's directly underneath the sniper's nest. Move up to the bars that the mounted gun is on, then use the gravity gun to pull in and smash the two supply crates that are past them.

Pull in the three frag grenades that the crates contained, then look around to see if there are any reprogrammed rollermines nearby. If so, pull one in. If not, get out your frag grenades. Move to where you're directly underneath the sniper's window, then quicksave before backing up to where you can toss your rollermine or grenade through that window. If you miss, quickrestore and try again until you succeed. All of the rollermines in the area will blow up soon after the sniper is killed, so make sure you're not close enough to any of them to take damage.

Wait near the sniper's window until Alyx climbs up and uses the sniper rifle to lower a ladder next to the right side of the large wooden wall. Climb up the ladder to reach a short walkway section, then move carefully across the top of the wall until you're on its other side. Look to the right to find a dark alcove with a reclining zombie in it. Shoot the zombie once with the pistol to get it up, then wait for it to wander into Alyx's sights. If it stays in the alcove or too close to the fence, shoot it down yourself with pistol head shots.

After it's dead, get out the shotgun and go back across the wall to the short walkway section. Quicksave, then drop down and sprint into the zombie's alcove. Crouch down in the back right corner, then double-barrel the alcove's other zombie in the head after it rises up and comes toward you. Wait there to see if any other zombies come in, and quickly blast them in the head if they do. Quickrestore and try again if you get damaged, since it's pretty easy to pull this off without damage. Wait a bit to see if Alyx finds any more targets to snipe at, then stand up and run out of the alcove.

There'll probably still be a couple of zombies and a zombine in the small room that's across from the alcove, so lead them out to where Alyx can snipe them. Once they're all dead, check their room for a supply crate, then go through the doorway that's near the back right corner of the area. Move slowly forward until you can see a supply crate on the right, then run around to where you can pick it up with the gravity gun and throw it at the poison headcrab that's just behind it. If that doesn't kill the crab, quickly finish it off with the shotgun.

Go up the stairs to reach a short hallway with several boarded-over windows, then start grav-blasting the boards off of the windows. Doing that will wake up a zombie and a zombie torso, so back up to where Alyx can snipe them through a window that you've already de-boarded. Finish knocking the boards off, then quicksave before sprinting down to the other end of the hallway. Immediately turn around and sprint back to the top of the stairs, then wait there to see if any zombines get past the windows unsniped. If so, lead them down the stairs until they pull a grenade and blow themselves up, or until you lead them back outside where Alyx can snipe them. (If any regular zombies somehow get past the windows, lead them down the stairs and outside.)

Once all the zombies are dead, go down the windowed hallway and around to some stairs. Go down the first set of stairs, then drop down past the wrecked set. Ignore the nearby supply crates as you move down some more stairs and over to a doorway. Look through the doorway and a bit to the left to see a white car next to the base of an elevated mounted gun platform. After quicksaving, sprint over to the front of the car and shove it down the street a couple of times, but don't go far enough for the mounted gun to be able to shoot you.

Sprint over to where you can pull the sheet of metal off the back of the mounted gun's platform, then drop it and quicksave. Sprint toward the car and quickly grav-blast it to where it'll plug the antlion burrow. If it takes too long, or if you get too damaged, quickrestore and try again until you can do it quickly. As soon as you think the burrow is plugged, sprint back to the doorway you came out through. Watch the burrow from there to make sure it really is plugged, then quicksave. (If it's still in operation, quickrestore and try again.)

Watch the Combine barricade from the doorway until it opens up to let soldiers through. Right after Alyx snipes all of the soldiers who come through the barricade, sprint-hop down the street and over to the far right corner of the barricade. Get out the shotgun and quicksave if you made it unseen, then listen for the barricade to open again. Crouch-walk slowly over to where you can see the legs of the soldiers who come out through the barricade, but don't let them see you. Wait until Alyx snipes down all the ones you can see, then run around to the barricade entrance and double-barrel any remaining soldiers.

Move through the barricade and turn left, then quickly take cover against it and watch the nearby steps. If there's a soldier on the barricade's walkway, he may run down the steps before Alyx can snipe him, in which case you'll need to blast him with your shotgun. If you take much damage, quickrestore and try again. After the last soldier is killed, wait in your spot next to the barricade entrance for Alyx and some antlions to show up, then help out by grav-blasting antlions so Alyx can shoot them more easily.

Look nearby for two supply crates in a stack, then pull in and smash the bottom one to get shotgun ammo. Throw the other one against the wall that's to the right of the barricade to smash it open and hopefully get an SMG grenade. If you don't, load up the most recent autosave and try again. Don't pick up the grenade, but instead use the gravity gun to pull in anything else the crate contained that you want now. After that's done, go back down the street to the doorway you came out through. Turn right past it and use the flashlight to find a supply crate and several non-supply crates.

Pick the supply crate up and set it outside without smashing it, then move the other crates around to find another supply crate. Quicksave before smashing that supply crate against the back wall, then go up the stairs and smash the two supply crates that are up there. You should get another SMG grenade from one of those crates. If not, quickrestore and try smashing them in a different order. Pull in anything you want now except for the SMG grenade, then go pick up the supply crate you set outside. Carry it through the Combine barricade, then through the doorway that's past the barricade and around to where section ep1\_c17\_02 loads.

**SECTION EP1\_C17\_02: AN ANTLION GUARD AND MUCH MORE!**

Move forward and set your imported supply crate on top of two others, then go through the nearby doorway and turn left. Quicksave, then sprint down to the back wall and turn around. Pull in the nearby cinderblock with the gravity gun, then drop it and pull in the metal canister thing. Strafe left as far as you can, then wait for a soldier to run into the hallway. Immediately throw the canister at him, then pick up the cinderblock and wait for another one to appear. Hopefully, Alyx will be able to kill off the rest of the soldiers without your help.

Look around for their SMGs and possibly a frag grenade (it's random), then move up to an open door that leads to a supply room. Look through the doorway and pull in the two supply crates you can see on shelves, then throw them against the wall that's to the left of the door. Don't pick up the supplies, which will include another SMG grenade, but instead go back to the room where you left three supply crates. Smash them and pick up everything you can from them (including an SMG grenade), then return to the previous chapter section and pick up the two SMG grenades you left behind.

Return to this chapter section and go through the doorway that leads to the hallway, then turn right to find a gas can next to some washing machines. Get out the SMG and then the gravity gun so you can quickly switch between them, then pick up the gas can with the gravity gun. Enter the supply room, then move up to the corner of the counter that has three frag grenades setting on it. Turn around and face the door you came in through, and listen for the beeping sound of Combine "door be gone" bombs. As soon as you start hearing that sound, run-hop back through the door and turn around.

Quicksave, then watch the door that's almost directly across the room. Soon after it blows up, a Combine soldier will run in through it. Throw the gas can at him to set him on fire, then switch to the SMG and fire a grenade at the soldiers who are now behind the counter. Strafe right for cover and wait for Alyx to either finish the soldiers off or get killed. If she dies, quickrestore and try again until she survives. Pick up the spare SMG grenade that's to the left of the door, then go use the wall stations in the back left corner of the supply room to get back up to 100 health and 100 armor.

