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Finishing Half-Life is just the beginning!

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

*By Stanley E. Dunigan*

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### COPYRIGHT INFO

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This walkthrough is copyright 2013 by Stanley E. Dunigan (dunigase@yahoo.com). Stanley E. Dunigan has written the most comprehensive walkthroughs for all the Half-Life games, and they can be found on PlanetPhillip.Com, the premier website for all Half-Life-related mods and maps.

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 Two that includes all of the best tips, strategies, and secrets that I've discovered or heard about during the six 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 2007.)

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 quiksave 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 Two 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 (8/11/2013) 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 Two 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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## TO THE WHITE FOREST

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### SECTION EP2\_OUTLAND\_01: MINE TUNNELS AND A HUNTER

Skip the Episode One recap if you want to by pressing ESC, then look down. Move forward until you reach a doorway that leads into some water, then go through it and look up a bit to see another train car you can enter. Jump over the bench that's in the way, then move to the back of the car. Watch through the window on the left for Alyx to appear, then wait for her to use the gravity gun to pull off the nearby door. Go through the doorway and move up to her, then wait for her to hand you the gravity gun. Turn left from facing the train car, then go up the slope and into another wrecked train car.

Blast open its left exit door, then go through it and drop down. After Alyx drops down, follow her along until a portal storm hits, then look across from the train car you came through for a tunnel entrance. Pick up the left piece of bent fencing with the gravity gun and toss it aside, then enter the tunnel and follow the mine cart track up to where you can crouch-walk under a board. (You could knock the board off with the gravity gun, but I enjoy making Alyx shoot it off so she can get through.) Keep following the track until you reach a large hole in the floor, but don't drop down yet.

Jump around on the junk in the area to the right of the hole so you can use the gravity gun to pull in the armor battery that's in each of the two doorless lockers. After dropping through the hole, move up to the spot where a wooden table blocks the way, then hit it with a gravity gun burst to break it. Crouch-walk through the gap, then move forward to where you can turn right and go down some steps. Move past the steps until a "sleeping" zombie ahead of you starts getting up, then turn around and sprint back up the steps.

Wait until Alyx kills all of the nearby zombies, then go back down the steps and past an overturned mine cart to find a large hole in the floor. Drop into it and turn around to see a zombie rising up behind some wooden crates, then grav-blast the crates into the zombie to kill it (or dodge around until Alyx kills it). Go up the slope to exit the hole, then move forward until you get near the tunnel's exit. As soon as you see a zombie over to the left, turn around and sprint back for the floor hole. Hide in it while Alyx finishes off the outdoor combatants, then go outside and look for a supply crate with two health vials in it.

Move a wooden crate away from the shed's door if necessary, then open it and enter the shed. Go over to the back left corner to find two cables plugged into the wall, then wait for Alyx to knock down a third cable. Pick its plug up and push it into the empty wall socket, then locate the shed's locked exit door. Wait for Alyx's conversation with the White Forest Base to be over, after which the door will open. Go through it and turn right, then smash the supply crate that's in the tunnel entrance to find two more health vials. Move into the tunnel and pick up the large rock with the gravity gun, then turn right and move over to where you can throw the rock to kill a poison headcrab.

Go down the steps and over to the board-covered tunnel exit, then turn around and follow the track up to where some smaller boards are holding back a mine cart with two metal beam bundles on it. Go through the narrow doorway that's to the left of those boards, then use the gravity gun's secondary fire to pull boards loose until the mine cart starts rolling. Wait for it to crash through the tunnel exit's boards, then go down there and edge past it. Look for a grassy slope over to the right, then go up it until you reach a fence. Turn left and go along the fence until you can move past its left end and drop into the next area.

Look between the train engine and a red ore-carrying car for a couple of ladders. Climb either one of them, then make your way carefully along the boards and beams until you can get onto the roof of a shed. Look for a large hole in the roof that has two sheets of metal partially covering it, then toss either or both of them away so you can drop through the hole. Use the button panel that's on the console next to the windows, then look for a small trap door on the floor that's held shut by a metal bar. Pick up the bar and slide it out of its brackets so the trap door will fall open, then use the gravity gun to pull in and smash the supply crate that's on the ground past it.