Check the weapon racks to see if you need any ammo from them, then move all leftover supplies from previous rooms (including soldiers' dropped SMGs) into the supply room. After that's done, go through the doorway that's just to the left of the wall stations. Turn left and go through another doorway, then get out the SMG and quicksave. Sprint forward to the wall, then quickly turn right and shoot the explosive barrel in the next room to blow it up and kill a shotgun-toting soldier. Go back and use the wall stations if you got injured, then go up the stairs in the shotgun soldier's room to find a desk with a health pack on it. Turn right past the next doorway to find a dead body next to a drop-off.

Toss all the nearby health and armor supplies down to the pavement past the drop-off, then return to the supply room and look on its shelves to find more health and armor items. (Plus more on the floor, if you imported any from previous areas.) Carry them all to where you can toss them down to the pavement, then quicksave before carefully crouch-walking up to the very edge of the drop-off. Look straight down and use the gravity gun to move any supplies that are directly beneath the drop-off's edge, then pull in the large wooden crate that's down there. Drop it so that it's close to the drop-off's edge, then look to the left to see two supply crates.

Pull one supply crate in and carefully move to where you can drop it onto the large wooden crate, then pull in the other supply crate and drop it on top of the first one. (Note that they should both be lying flat instead of on their sides.) Quicksave, then carefully crouch-drop onto the top supply crate. Immediately turn around and jump back through the doorway. If you don't make it, quickrestore and try again, maybe rearranging your crates to be more steady. Once you make it back up, look across the drop-off to see if Alyx is on the narrow walkway that's against the back wall.

If she's not there, go back through the nearby doorway to see if she's still standing near the desk. If so, try moving through the doorway and returning to the drop-off several times to see if that'll get her going. If not, try going back to the supply room and returning, or dropping back onto the crates and waiting a bit before jumping back up. Load the earlier quicksave and redo everything if necessary until Alyx gets over to where she belongs, then get out the pulse rifle and move over to the windows. Watch as an antlion guard wrecks an APC, then wait a bit before quicksaving.

Crouch-walk up to the edge of the drop-off, then wait for the antlion guard to charge at you. Quickly move away from the drop-off, since the antlion guard can head-butt you if you're too close to it. Move to where you can shoot the antlion guard without getting head-butted, and keep that up until it runs out of sight. After it does, repeat the process of luring it in and shooting it,

switching to the SMG when you run out of pulse rifle ammo. After you run out of SMG ammo, return to the supply room and get more ammo from the weapon racks and the soldiers' dropped guns. Go back and shoot the antlion guard some more, then go resupply again when necessary. Quicksave often during this process, and watch out for regular antlions leaping into your area and attacking you. (That's very rare, but it can happen.)

If you totally run out of pulse rifle and SMG ammo without killing the antlion guard, you can start blasting it with the shotgun, or just wait for Alyx to finish it off (which may take awhile due to all the regular antlions she has to constantly deal with). After the antlion guard dies, return to the supply room to see if there's anything else you can pick up. Use the wall stations if you took any damage, then go back to the windows that are near the drop-off. If Alyx is still nearby, wait until she fights her way down the street a ways, then go over to the drop-off, get out the gravity gun, and quicksave.

Drop down and turn left, then sprint down the street to where it turns right. Quickly shove the yellow car forward until it blocks an antlion burrow, then turn left and sprint over to the back of the blue car. Shove it forward to block the other burrow, then grav-blast any nearby antlions while making sure both burrows are properly plugged. Once they are, sprint back to where the street turns left, then sprint over to a small brick wall. Crouch down on the other side of the wall and get the shotgun out, then quicksave. It's unlikely that any of the Combine soldiers who attack will make it all the way over there, but it's best to be prepared.

After Alyx runs over to where you are, return to the antlion burrow area to find that the nearby Combine barricade is open. Move through the opening, then quickly back up and strafe left for cover. Wait until Alyx and an RPG-toting resistance member finish off the last two soldiers, then go through the opening and look for a health pack and a health station. Go all the way back to where you dropped down, then smash the supply crates and pick up what you need of the health and armor items you tossed down earlier. Look nearby for an infinite SMG ammo crate to resupply from, then look around the corner to the right of that to find another supply crate.

Go back through the Combine barricade, then move forward into a large street hole. Turn left and crouch-walk through a wall hole, then wait until Alyx pushes her way past you. Pull in the explosive barrels that are over to the left until you can see the hopper mine that's hiding behind them, then slowly crouch-walk over to where you can pull in the hopper. Drop it on the floor to reset it, then look near where it was for a grate-covered shaft opening. Pull the grating off and toss it aside, then crouch-walk into the shaft with the flashlight on. After making a right turn, make another right turn, then climb the rungs.

Before you get off the rungs, look up and pull in a health pack that's at the edge of a high-up hole. Past the rungs, crouch-walk along until you fall back down into the room you started in. Retrace your route until you're next to the hole you fell through, then pull in the two armor batteries and drop them through the hole. Turn around and go back down the rungs, then turn right at the intersection. Move down to where the shaft curves left, then go to where it curves again. Quicksave there, then toss a frag grenade toward the other end of the shaft. It should fall out of the shaft and detonate several explosives, causing a large chunk of the shaft to fall. If not, quickrestore and try again.

Drop down to the fallen shaft section and then the floor, then go over to the elevator. After quicksaving, very slowly crouch-walk onto the edge of the elevator. Stop and turn around, then quicksave again. In order to avoid falling with the elevator, you'll need to move backward and then immediately jump forward. It's a very tricky maneuver, but it'll help you avoid a few annoyances, so keep trying until you make it. Quicksave again as soon as you do, then turn around and sprint-jump over to the metal beam that's against the shaft's back wall.

Look around for a grating, then look across the shaft from it for a ladder. Crouch-walk over to where you can get on the ladder, then climb it and get off to the right. Crouch-walk carefully along a metal beam until you're as close as you can get to the grate-covered shaft opening you can see a bit below you. Use the gravity gun to break the grating, then feed a piece of it to the nearest barnacle tongue. Quicksave after the tongue rises above you, then carefully crouch-drop down to the metal beam that's next to the shaft opening.

Move along the shaft with the flashlight on until you come to a floor grating. Hit it with a gravity gun blast from as far back as you can, then quickly back up and wait for the explosions to end. Move up to the edge of the hole, then move around if necessary so you can pull in and reset two hopper mines. Drop down and reset the third one, then use the flashlight to locate a power box on one wall. Use it to open the room's two doors, then locate the one that's to the right of the power box.

That door is going to close later on, so it's a good idea to move some useful supplies to the room that's past it. You can move all of the hoppers you reset if you want to use them on the soldiers in the next chapter section, but I won't assume that you do. What's

important to import are the two armor batteries you dropped out of the vent shaft earlier, plus any that are still back in the street area. Once that's done, import a health pack or two for good measure, then go through the door and the following doorway to get section ep1\_c17\_02b to load.

### SECTION EP1\_C17\_02B: RUNNING AROUND THROUGH BUILDINGS

Move up to the next doorway, then look through it to see an explosive barrel and a laser tripmine. Shove the barrel through the tripmine's laser with the gravity gun, then immediately strafe left for cover. A zombie torso may survive the explosions, so let Alyx kill it while you locate and reset the hopper that's in the room's back left corner. Smash the supply crate that's also back there, then check the nearby locker for an armor battery. Open up its two closed doors to find that it also contains a health vial and a box of shotgun ammo.