Drop through the trap door and crouch down, then follow the narrow passage along until you can turn right. Quicksave, then move very slowly forward until Alyx is attacked by the hunter that's been skulking around and making weird noises. Immediately back up as far as you can to avoid damage, then wait until a vortigaunt shows up and blasts the rubble that's keeping you pinned. Move forward to exit the crawlway, then wait for the vort to pick Alyx up. Go through the nearby open gate and down a

ramp, then grav-blast (or jump over) a board. Past that, pull off the board that's holding some doors shut, then go through them and turn left.

Go down to where you can go through an opening on the left, then look to the left of some rubble to find a small elevator. Crouch-drop into the elevator and locate the crowbar that's jamming its gears, then pull on it with the gravity gun's secondary fire. Wiggle it around if necessary to take it, then wait for the elevator to fall a short distance. Crowbar-bash the boards that are covering the doorway (or just crouch-walk under them), then go over to the nearby shed's doorway. Bash the wooden table with the crowbar, then check the doorless lockers for an armor battery before moving ahead to where section ep2\_outland\_01a loads.

### SECTION EP2\_OUTLAND\_01A: ANTLION CAVERNS

Go through the red door and turn right, then jump onto the small elevator. Move up to the large red wheel and turn on the flashlight, then lean on the "Use item" key to continuously turn the wheel and slowly raise the elevator. As you ascend, watch the wall ahead of you to spot a small lambda stash with a health vial and an armor battery in it. When the elevator stops going up, immediately let go of the wheel and strafe left, then run forward to the wall. If you keep running into the wall as the elevator descends, you'll automatically pick up the stash's armor battery (and the health vial, if you need it).

After you fall past the lambda stash, you should end up on the floor that's right below it. If something goes wrong, get back on the elevator and try again. Bash the wooden table that's in your way, then move up to the wall shelf that's ahead to get a pistol and a box of ammo. Approach the nearby hole, but don't drop into it until you get another pistol by moving among the dead antlions to the left of the hole. Get out the gravity gun and quicksave, then carefully crouch-drop into the hole so that you land on some weak boards. After they drop you down to the ground, quickly grav-blast the antlion if it hasn't already run away.

Grav-blast the antlion to death if it didn't escape, then look for a small side room with a doorless locker in it. Get the pistol and armor battery from the locker, then look for a section of fence with an open doorway in it. Go down the slope past it, then turn right and wait for a small earthquake to subside. Move up to the edge of the big hole, then quicksave before running forward and landing on a light-colored metal cart. Turn around and run forward to land on some weak boards that'll drop you down to the next level, then turn around and move forward slowly until another small earthquake happens.

After it's over, get out the crowbar and quicksave, then drop down to the next level of the shaft and quickly whack the nearby poison headcrab (unless it's already been killed by falling debris). Move up to the next hole and bash the boards that go across it, then drop down into the water. Surface and jump out of the water, then start down the tunnel to get another pistol. Move along until you come to a web that blocks your way, then whack it with the crowbar. Keep going until you come to another web, then whack it and move up to the edge of a floor hole.

Get out the gravity gun and quicksave, then drop down and turn left. Quickly strafe right to avoid an antlion worker's toxic spit, then look next to where you dropped down for several pieces of concrete rubble. Pull one of them in with the gravity gun, then wait for the antlion worker to drop back down from the area it jumped into. As soon as it does, throw the rubble at it to kill it. If that doesn't work, you can quickrestore and try again, or you can dodge around while grav-throwing other rubble chunks at it. After it's dead, look on the right-side track for a box of shotgun ammo, then quicksave before going down to where the left-side track curves to the left.

Sprint around the corner and down to where you can go through an opening in the fence that's on the left. Quickrestore and try again if you don't make it undamaged, then pick up the shotgun and ammo box that are on the floor if you haven't already. Move up to the table to get a frag grenade, then crouch down and use the gravity gun to pull in the two frag grenades that are under the table. Get the pistol and ammo box that are also on the table, and pull in the shotgun that's on the small wall shelf. Now you're armed and dangerous!

Quicksave again, then strafe in and out of the fence doorway while facing the two nearby antlion workers to provoke them into spitting at you. Their spit is toxic to them, too, and you can trick them into killing each other. It's pretty rare for them both to die that way, so strafe back into cover and quicksave again once one of them is dead. Use the gravity gun to throw the explosive red container that's next to the table at the surviving antlion worker, then finish it off with the shotgun if necessary. Go down to the entrance to the workers' area, then look on the left for a supply crate with an armor battery in it.

Crouch-walk over the lowest metal bar to get into the workers' area, then look to the left for two more supply crates. Crouch-walk back out, then return to the fenced-in side area where you got all the weapons and ammo. Go to the back of it to find a locker with an armor battery in it, then open the locker's doors to find a box of shotgun ammo. Bash the boards that are covering the nearby hole, then drop down it. Move along the short tunnel to pick up a .357 Magnum, then crouch-walk up to where you can bash a wooden pallet.

After bashing the board that's just past the pallet, move out of the tunnel, then pull in the explosive red container that's ahead. Back up as much as you can before throwing it at the boards that are covering a narrow passage, then get out the shotgun and quicksave. Sprint up to the narrow passage's entrance, then double-barrel an antlion worker when it appears at the other end of the passage. If that doesn't kill it, quickrestore and try again. Use the gravity gun to knock the barrels and large rocks out of the passage so you can go through it, then pull in one of the nearby explosive barrels.

Turn left and move up to the edge of the floor, then watch for another antlion worker to land somewhere in the cave that's just ahead. It'll probably land in a spot between you and the pool of water, but it may not. As soon as you can, throw the barrel at it, then quickly switch to the shotgun (or pull in a large rock) to finish it off if necessary. Once it's dead, pick up the other explosive barrel and carry it with you as you move into the cave and turn right. Go along the path that leads around the pool, and quicksave when you reach a couple of grub worms.

When you reach a path-blocking web, turn around and move to where you can throw your barrel at the antlion worker that appears down near the pool. It can be a bit of a pain to blow the worker up without getting injured, so you might want to use the shotgun instead. Bash through the web, then move on to the end of the path. You could drop down to a small ledge with some stalagmites on it, but don't. Instead, look for a tunnel entrance in the right cave wall that's at about your level. After quicksaving, do a sprint-jump-crouch over to that tunnel, quickrestoring and trying again if you miss.

Go to the back of the tunnel to find a box of .357 ammo, then return to the tunnel entrance and quicksave. Keep right as much as possible while crouch-dropping out of the tunnel, then go over to the nearby pair of grub worms to find an armor battery and a box of shotgun ammo. If you took any damage from falling out of the tunnel, you can run over the grub worms to get a bit of health. If an antlion worker comes after you from the previous area, quickrestore and try again, since it's pretty easy to avoid hitting the trigger point that spawns it.

Toss any unused supplies over the ridge that leads to the next area, then go over the ridge and swim across to the other end of the pool. Dive down and look for a web that you can bash or grav-blast to release a couple of dead bodies and a box of shotgun shells. Down farther is another web you can break to get an armor battery. Look a bit to the right of those webs to find an underwater passage that leads to the next cave area. Move through it and surface, ignoring the clumsy antlion that lands in the water and dies. Move forward to find a .357 Magnum and a box of shotgun ammo near a couple of grub worms, then turn right and look near a small side pool for a box of .357 ammo.

Return to where you found the .357 Magnum, then look ahead to see a large cluster of barnacles. After quicksaving, move slowly forward while avoiding barnacle tongues until the antlions that are messing around in the distance start coming after you. Immediately turn around and sprint back for the underwater passage's exit pool, then stay in the water while waiting for any antlions that get past the barnacles to drown. After they stop coming, go back to the barnacle cluster to see if there are any more antlions to lure in. (Note that one of them will be an antlion worker, so hang back and dodge its spit while waiting for it to get caught by a barnacle.)

After all the antlions are dead, make your way through the barnacle cluster and toward the back right corner of the area. Watch out for two barnacles lowering their tongues as you approach. Dodge around the first one, then move up to the second one without letting it catch you. Wait for an antlion to run up and get caught, then go under the barnacle and quicksave. Run into the next cave room, then keep strafing left and right on your side of the pool while an antlion worker on the other side spits at you. As you do that, several regular antlions should leap at you and drown in the pool. In the unlikely event that any make it across the pool, grav-shove them into the pool.