Locate and smash three more supply crates (one or more of which may have been broken open by the explosions), then get out the SMG and quicksave. Move an explosive barrel to the base of the stairs that are just past the room's exit, then turn to face the door at the top of those stairs. As soon as it's blown open, shoot the explosive barrel that's just past it to blow it up and kill a soldier. Quickly move back into the room and strafe right a bit while keeping your explosive barrel in sight, then blow it up when a soldier moves up next to it.

Sprint back through the room's entry doorway and wait while Alyx shoots down any surviving soldiers. Go up the stairs to the soldiers' room and check the back left corner for an SMG weapon rack and a green-glowing plug. Pull the plug out with the gravity gun, then look on the shelves to find a crossbow and three supply crates. Smash the crates to get crossbow ammo and two SMG grenades, then go back down the stairs and forward to a large doorway on the right. After quicksaving, move through the doorway, then immediately back up. Listen for the sound of two soldiers rappelling down, then wait a few seconds for them to find someone else to shoot at.

Crouch-walk through the doorway and up the stairs, then use the gravity gun to pull in the hopper mine that's just past the stairs. Look down the street to see three soldiers, then wait if necessary for them to stop shooting at a resistance member. If the soldiers all get killed, quickrestore and try again. (The idea is for them to kill an RPG-toting resistance member so you can get his RPG.) After the soldiers stop shooting, throw the hopper at them, then retreat down the stairs and nudge Alyx up them so she'll finish the soldiers off for you. If she doesn't cooperate, retreat as far as you must to get her ahead of you, and have the shotgun ready to help out.

Once that's done, return to the top of the stairs, then quicksave before sprinting over to the back of the nearby car. Crouch down and wait for Alyx to kill a soldier while you watch for grenades. Go behind the nearby fencing to find two supply crates to smash, then go over to the back of a white van. Wait there as a bridge is raised and a Combine soldier is killed, then move down the street to the first blue car. Sprint into the little building corner that's just past it on the left, then wait while Alyx and an RPG-toting resistance member kill a couple of soldiers.

Once that's done, check on and near the small rubble pile that's across the street from the blue car for the dropped RPG that I mentioned earlier. If you can't find it, restore an earlier save and try again until you get it. Quicksave once you have it, then go along the building past the small corner where you took cover until you can take cover in an alcove with an unopenable door. Wait for another Combine soldier to be killed, then run down to the end of the street to find a supply crate and a health pack next to some doors. Quickly smash the supply crate, then sprint back up the street and take cover behind the white van or the red-and-white truck cab.

Wait until all the shooting stops, then go back down the steps that lead to the rooms you came through earlier. Check all through them for leftover supplies that you can use now, then return to the street and go down it while watching to the right for a guy standing in a small side area. Bash the side area's supply crates to find shotgun ammo and SMG grenades, then move up to the guy if necessary to get Alyx to talk to him. Follow him along a narrow passage and down some steps, then look for an armor battery next to a fence.

Farther down is a niche with two supply crates in it across from a drop-off. You can drop some supplies down before you drop down, but that's not really worth the trouble. After dropping down, follow the resistance guy over to a password door (for which he clearly has no patience). After it's opened from the other side, go in to find several resistance members watching Dr. Kleiner's broadcast on a TV set with the volume turned up way too high. Optionally listen to the broadcast if you didn't earlier, then use the



gravity gun to pick up TV set and throw it away.

Go through the room's back doorway, then look on the right for a lambda-marked storage room. Open its door to find that it only has a single health pack in it, then go up the stairs slowly until a parasite rocket crashes into them ahead of you. Wait to make sure all of the rocket's headcrabs die, then use the flashlight to locate a nearby boarded-over door. Pull the board off with the gravity gun, then quicksave before opening the door. There are two zombines in the room past it, one of which is up and wandering around. Wait in the doorway until it spots you, then quickly move past Alyx and nudge her forward.

If the zombine pulls a grenade before Alyx can kill it, sprint down the stairs to try and avoid damage from the explosion. If you can't, quickrestore and try again. As for the second zombine, shoot it in the legs with the SMG to get it up, then do it the same way as the first one. Go through their room to find a doorway that leads to another room, then quicksave before entering it. Just past the doorway, turn right and move up against the wall, then turn left and cross the room while holding down the "Move right (strafe)" key to make sure you stay next to the wall.

Some weak floorboards will break as you cross the room, but you shouldn't fall into the room below. If you do, quickrestore and try again. Once you reach the other side of the room, run back across it (using the "Move left (strafe)" key this time) and wait for Alyx to kill a zombine. Move along the edge of the big floor hole and wait if necessary for Alyx to kill the zombie torso that's in the room below. Shoot the four sleeping zombies with the pistol (or use the gravity gun to hit them with furniture items) to get them up so she'll shoot them, too. After they're all dead, drop down and look around for supplies, including an armor battery and two supply crates.

Locate the boarded-over door that's in one corner of the room, then move any nearby furniture away from it. Pull its board off so you can open it, then go down a short hallway to reach a room with some health items on a table. Optionally stand and listen to the amusing conversation that's going on in the room below yours, then de-board and open a door to get back to the stairs. Return to where you can reenter the room with the big floor hole, then go along its left side to reach a doorway. Past it, go up some stairs, then move along until you come to a metal door.

Move up to the metal door and wait for Barney to open it, then cross his room and wait near an unopenable door until he lowers a bridge for you. Move up to him to take the crowbar he's holding out to you, then cross the bridge and go through a large broken-out window. Turn left and move up to a boarded-over wall hole, then immediately back up and strafe right. Wait until the sounds of a gunship flying by stop, then go bash the board with your shiny new crowbar. Go up the short ramp and forward to find two doorways, then go through the right doorway with the flashlight on to find a health pack, an armor battery, and a supply crate.

Go through the other doorway and turn right to find two more supply crates next to some rubble, then wait and listen for the sounds of Alyx fighting headcrabs. If that doesn't happen after awhile, go slowly up the stairs until a headcrab sees you, then quickly retreat. Once Alyx has killed two headcrabs for you, go up both sets of stairs with the crowbar out. Go around the corner and whack a poison headcrab, then back up a bit and strafe up against the left wall. If Alyx doesn't shoot the poison headcrab that comes through the doorway, run up and whack it, then retreat again.

After all the poison headcrabs are dead, get out the SMG and quicksave. Nudge Alyx into the headcrabs' room if you can, then wait for her to start shooting at two zombines. Help her by shooting them in the head when they get near her, and be ready to sprint away if one of them pulls a grenade. If Alyx can't be coaxed into the headcrabs' room, move into its doorway and turn to face its left edge. Right-strafe to where you can see down a short hallway, then blow up the explosive barrel that's at the hallway's other end when a zombine is next to it. Quickly strafe left and move past Alyx, then wait for her to finish the zombines off.

Go through the doorway that's at the end of the short hallway, then immediately back up and strafe right. Wait until the sounds of a gunship fly-by have stopped, then strafe left until you can see the controls for a raised bridge. Just to the left of the controls is an unbreakable wooden barrier. Quicksave, then sprint over to the wooden barrier. Wait there while Alyx shoots at the soldiers who are on the other side of the bridge. After she stops shooting, edge to the right until you can grav-blast the wooden board that's jamming the bridge's controls.

After the board breaks and lowers the bridge, sprint back through the doorway and wait for Alyx to kill one last soldier. Quicksave again, then cross the bridge with the pulse rifle out and make sure there are no soldiers hiding past the big wall hole on the other side. Move down to a large doorway, then go through it and forward until section ep1\_c17\_02a loads up.

**SECTION EP1\_C17\_02A: A GUNSHIP, LOTS OF ZOMBIES, AND TWO SENTRY GUNS**

At the end of the wide hallway, open the door on the right, then sprint past it and into the corner that's to the right of a doorway that leads to another hallway. Wait there for the shooting to die down, then strafe back and forth across the doorway and/or nudge Alyx through it until she starts shooting the soldiers in the hallway. Quicksave after she stops shooting, then run down to the next doorway. If there are any soldiers left in the area past that doorway, quickly strafe into cover and let Alyx shoot them. Once it's clear, look back toward the first doorway. To the right of it is a locker with a box of shotgun ammo in it, plus a health vial and crossbow ammo behind its closed doors.

Crouch-walk through the second doorway, then keep right to avoid gunship fire as you move down to a large doorway. Toss a wooden bench out of your way if necessary, then move to where you can use the gravity gun to pull on the two wooden benches you can see along the next area's left wall. Doing so will wake up two zombies, so back up and wait for Alyx and the gunship to shoot them down. Move over to the large doorway without going through it, then pull in a wooden bench and throw it to detonate the laser tripmines that are on the second large doorway. If that doesn't wake up the zombine that's to the right of that doorway, hit it with a bench or a pistol shot to get it up.

Turn around and keep left while sprinting back to the windowless hallway section. Wait there for the zombine to be killed before making your way back up to the first large doorway. After quicksaving, move through that doorway, then immediately back up and strafe right for cover. Wait for Alyx to start shooting at the soldiers who appear near the end of the hallway. If she doesn't before long, fire off a pistol shot to get them going. After she finishes them off, keep right as you go down to two supply crates. Past a side doorway, go up two sets of steps to enter an old wooden building. Move a short way past the second set of steps, then turn around and sprint back down them.

Go back to the last hallway section that has windows, then move up against the wall that's underneath the windows and get out the crowbar. Go along the wall and bash out any windows that the gunship hasn't shot out yet, then switch to the RPG and quicksave. Back up to the opposite wall, then test-fire a rocket through one of the windows. If it goes through without exploding, that window is a good one to use while firing rockets at the gunship. Test out two more windows, then quickrestore and test out the fourth one. Quickrestore again, then remember to only use the windows that let your rockets through when you're rocketing the gunship.

Back up while facing the windows to see if the gunship is in sight, and fire a rocket through a window if it is. Guide the rocket into the gunship, then sprint forward to a spot under the windows for cover. (Crouch for maximum cover.) If your rocket hit the gunship, quicksave and repeat the process. Whenever you miss or get too badly shot up, quickrestore. It can help to stay back from the windows and watch for the gunship, then immediately sprint forward to the wall and quicksave when it flies into range. Quickly back up and fire a rocket through a window, then guide it into the gunship. If something goes wrong, you can quickrestore and immediately try again. Also, if you're really fast, you may be able to rocket the gunship more than once before it flies out of range.

When you run out of rockets, go back up the first set of steps that lead to the wooden building, then quicksave before sprinting up the second set of steps and over to the infinite rocket crate. That can be a tricky run if the gunship has shot out some of the weak flooring sections, so watch out for that. As soon as you open the rocket crate, turn around and sprint back for the stairs. If you fall down to the bottom floor, look for some stairs that'll get you back up to where you can reach the stairs that lead back to the hallway. If you get badly shot up, quickrestore and make the run again. Continue rocketing the gunship until it's destroyed, then return to the rocket crate to resupply.

Drop down to the lower floor and locate the locked doors that are a bit to the right of the stairs, then back up a ways and wait for the doors to start beeping. Have the RPG ready to blast the soldiers as soon as the doors are blown off, then look around for three supply crates, some of which may still be up on the weak floor sections. There's also an RPG lying around, but don't go near it until after you resupply at the rocket crate. You'll want the RPG to have three rockets in it later on, after you carry it into an area from which you can't return to the rocket crate. For now, set it in a corner somewhere out of the way.

You undoubtedly got shot up by the gunship no matter how careful you were, so the next thing to do is return to the previous chapter section. Recross the lowered bridge, then turn right and go over to where you can carefully crouch-drop down to a small rubble pile. Turn left and go past the truck cab to reach the stairs that lead down to the area's first few rooms. Check them all for supplies, including the ones you imported from the antlion guard's street area, then check all the other supplies you left behind

earlier as you retrace your route to the lowered bridge.

Recross it and return to this chapter section, then go back to the wooden building and through the doors that the soldiers blew open. Use the gravity gun to pull on the wooden crate that's at the other end of the short hallway until it detonates a tripmine, then go down the right side of the hallway. When you get near a large doorway, look to the left for a hopper mine. Pull it in and drop it, then go over to the left end of the doorway and look to the right. Pull on the wooden crate that's past the fence to detonate some more tripmines, then look near where the hopper was to find a locker with two armor batteries and a health vial in it. (Open its closed doors, as usual.)

Go past the fence to find a weapon rack with shotguns on it, then wait for Alyx to get a shotgun and lower a force field. Pull in the hopper that's just past the big doorway, then move into the hallway so you can throw the hopper at the rightmost of the two zombies that are ahead. Smash the nearby supply crate while Alyx finishes off the other zombie, then enter the room on the left to find another supply crate. Smash it, then retreat so Alyx can kill the zombie that comes out of the bathroom. Quicksave, then move slowly down the hallway until soldiers blow open some doors at its other end.

Stop and wait for a soldier to back up through the doors, then quickly rocket him. Back up until you're next to the doorway you entered the hallway through, then wait there to see if any more soldiers or zombies will enter through the blown-open doors. Immediately rocket any that do, and sprint back to the rocket crate to resupply when you run out. Return to the hallway and wait for a bit to see if any more soldiers or zombies will enter it, then quicksave. Go down to where you can see through the small window that's left of the blown-open doors, then quickly back up and rocket any soldiers who see you and come after you.

Watch through the window until the hallway past the doors looks clear, then move slowly down that hallway until a flaming fast zombie appears at its other end. Quickly retreat and let Alyx (and any remaining hopper mines) deal with it and a zombine, then return to the rocket crate to refill again. When you get back to that hallway, check the first room on the right for two supply crates, then move down the hall on its left side until you reach a closed door with a zombie on the other side. Wait there while Alyx kills the two zombies who shamle through an open door, then quicksave.

When you get close to the open door, the closed-door zombie will be able to knock its door off, which can hurt you a bit. Try sprinting past the open door to avoid damage, then let Alyx kill the zombie. Check its room for a supply crate, then go through the open door and look on the right wall for a cabinet that you can open to get two health vials. Go past some open doors to find another cabinet with a health vial in it, then quicksave. Move through the open doors, then immediately back up and return to the door that leads to the hallway.