The antlion worker probably won't fall into the pool, so blast it with single-barrel shots from the shotgun until it's dead. Stay underwater while crossing the pool, since another antlion will fly in and try to attack you. After exiting the pool, go down the side passage, ignoring the shy antlion worker that runs away from you. When you reach a pair of grub worms with a rock next to them, move around on the grubs until you pick up two frag grenades, then go down to where a rock is setting next to a single



grub. Get out the shotgun and quicksave, then move slowly forward until an antlion worker that's over to the left sees you.

Immediately double-barrel the worker, then back up to the corner with the single grub and rock. Stay there and blast workers with single-barrel shots, strafing when necessary to dodge their spit. (Note that one of them may come at you from a left-side passage.) If a worker is staying way back, switch to the .357 Magnum to finish it off. After you kill two workers, pick up a rock with the gravity gun and quicksave. The third and final worker is hiding behind the huge stone pillar that's in the back left part of the cave, so go squash it with your rock. (Or just stay away from it, since it probably won't see you unless you go around to where it is.)

After that's done, find the small tunnel in the back right part of the cave and bash its web. Move past the web slowly and with the flashlight on, watching for a small drop-off. When you find it, turn around and go back the way you came, all the way to the cave with the barnacle cluster in it. Swim back through the underwater passage, then look around for leftover shotgun ammo and armor batteries. Carry any batteries that you don't need all the way to the tunnel's drop-off, then toss them into the area past the drop-off. Once you're through with that, drop down to get the next chapter to load.

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**THIS VORTAL COIL**

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**SECTION EP2\_OUTLAND\_02: ANTLION ATTACK**

Go around the corner to find a spot where you can drop down, but don't do that until you've dropped all of your imported armor batteries down. Exit the tunnel you drop into, then pick up the nearby floor turret and carry it down the large ramp that leads to the area where a vort is keeping Alyx alive. Set the turret down, then check both of the back corners for supplies. Move any leftover supplies out of the corners, then go around to the front of the turret you brought down. Pick it up, then carefully maneuver it into one of the back corners before setting it down. It'll need to be facing out of the corner "diagonally," pointing toward Alyx's table.

Find the other floor turret near tunnel 12 and put it in the lower-floor area's other back corner, then bash the supply crate in tunnel 12 to get some pistol ammo. Go over to tunnel 24's entrance and look next to a forklift for an SMG ammo crate, then go into the tunnel to find two more supply crates with pistol ammo in them. After that's done, go over to tunnel 36's entrance to find a shotgun ammo crate, then watch as one of the resistance guys demonstrates the antlion sensors. After that's over, go back to the forklift that's near tunnel 24. Move up to its left side, then jump-crouch onto its driver's seat.

Move across the seat and toward the railing a bit, then stop and stay there during the upcoming antlion attack waves. If you're too close to the side you boarded the forklift from, antlions from tunnel 24 will come over and attack you. On the other hand, being too close to the railing will enable antlions to leap at you from the opposite side of the area. However, the leap attack is a lot less likely to happen, and will often overshoot you when it does. Also, if you're facing away from tunnel 24 (which you should be in order to keep an eye on Alyx and the vort), you'll be able to shoot or grav-blast a leaping antlion before it can reach you.

*NOTE: You can move through the back of the forklift's seat to get to where you can open the nearby SMG ammo crate. Keep that in mind if you want to do any shooting -- always use the SMG, and resupply from the crate when you run out of bullets.*

Quicksave after every wave in which you don't take any damage, and quickrestore if something goes wrong. The two turrets will eventually flame out and stop working, but that shouldn't happen until right before the vort reinforcements arrive. However, they sometimes malfunction a bit early, which will require you to frantically shoot antlions as they swarm around Alyx's table. If that happens, you could try loading your most recent quicksave (or the previous one), but doing that may not make the turrets stay functional any longer.