*NOTE: There are two elite soldiers in the left part of the area past the open doors, and you can get a pulse rifle energy orb from one of them if you kill him yourself. However, that's a very dangerous thing to do, and you could end up taking a lot of damage. If you want to try it, note the hopper mine that's just past the doorway that's on the left. If you get to it fast enough, you can pick it up with the gravity gun and throw it through the windows on the right to kill the elites, then quickly retreat for cover.*

Wait until the battle is over, then wait some more while Alyx shoots down any survivors that come after you. Retreat down the hallway if necessary while that's happening, then check the area past the open doors carefully to make sure it's clear. Don't neglect to reset the hopper that's in a side room before going for its two supply crates. Before going through the big doorway that's labeled "Recovery," go past it to find room W57. Crowbar-bash the nearby wooden table, then open the door and move slowly through it. Quickly back up and strafe right when several poison headcrabs drop down through the ceiling, then nudge Alyx over to where she'll blast them for you.

After she gets all the crabs that she can, run in and quickly crowbar-whack any remaining ones. Bash the supply crate to get some crossbow ammo, then go through the "Recovery" doorway and down to where you'll find four zombies in a left-side lounge area. Use the gravity gun to shove the furniture around and wake up the two sleeping zombies, then retreat and nudge Alyx over to where she'll shoot the zombies for you. Bash the lounge's two supply crates to get armor batteries, then get out the RPG and move over to the closed doors that several zombies are pounding on.

Quicksave, then open the doors (try repeatedly if you have to) and back up quickly. Fire a rocket at the poison zombie, then hit it with another rocket as soon as you can. That should kill it and its headcrabs, and most of the regular zombies should be killed by the splash damage. Let Alyx finish off any survivors, then go down the hall to room W54's door. Crouch down to the left of the door with the shotgun out, then quicksave before opening the door. Wait as Alyx shoots at the two soldiers in the room, and quickly double-barrel any that come out after her.

Check the room's little back hallway for a supply crate with a pulse rifle energy orb in it, then go across the hall and look in room W55's bathroom for another supply crate. Enter the room that you rocketed some zombies in and find the large floor hole that's in the back right corner, but don't fall through it yet. First, drop any of the lounge's armor batteries that you don't need now through it, then return to the infinite rocket crate to resupply. Pick up the RPG I had you save earlier, then go drop it through the floor hole. You could go get other supplies to drop through the hole, but that probably wouldn't be worth the effort.

Wait next to the floor hole if necessary for Alyx to catch up to you. If she never does, go back and see where she is. If she's glitched and won't follow you anymore, return to the previous chapter section. Wait for her to run up to you, then return to this chapter section. Make sure she keeps up as you return to the floor hole, then drop down and wait for the floor to break and drop you into some water. Surface and wait until Alyx starts talking, then dive down and swim along the underwater passage until you can go left and get on some stairs.

Get out the crowbar, then run up the stairs, turn right, and whack a poison headcrab. Move back to the top of the stairs and look through a shed's window with the flashlight on to see another poison headcrab, then try to get it to leap at you through the window. Dodge it, then run up to it and whack it. (If it doesn't leap through the window, kill it with the shotgun.) Jump onto the stairs' railing, then crouch-walk into the shed through its window. Pick up the supply crate with the gravity gun, then throw it through the window so that it smashes against a wall and drops its two armor batteries onto a walkway.

Jump back through the window, then go down the stairs and swim back to where you fell into the water earlier. Carry the RPG and any other items you imported one at a time to the walkway next to the closed EXIT door, where two armor batteries have already been provided for you. After that's done, get out the crowbar, then drop into the water and swim over to the opposite side of the area, whacking any barnacles that latch onto you. Look for one supply crate floating in the water, then look for another one underneath some stairs that lead out of the water.

Jump onto the stairs from the side to avoid some barnacles, then go along the walkway to find a large switch on the side of a pillar. Use the switch to turn on the electricity, which will kill some barnacles and cause others to lower their tongues. Use the switch again to turn the power off, then let the barnacle that's hanging over the nearby bit of metal walkway catch you. After whacking it, go down the walkway and notice that it dips into the water when you're anywhere near its broken-off end. Swim straight forward from it to be caught by another barnacle, then whack it and the one that's next to it.

Jump onto the small piece of metal walkway that's near those barnacles. Look toward the EXIT door, then look to the left to see a large blue container. Pull it in with the gravity gun, then turn around and drop into the water. Dive down and swim to where you can release the blue container underneath the broken-off end of the tipsy walkway section, then surface and make sure the container looks like it's in a good position to buoy up the walkway. Once that's in place, go back up the steps and over to the power switch.

Turn it back on, then quicksave before moving slowly along the walkway section until you're near its broken-off end. If it dumps you in the water, quickrestore, turn the power off, and go reposition the blue container. Once it's working, take a running jump across to the small piece of metal walkway. Quicksave again once you make it, then look to the right for a broken-off concrete pillar that has several brown pipes going right past it. Jump over to it, then crouch-walk carefully around on it if necessary so that you're standing on its center.

Quicksave before jumping over to the broken-off piece of walkway that's next to the shed you got a supply crate from earlier. (If the leftmost barnacle keeps catching you, crouch-walk along the brown pipes until you can shoot it out. Also note that it can be helpful to crouch right before you land on the walkway piece.) Jump into the shed's window, then face right and move toward the walkway until you drop out of the window. Go along the walkway until you reach the now-open EXIT door, then go up the steps past it and through another open door to find two supply crates to bash.

Make your way carefully along to the other side of the floor, where you'll be reunited with Alyx. Go through an open door and turn right, then go down to a wide doorway that leads to a wrecky area. Bash the nearby supply crate, then look for another one on a broken beam a ways ahead and to the right. Pull on it with the gravity gun to get it to drop into the room below, then look over the edge of your floor to see that there's a poison zombie and two fast headcrabs down there. Get out the crowbar and quicksave, then keep nudging Alyx up to the edge of the floor so she'll do some shooting. If any headcrabs jump onto your floor, quickly whack them with the crowbar.

When the lower floor looks clear, crouch-walk carefully up to the right corner of your floor's edge, then look down and to the left to see a wooden door. Get out the RPG and quicksave, then fire a rocket at the bottom of that door. The door should be blown apart without you taking any damage. Fire your two remaining rockets at the zombies that are just past that door, then wait to see if any more will move into view. Shoot them down with the pistol, shotgun, SMG, and/or pulse rifle, and run away from the floor edge if a zombie pulls a grenade.

If you move very carefully onto the right corner of your floor and turn right, you'll be able to see a large doorway on the other side of the room that several zombies are wandering around near. You should also be able to move to where you can see a large window that's to the right of the doorway. The top part of that window is broken out, so you can shoot zombies in the head with your pistol as they move past the window. You may also want to toss a few frag grenades and/or SMG grenades through the doorways, but always quicksave first in case you mess up the throw.

Once you've killed all the zombies you can, run back to the electrified water area and get the rockets from your imported RPG. Carry an armor battery back to the wrecky area and drop it to the floor below, then move along your floor's edge to see if there are any zombies you can shoot now. Repeat that process until you've imported at least three batteries, then quicksave before doing a sprint-jump-crouch across to the broken beam that's just to the left of the one you pulled a supply crate off of earlier. If you miss the beam and fall down to the lower floor, quickrestore and try again until you make it.