Once the vorts arrive in tunnel 12, go over to them to get them to start talking to you, then quickly return to your safe spot on the forklift. After the vorts finish annihilating the last wave of antlions, go around and check all of the leftover supplies, including the infinite ammo crates and the armor batteries you dropped into tunnel 36. Go over to Alyx's table and wait for one of the vorts to move away from it, then follow him into tunnel 12. After he opens a gate, go through it and look for a hole in the right wall that leads to a narrow cave tunnel. Enter the tunnel and move along it until section ep2\_outland\_03 loads.

**SECTION EP2\_OUTLAND\_03: ESCORT THE VORT**

Bash through the first web you come to, then move past it to find a web you can bash to get a box of shotgun ammo. After bashing another path-blocking web, go past it and over to the left, then wait for the vort to drop down and kill a few antlions. Quicksave after he's done with that, then drop down and dodge toxic worker spit while the vort finishes off the next group of antlions. Move down the rocky path until it turns right, then get out the shotgun and quicksave before moving slowly forward. When you hear some antlions spawning, back up a bit and be ready to use your shotgun to help the vort kill them off.

As you move on from there, watch for a web on the right that you can bash to get some shotgun and .357 ammo. Quicksave there, then move on slowly until an antlion worker appears just ahead. Quickly back up and let the vort move past you, then follow him cautiously into a large cavern. When antlions start appearing in the cavern, retreat to the spot where you bashed a web for ammo. Keep your shotgun handy in case an antlion comes after you, though none should. When the cavern seems clear, quicksave again, then move slowly into it until more antlions appear.

Keep retreating and letting the vort kill antlions until you reach the back left corner of the cavern, where the path slopes down. Get out the shotgun and quiksave, then move down the path slope until you hear an antlion spawn. Turn around and sprint all the way back to where you bashed a web for ammo, double-barreling any antlions that get in your way. Wait until all the antlions are dead, then go back down the path slope and along until you can enter another tunnel. (Watch out for any antlions that retreated to it during the last attack.)

Move along the tunnel until you come to a spot with a frag grenade on the ground, then look up and hit the overhead web with a burst from the gravity gun to get a box of SMG ammo. Quiksave before going around the next corner, since there are several antlions just ahead. Nudge your vort pal ahead of you so he'll take care of them, then proceed cautiously in case there are any left. You'll soon come to a spot where you can drop down into a large room, but don't do that yet. Turn around and go slowly back the way you came while looking up at the ceiling.

When you find an overhead web, hit it with a burst from the gravity gun, then sprint away from the live grenade that falls down. Return after it explodes to find that there's another web a ways above the first one. Get directly underneath the web, then jump before hitting it with a gravity gun burst. That'll break it and drop down an SMG grenade. After you get it, go drop into the large room, then pull in the two nearby supply crates with the gravity gun without stepping on the weak boards that they're setting on. There's also a plastic basket on those boards that has three frag grenades in it.

Crouch-walk up to the edge of the weak boards and crowbar-bash them to remind you not to tread there, then go over to the nearby fence and bash the board that's on your side of the fence door. Use the gravity gun to blast off the other three boards, then wait until the vort zaps all of the zombies on the other side of the fence. Open the fence door and go through it, then turn right to find a locker with an armor battery in it. Pick up the nearby explosive red container with the gravity gun, then throw it at the sleeping fast zombie that's just past the doorway on the opposite side of the room. If that doesn't kill it, dodge around until the vort finishes it off.

There's another fast zombie lying around in the back of the room that's past the doorway. (It's just underneath the dead one that's pinned to the wall by a pickaxe.) Throw the explosive container that's to the right of the doorway at it, and let the vort finish it off if necessary. Move into the fast zombies' room and bash a supply crate (if your explosives didn't blow it up), then move up to the closed gate and look through it to see two zombies lying near a shaft. Shoot them with the pistol until they get up, then move left along the fence until you can see a third zombie farther back. Shoot it to get it up, then wait for the vort to kill all three.

Get onto the lift that's opposite the fence, then jump onto its back railing. Crouch-walk around on it while looking down until you can see the corner of a supply crate a short way below. Use the gravity gun to pull on the supply crate until it falls down to the bottom of the lift's shaft, then get off the lift and look in the nearby corner to find two barrels and a bundle of small metal beams. Move all three of those items onto the lift, then get on it and ride it down to the bottom. Pick up the metal beam bundle and carry it off of the lift, then look to the right to see a fence.

Move toward the fence slowly until a zombie comes after you, then back up and throw the beam bundle at it to kill it. Retrieve the beam bundle and move up next to the fence to wake up the zombine that's past it, then back up and wait for it and another zombie to come after you. Kill them both with the beam bundle, then go around the fence to where the zombine was to find an armor battery and a supply crate. Go back around the fence and bash the supply crate you dropped down the shaft earlier, then enter the area that has a lift in the center of it.

Move up to the right end of the fence to wake up another zombine. If it doesn't pull a grenade and destroy itself, kill it with your beam bundle after it makes its way around the fence. Once it's dead, find the opening at the left end of the fence so you can get to the room the zombine was in. Bash the supply crate, then use the lever on the control panel to raise the nearby lift. Go pull in the two beam bundles (and the health kit, if you want it) that are in the area underneath the lift, then drop them off to the side. Use the lever to relower the lift, then knock the wooden crate off of it.

Carefully set three beam bundles on the lift to weight it down. (Note that there's another bundle in the nearby corner, and the one you brought in with you will work, too.) Once that's done, go hit the lever again, then get on the lift and throw off two of the beam bundles. Pick up the third bundle and wait for the lift to reach the top, then use the bundle to kill some of the nearby zombies (or just dodge around until the vort kills them all for you). Go over to the red wheel that's to the left of the fence's gate,

then lean on the "Use item" key until the gate is fully raised.

Go over to the generator in the back of the area and wait for the vort to use it to open a gate. Look to the right past the gate to see a couple of mine carts with supply crates on them. The carts will start rolling as soon as you do anything to any of the three crates on the front cart, so the first thing to do is use the gravity gun to pull in the crate that's on the back cart. Move up to a spot near the right side of the front cart and quiksave, then pull in its front supply crate as quickly as you can. Drop it as soon as you get it free of the cart, then pull-and-drop the middle crate, followed by the third one. If you're fast, you can save all three crates.

Bashing the crates, you'll find that the ones from the front cart all have armor batteries in them, and the other one has an ammo box. If you're not low on armor, you can let one or more of the front cart's crates go without losing anything useful. Once you're done there, move on down the tunnel until you come to an area with a boarded-over doorway and a zombie. After the vort zaps the zombie, move up to the boarded-over doorway and wait for the mine cart that's on the track ahead to start rolling toward you. Quickly move out of the way, then stay behind the fence while the vort zaps all the zombies and antlions in the area past the doorway.

After it's over, edge past the mine cart and look up at the small ledge that's above the fence to see if there are any antlion workers still up there. If so, blast them with the shotgun, or nudge the vort into position to zap them. Check behind the cart for a couple of supplies, then bash the cart's supply crate to get an SMG grenade. Move slowly forward until an antlion worker appears ahead of you, then dodge it while the vort zaps it. Turn around and use the flashlight to help you see a supply crate on the ledge above the fence, then pull it in so you can bash it.

Go back and check previous areas for leftover supplies if you want to, then look for a ladder on the right as you move on past the crashed mine cart. Climb the ladder and go around to where you can see into a room with a huge metal thing hanging in the middle of it. Look on top of the metal thing for a corpse holding a frag grenade, then pull the grenade in with the gravity gun. It'll go live, so toss it across to the other side of the room before it explodes. Jump over the metal bar and drop down to the room's floor, then grav-blast the bottom of the huge metal thing repeatedly until it tips over to where you can pull a supply crate out of it.

Bash that crate, then go to the back of the room to see what was in the other supply crate. (The grenade's explosion undoubtedly broke it open.) After quiksaving, go over to the small shaft opening in the floor, then grav-blast the metal thing some more if necessary to get it out of your way so you can drop down the shaft. Ride the mine cart you land on until it dumps you into a pool of water, then surface and swim over to the ladder that leads up the side of the shaft. Quiksave before getting on the ladder, then climb it to the top. Turn around and use the flashlight to scan the two huge vertical pipes that are near the back left corner of the shaft.