Stand on that beam and survey the room below. Rocket any zombies you see, and use the pistol or SMG on regular zombies and headcrabs. When the room looks clear, get out the RPG and drop down, then wait and see if there are any zombies left. Rocket them if so, and switch to throwing the hoppers on the nearby shelves with the gravity gun when you run out of rockets. If you did a thorough job of shooting zombies from above, there won't be very many left. Watch for a poison zombie to appear past the large broken window, plus a couple of zombies running in after a loud pounding sound, and finish them off with any leftover rockets or hoppers (or just dodge around while Alyx deals with them).

Check all along the adjacent hallway to make sure it's clear, then look around the room for supply crates and imported supplies. Find the dim side area that's to the right of a fire, then go through its open door. Past another open door is a room that has a swinging electrical cable in it. Carefully avoid the cable while checking the cabinets for health vials and an armor battery, then get out the gravity gun and quicksave before opening the side door. Go through it and turn left, then sprint forward so you can catch the hopper that hops at a zombie before it explodes. (Be careful to not go far enough forward that the floor turrets at the end of the next hallway can shoot you.)

Back up a bit and drop the hopper, then pull in the small green filing cabinet that's over in the zombies' area and drop it. Crouch-walk up to the right corner of the hallway entrance, then knock a loose door away so you can see and pull in another hopper without the turrets shooting you. Back up and drop it, then quicksave. Sprint over to the big wall protrusion that's on the left side of the hallway near where the second hopper was set. As soon as you get there, turn around and sprint back to where you can pick up a hopper. Quickly move to where you can see the zombies that are coming out of the doorway that's just to the right of the wall protrusion you ran for.

Wait if necessary for a zombie or fast zombie to appear, then immediately throw your hopper at it. Quickly pick up the other hopper, and throw it at the next zombie or fast zombie to appear. There are two zombies and one fast zombie in all, so your two hoppers and your green filing cabinet should help you finish them off before they can reach you (but be ready to quickly switch to the shotgun in an emergency). Quickrestore and try again if something goes wrong, then sprint back to the same wall protrusion. Wait for the turrets to stop firing, then run around the protrusion and through the doorway that the zombies came out through.

Check the bathroom to see that it has two supply crates, but don't bash either of them yet. Move into the room's exit doorway and quicksave, then move up to the wall protrusion that's just to the left of it. Turn around and run back through the doorway, then jump over the supply crates in the bathroom and move into the back corner. Stand there on the bathtub and wait for Alyx and the floor turrets to kill zombies for you. (Have the shotgun out in case a zombie starts knocking the supply crates around.) After it gets quiet, return to the room's doorway and wait a bit to make sure no more zombies show up, then bash the two supply crates.

Pull in and reset any hoppers that are directly between your room and the next one, then sprint through the next room's doorway and bash its supply crate. Look out through the doorway to see a big plug on the wall just to the right of the left side of the force field, then shoot it out with the SMG. That'll drop the force field and close the turrets' cases, so reset any remaining hoppers to finish clearing the area.

Go all the way back to the big zombie attack room in search of leftover supplies, and carry any armor batteries you don't need into the floor turrets' room. Drop the batteries just past the open door that's on the room's left side, then go through that door and around to where the next chapter starts. (Note that its title won't appear on the screen for some reason.)

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**EXIT 17**

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**SECTION EP1\_C17\_05: ESCORTING CITIZENS TO TRAINS**

Open the door on the left, then go through it and look to the left for a locker. Open up all of its doors to reveal two rockets and an armor battery, then pull in the rockets with the gravity gun. Turn around and pull on the two boards that are over the doorway to break them, then pick up the locker's armor battery and drop it to the lower ground past the doorway. Do the same with all the armor batteries you imported, then drop down and go over to the nearby overturned truck. Bash all three of the supply crates that are next to the truck, then go down the nearby grassy slope and over to the back right corner of the area, where an infinite rocket crate is setting next to a dumpster.

Pick up a loose rocket to finish refilling your RPG, then move the other loose rocket to the nearby corner that's to the left of a tire. That's going to be your supply corner, but before you stock it, you'll want to get rid of all of your pesky followers. Go up the nearby steps and down a short passage to reach a room with a health station, several health vials in a plastic basket, and a locker that has lots of .357 and crossbow ammo in it. (I'll call this the locker room from now on.) Be sure to quicksave before opening the locker's doors, in case one of your followers gets glitch-stuck against the locker.

Pick up all of the locker's .357 ammo, then go through the EXIT doorway to enter a train maintenance building. Go down the steps to the main floor, then turn left and go straight across to the other side of the building. Turn right and go up some steps to get onto a platform with three barrels on it. Pick up one of the barrels, then go across to the platform that has a gun mounted on a small shield wall. Toss the barrel through the nearby EXIT doorway, then go get another barrel and toss it through the doorway. After all three barrels are tossed through, carry each of them down to the room where rescued citizens go to wait for the next train.

Set the barrels next to the fence corner, then look nearby to find two supply crates with a .357 Magnum and some ammo setting on top of them. Pick up the Magnum and bash the crates for more ammo, then go back to the mounted gun to find that Alyx is now manning... er, womaning it. She won't be reclaiming her dropped shotgun at any point, so feel free to get ammo from it whenever you want. Move slowly past the mounted gun until you hear manhacks, then run back through the EXIT doorway and wait for Alyx to shoot down three of them. (While you're waiting, notice the health station that's to the right of the doorway, and see if there's any pulse rifle ammo in the lockers on the left.)

Have the gravity gun out as you recross the maintenance building and go up to the EXIT doorway that leads to the locker room. There'll be another manhack in there, so do a quick pull-and-throw on it to smash it against a wall. Go up to the doorway that leads outside and let two more manhacks see you, then back up a bit and wait for them to come within pull-and-throw range. After that's done, look for a hopper mine near the steps past the doorway. Reset it, then look for two more hoppers to reset in the area past the rocket crate. Put one hopper in each of the gaps between vehicles that lead to the rocket crate area, then set an explosive barrel next to each of them.

Put the third hopper near the right side of the dumpster, but don't set the third explosive barrel next to it. Instead, put it next to one of the other hoppers. Jump onto the rocket crate so you can pick up the supply crate that's in the dumpster, then bash it and add its contents to the supply corner if you can't use them yet. Look in the white van that's past the dumpster for another supply crate to add to your corner stash, then go up the steps that lead to a doorway on the other side of the area. Don't go through the doorway yet, since it leads to Barney's room, and you don't want to pick up any more followers until you're through stocking your supply corner.

Look in the back of the nearby truck to find three supply crates, then carry each of them over to your supply corner and bash them there. Next, go back up to the overturned truck that you bashed supply crates next to earlier and carry any leftover items (including all the armor batteries you dropped down) to your supply corner. When you're done with that, carry one of your armor batteries all the way to the train waiting room and drop it next to the ammo you got from the supply crates. Return to the outdoor area, then go over to the steps that lead up to Barney's room and make a regular save.

Go up the steps and through the doorway, then immediately turn around and sprint back to the rocket crate. Sprint into the locker room, then get out the RPG and quicksave. Enter the maintenance building and turn right, then move slowly forward until some

soldiers break a couple of high-up windows that are directly across from you. Fire rockets at the wall just underneath the center of those windows to kill two pairs of soldiers as they drop down. (Note that the second pair may drop down one at a time, forcing you to use one rocket on each.) As soon as the fourth soldier is killed, sprint onto the main floor, then turn left and sprint straight back to Alyx's gun emplacement.