There's a supply crate wedged between one of the pipes and the wall, a bit lower down than the two grub worms that are over on the right wall. (If you don't see the crate, it may have fallen into the water. If not, quickrestore and try again.) Use the gravity gun to pull on the crate until it breaks or falls, then climb all the way back down to the water. Swim over to where the crate fell and bash it if necessary to get two SMG grenades. Go all the way back up the ladder and get off of it, then go along the right cart track to find four armor batteries. Go back down the other track until you reach the start of a large cave tunnel, then toss all unused batteries into it before dropping into it.

Move down the tunnel until you come to the edge of a deep chasm, then turn left and move carefully along the narrow, winding stone pathway until you reach another tunnel. Quiksave near its other end, then nudge the vort out of the tunnel and onto the narrow path. Crouch down and very carefully nudge the vort along until he's at the end of the path, then stand up and wait a bit to see if he'll start zapping the antlions that are in the area ahead. If not, pop an antlion once with the pistol (or grav-blast it if it's close enough), then wait for the vort to kill it. Repeat that as necessary until all of the antlions are dead, then drop down and look just past the thumper for a sleeping zombie.

Move up against the zombie to wake it up, then back up and let the vort zap it. Look near the thumper for a non-explosive barrel, then look across the two sets of tracks that are past the thumper to find two more non-explosive barrels. Pull both of those barrels in without approaching the tracks, then go make yourself a 2-1 barrel staircase in the spot where you dropped down so you can jump-crouch your way back up to the narrow path. Once your barrel staircase is built and tested, quiksave, then go past the thumper and onto the first track.

Immediately turn around and sprint for your barrel staircase, then jump-crouch your way up to the narrow path as quickly as you can. Run carefully along it until you're back at the tunnel exit, then get out your shotgun and wait there. If any antlions come after you, use the tunnel for cover while blasting them with the shotgun. After the sounds of the vort zapping enemies stops, crouch-walk carefully along the narrow path until you can see into the thumper's area. Be ready to quickly retreat if there are still enemies in there, especially if they include antlion workers.

Once the area is clear, drop back down, then check your barrel staircase to make sure it's still usable. Go to the other end of the area and find a small control room with a supply crate in it. Bash the crate, then quicksave before using the button panel that's just above it. Sprint back to your barrel staircase and jump-crouch your way up it, then run along the narrow path to the tunnel exit. This combat will last a lot longer, but will otherwise be just like the previous one (including the possibility of antlions coming after you).

Ignore what the vort periodically yells at you about the lift arriving. You'll want to wait out the entire combat so you can take your time looking for supplies before moving on. After it's finally over, go back along the narrow pathways to where you tossed down four armor batteries earlier (if you need any armor), then drop back down into the thumper area. Climb the ladder that's to the left of the thumper to find a box of shotgun ammo and an SMG grenade next to a chair, then drop down to the ground and dodge around while waiting for the vort to finish off the poison zombie that appears.

Climb back up the ladder and look past the chair for two supply crates and a health pack, then get on the metal beam that leads across to a rickety building's second floor. Look up and pull in the supply crate that's on the building's roof, then carry it across and smash it on the floor to get two SMG grenades. Check around the floor to find another supply crate, a .357 Magnum, and a box of .357 ammo. Drop down to the ground and look all around, including inside the sheds, for more supply crates.

When you're done, get on the lift that's next to the little control room you used a button panel in earlier. Crouch down in the lift's back left corner, then turn to face the front of the lift and get out the gravity gun. Several antlions will leap at you, and you'll want to grav-blast them away when they get close. After the lift stops, move off of it and go along the metal walkway to reach a room with a supply crate, a box of shotgun ammo, three SMG grenades, and three frag grenades. Wait for the vort to use the generator to open a gate, then go past it and down a dark passage to reach a room with a dead guy in a chair.