Go through the nearby EXIT doorway, then turn left and stand next to the health station. After the citizens you were escorting run by you, return to the gun emplacement, then go behind it and crouch down next to the pillar that's just to the right of it. Wait until you hear a soldier's radio chatter, then wait to see if he and another soldier will wander into Alyx's range. If not, quicksave, then drop down to the main floor and go to a spot underneath the nearest train car. The soldiers should see you then, so sprint back to your spot behind the pillar and wait for Alyx to kill them for you.

As soon as the second soldier is killed, sprint down to the main floor and over to the locker room as fast as you can. Run up to the doorway that leads outside, then quicksave before sprinting over to the rocket crate and crouching down. There's a sniper in the building on the other side of the area, and you'll want to take him out with a rocket. Open the rocket crate to resupply, then get out the RPG and stand up next to the front of the rocket crate. While you're there, neither you nor the sniper should be able to shoot the other.

Quicksave, then crouch down and back up a short distance. Stand up again and look over the dumpster to see if you can see the top part of the sniper's broken-out window. If not, keep crouch-walking backwards and checking until you can. If you go too far and get shot, quickrestore and try again. Quicksave once you're in position, then fire a rocket while aiming a ways above the top of the sniper's window. Steer the rocket down and into the window, then do the same with two more rockets. Jump up to see if the sniper's blue laser beam is still on. If it is, quickrestore and try again, or quickly crouch down and get more rockets from the crate so you can try again without quickrestoring.

After the sniper is killed, resupply on rockets, then locate and reset the two new hopper mines. Put one of them next to the base of the steps that lead to Barney's room, and the other one near the front of the truck that's next to those steps. Quicksave, then run up the steps and through the doorway. As before, immediately turn around and sprint for the rocket crate, and then the locker room. Get out the .357 Magnum and quicksave, then crouch-walk up to the right side of the EXIT doorway. Face the doorframe and move up to it, then turn just a little to the left so that tapping the "Move forward" key will move you very slowly to the left. (Remember to stay crouched.)

Keep moving slowly along until you get to where you can see the left part of the high-up broken-out windows in the back of the maintenance building by looking through the space that's between the doorframe and the concrete base of a metal support beam. Quicksave again, then keep moving until you can see part of an elite soldier. If he sees you and fires off an energy orb, quickrestore and try again. The idea is to snipe that soldier down with the .357 before he can fire off an orb. Once you're in position, use zoom mode to help you line up your shots.

As soon as that elite soldier dies, sprint into the maintenance building and through the EXIT doorway that's past Alyx's gun emplacement. Stand next to the health station while waiting for your followers to run past you, then go crouch down behind the pillar that's to the right of the gun emplacement, like you did before. Also as before, wait until you hear a soldier's radio chatter, lure them into Alyx's range if they don't come over on their own, and sprint for the locker room as soon as they're both dead. Run into the corner that's to the left of the doorway that leads outside, then get out the crossbow and turn around.

Wait and listen as the soldiers outside run around and trigger the tripmines you placed earlier, and watch for a soldier running into the locker room from the maintenance building. That's fairly unlikely to happen, but it can, and you'll want to be ready to crossbow him the instant he appears. When all is quiet, quicksave, then move into the doorway and look to the left to see if there are any soldiers within sight. If so, snipe them with the crossbow. If they see you and come after you, quickly back up and snipe them as they come around the dumpster.

If you get too badly damaged, quickrestore and try again, maybe using your RPG on them instead of the crossbow. Once it looks clear, sprint for the left (nearest) side of the rocket crate. Stand there and look across the rocket crate, ready to crossbow any soldiers who run up (though none should). After you're sure no more soldiers are coming, open the rocket crate to resupply, then turn to face the dumpster and quicksave. Crouch down and strafe left a little, then stand up. Keep doing that until you can see the back end of an APC to the left of the dumpster. If you go too far and it starts firing homing rockets at you, quickrestore and try again.



If you can see a soldier standing near the APC, fire a rocket while aiming a bit to the left of the dumpster, then steer it into the soldier. After he's dead, do the same thing again, steering the rocket into the APC this time. Keep that up, opening the rocket crate to resupply whenever you run out, until the APC blows up. Resupply on rockets again, then quickly rocket any soldiers who are in the area near the APC. When there doesn't seem to be any more (or if they're all staying back and making themselves hard to hit), sprint for the stairs that lead to Barney's room. As soon as you're through the doorway, turn around and sprint back to the rocket crate.

Open it to resupply, then sprint on to the locker room. Get some crossbow ammo from the locker, then wait until your auxiliary power fully recharges. Sprint across the maintenance building and through the EXIT doorway that's past the gun emplacement, then wait next to the health station for your followers to run by you. Wait some more for Alyx to shoot down the four soldiers who come after you, then sprint back to the locker room. Quicksave, then move about halfway down to the doorway that leads outside. Stop and turn around, then get out the crossbow and wait awhile to see if a soldier will follow you into the locker room. Crossbow him if so, then wait to make sure no more are coming.

Get out the RPG and quicksave again before sprinting through the doorway and over to the rocket crate. Move to where you can fire two rockets at the metro cops who are near the destroyed APC. As soon as the second rocket explodes, switch to the gravity gun and sprint into Barney's room. Turn around and sprint back to the rocket crate, using the gravity gun to quickly pull-and-throw any manhacks that get directly in your way. Open the crate to refill on rockets, then visit your supply corner before sprinting into the locker room.

Wait out of sight of the EXIT doorway for your auxiliary power to recharge, then sprint across the maintenance building and through the EXIT doorway that's past the gun emplacement. This time, only stop at the health station long enough to use it, then run on down to the train waiting room. Wait there until Barney joins you, after which Alyx will close the Combine door that leads into the room. (If Alyx and/or Barney don't show up after awhile, go back to the doorway that leads to the mounted gun platform and wait for them there.) Section ep1\_c17\_06 will load soon after Alyx closes the door.

### **SECTION EP1\_C17\_06: STRIDER IN THE TRAIN YARD**

Check to see if you need any of the supply crates' leftover ammo (or the armor battery you brought in earlier) while waiting for Alyx to open a Combine door on the other side of the room. After she goes through it, toss your three imported barrels through it, plus any leftover supplies, before you drop down. Move up the steps and over to a force field, then wait for Alyx to lower it. Go past it and down a narrow passage, then turn right and run up to a closed garage door. After Alyx runs up to it, go back to where you left your barrels, then use the gravity gun to set them all upright.

Set one of the barrels against the left end of the transparent wall that's next to the force field Alyx lowered, then set another barrel on top of it. Set the third barrel next to the first one, then quicksave before jump-crouching your way onto the top barrel. Jump-crouch onto the thick section of wall, then hop over the force field's right generator and move to where you can get onto the top of a fence. Move along the fence until you're near its end, then look to the left for a spot where you can drop down between two stacks of large storage containers.

Move forward to the corner of a red storage container, then turn right and go over to a wooden crate. Bash it to pieces, then move forward to where you can crouch-walk underneath a levitating storage container. Turn left and move out from under the container, then keep right as you move into the back right corner. Turn left and use the flashlight to help you see two wooden pallets leaning against a fence, then quicksave before sprinting over to them and crouching down. Two soldiers will drop into the area on the other side of the fence, so get out the .357 Magnum and slowly strafe right while facing the pallets until you can shoot one of the soldiers down without him being able to return fire.

Carefully strafe over to where you can do the same to the other soldier, then bash the pallets and go through the fence doorway. Turn right and go around a metal wall to find an open container with two wooden crates in it, then look to the right of that for a health station. Bash the wooden crates, then move through the container and bash some supply crates on the way out. Turn right and go around to a container that's set up like a ramp, then go up it and turn left. Go over to the open light-blue container, then bash your way through its crates, not missing the supply crates in the back left corner.

Hit the doors in the back of the container with gravity gun blasts to open them up, then move onto the second red container that's ahead. Turn left and go over to where a supply crate is setting, then bash it and get out the gravity gun. Turn left and gently pull

on the armor battery that you can see on a container's corner until it falls down to the floor below. (You'll want to save it for later rather than using it now.) Take a running jump over to where it was, then move onto the slanty container and go up to where you can turn left and get onto a red container.

Go down to where you can jump onto a raised walkway with two supply crates on it, then turn around and drop back down right after doing so. Sprint back to the top of the slanty container and wait for the explosions to end, then go jump onto the walkway again. Bash the supply crates if the explosions didn't, then move up to the health station that's on the wall. Crouch down and get out the crossbow, then turn right and look up to see a large hole in the ceiling farther down the walkway. Put the crossbow in zoom mode, then move slowly forward while keeping left until you spot a soldier standing just to the right of the ceiling hole. Carefully move to where you can snipe him down without him seeing you.

Switch to the gravity gun and move up to where you can reset a hopper, then go around the corner to find two more hoppers to reset. Sprint off the end of the walkway to land on a large platform with three supply crates and three barrels setting next to a storage container. Bash the supply crates, then drop all of the barrels down to the narrow fenced-in trench that starts just past the storage container. Make sure there are no barrels near the concrete base of the metal support beam that's on the left side of the trench, and move them with the gravity gun if there are.

Quicksave, then run forward so you'll land near the left support beam's base. Crouch down behind it, then get out the pistol. Look a bit to the right, then tap the "Move forward" key until you can see part of a soldier who's near another support beam. Shoot him down, then move a bit more until you can shoot an explosive barrel. If its explosion doesn't kill the other soldier who's down there, move to where you can sneak-shoot him. Look in the overhead storage container that's just past the soldiers to see some explosive barrels. Shoot one of them twice, then take cover behind the left support beam's base again.

After the barrels explode, look nearby for the contents of the supply crate that was also in the overhead container, then reset the nearby hopper and quicksave. Move down to where you can reset two more hoppers, then go past them to find a gap between the train cars on the left. Do not go through that gap now, since doing so will make the game impossible to finish. Instead, go back to your dropped-down barrels and set them all upright, then turn to face the wall that's between the two fences. Make a 2-1 barrel staircase in the left corner, then jump-crouch onto the top barrel. From there, jump onto the fence, and then onto the platform you dropped down from.

Go to the other end of the platform and drop down, then go back to where you entered the area and check to see if there are any imported supplies that you need now. Return to the garage door that Alyx is standing next to, then move up to the wheel that's in the small fenced-in area. Quicksave, then turn the wheel continuously until Alyx moves underneath the door. Immediately turn right and run back through the fence doorway, then turn left and run up to the metal wall. Wait there until the strider fires off two warp cannon blasts, then wait some more for the dust to settle.

The second blast knocked the end off of a nearby storage container, so sprint into it. Go out its other end and up to the fence corner, then quicksave. Run down to the fence doorway, then sprint through it, turn right, and sprint for the open container. The strider will probably shoot at you as you do this, but you can make it undamaged if you're fast. There's some health and armor near the other end of the container, anyway. After you exit it, turn right and go up the slanty ramp-like container, then turn left and run over to where you can enter the open light-blue container. (Yes, you're retracing your earlier route, but without all of the other hazards in addition to the strider.)

Run through the container, then go about halfway across the top of the first red container that's past it. Quicksave, then sprint forward and around the corner to where you can jump across to the spot you found an armor battery on earlier. If you're quick, the strider won't get a chance to shoot you. Go up the slanty container and get on the adjacent red container, then quicksave before sprinting down to where you can jump onto the raised walkway. As soon as you're on it, strafe right a bit for cover. If you're really fast, you can make it unshot. Quickrestore and try again until you can do it without taking much damage, then quicksave again.

Look along the right side of the walkway to see two sheets of metal that can act as shields. Sprint over to the first one and immediately crouch, then wait until the strider stops firing before you sprint down to the next one (and crouch). The strider should be unable to hit you when you're crouched next to a metal sheet, especially if you're close to its center. The next two metal-sheet shields are around the corner, but the strider won't stop firing when you're next to them (even if you're crouching), so just sprint on past them without slowing.

After you drop onto the large platform with the storage container, sprint past it and quickly drop into the fenced-in trench. Move up against the right fence, then crouch down and quicksave if you made it without taking too many hits. Crouch-walk along the fence until you come to a gap in the boards, then sprint past it. (Note that there may not be a gap, but there often is.) Crouch-walk along the fence some more until you get near the two tripmines you reset, then quicksave again.

Crouch-walk past the tripmines and down to the next right-side support beam's base, then turn left and sprint into the gap between train cars. Jump onto the concrete past the gap, then immediately turn left, run up against the nearest train car, and crouch down. Crouch-walk over to where you can bash two supply crates, at least one of which will have some health in it. Crouch-walk back to where you're directly across from a ladder on the wall, then quicksave before standing up and sprinting for it. Quickly climb up the ladder and get off to the left, then run up to the nearby metal wall for cover.

Get out the gravity gun, then turn on the flashlight and look to the right of the metal wall to see lots of loose rockets lying around on the walkway. Pull in one with the gravity gun, then turn and drop it down to the pavement below. Do that with at least three more rockets, then face the metal wall and strafe left until you drop down to the pavement. Run forward to the train car that's to the right of the gap you came in through, then immediately crouch down. Turn left and crouch-walk past the train car gap, then turn around and crouch-walk past it again.

Make sure you're up against the train car before standing up and quicksaving, then crouch-walk backward a short way while facing the train car. When you stand up, you should see the top of the strider over the train car's roof. If it starts shooting you, quickrestore and try again, not going quite so far back this time. Once you can see the strider without it shooting at you, get out the RPG and quicksave again. Fire a rocket while aiming a bit above the strider, then steer the rocket into the strider. As soon as it hits, crouch down until the strider stops firing, then quicksave. (If your rocket misses, quickrestore instead.)

Keep that up, using the gravity gun to pull in the spare rockets you dropped down, until the strider collapses in a heap. Go back up the ladder and sprint across the walkway to reach another ladder, then go down it to be reunited with Alyx. Bash the two supply crates if you want, then go over to the nearby Combine console. Look directly across from it to see a train car with a small railed ledge on it, then move to the back of the ledge and wait for Alyx to join you. Sit back and enjoy the ride out, followed by the end credits (after which is an Episode Two preview video). Other than that it's:

# GAME OVER

Thank you for using this walkthrough!

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