Get the shotgun that's next to the dead guy if you need it, then bash the wooden table and bench that are next to the room's closed door. Go through the door and down some steps, then move forward slowly until the antlion guardian bashes some boards (and a supply crate) ahead. After it runs off, go see what the supply crate had in it, then look to the left for a ramp. Go up the ramp and drop through a floor hole, then move on to where a large screen blocks your way. Use the flashlight to help you see the two boards that are propping the screen up from the other side, then blast them both with the gravity gun.

Go across the screen after it drops, then head left at the path split to find a supply crate. Go the other way to find another propped-up screen, then back up to where it won't squash you when it falls. After quicksaving, pull on the board that's propping it up with the gravity gun until it breaks, moving forward a bit if you're too far away. Quickly back up as soon as the screen starts falling, then run across it and up to a mine cart. Grav-blast the mine cart's right side to knock it over, then go around and get the armor battery that's in it. After that, move on to where section ep2\_outland\_04 loads.

### SECTION EP2\_OUTLAND\_04: THE LARVAL EXTRACT

Follow the track until you reach an elevator shaft, then go around to where you can get onto a small wooden platform that's next to the elevator. Look down to see another wooden platform a bit below you, then quicksave before sprinting off the end of your platform and dropping down to the lower one. Move up against the bit of railing, then look down the big red-lit tunnel to see a large fan that's jammed by a wooden table. Blast the table with the shotgun, then wait until the fan stops working. Jump into the tunnel and move up near the fan, then examine it with the flashlight on to see that it has a missing blade.

Move as far to the right as you can, then grav-blast one of the lower fan blades to turn the fan a little bit. Keep that up until the missing blade is at the bottom of the fan, then crouch-walk through it. Go along the tunnel until you come to a hole, then drop down and wait for the web you land on to break. Bash through two more webs to get dropped into a large pool, then surface and look nearby for a steep slope that leads up to a small rocky ledge. Watching out for a nearby barnacle, run and jump your way

up the left edge of the slope to find an armor battery.

Get back into the water and swim over to the other side of the pool. Dive down and bash an underwater web, then go past it and bash another web. Go past it and surface in another large pool that has three barnacles dangling their tongues down into it. Swim to the other end of the pool, then get out and look to the right for a tunnel with a box of pistol ammo in it. Move down the tunnel until you reach a spot with a grub worm on the right wall, then get out the shotgun and quicksave. Move past the grub and around the next corner to reach the tunnel's exit, then hang back while an antlion worker spits at you.

Right after that happens, run up to the tunnel exit and try to double-barrel the worker before it can spit again. If you hit it without killing it, immediately back up for cover, then repeat the process. If you take any damage to your armor, quickrestore and try again. Once that worker is dead, drop out of the tunnel and turn right, then keep left while slowly crouch-walking along until you can see part of another worker ahead. Make sure it hasn't seen you, then quicksave before carefully sneak-shooting it once with the .357 Magnum. Strafe over to the right wall, then crouch-walk slowly along it until you can sneak-shoot that same worker again, killing it.

Sneak down to a path intersection, then turn right and go over to the edge of a drop-off. Quicksave, then sprint forward so that you drop down just to the left of the cluster of stalagmites. Sprint down the left side of the narrow path and squeeze by the antlion guardian on its right side (your left), then keep sprinting along until you can push your way into a small tunnel. If the guardian manages to head-butt you at any point, quickrestore and try again until you make it undamaged. Move along the tunnel until you drop down, then move forward and bash a web.

Wait for the antlion guardian to run past, then immediately drop down and run after it while watching the left wall for a tunnel opening. Quickly push your way into that tunnel, then move along it until you reach a drop-off. Drop down and look to the left for a health pack, then move on to reach another web-covered tunnel exit. Bash the web, then wait for the guardian to run off to the left. Sprint forward to an armor battery, then turn right and sprint over to another armor battery. Enter the tunnel that's next to it, then drop down and move along until you come to the web-covered tunnel exit.

Quicksave after bashing the web and before leaving the tunnel, then get out the gravity gun and move to the right just enough for the guardian to see you. Catch and throw away the large rocks it head-butts at you, then wait for it to start running toward you along one side of the circular stone path. Immediately start run-hopping along the other side of the path, then start sprinting when you're about halfway along it. That'll hopefully keep you from running out of auxiliary power before you can make it to the next safe side tunnel.

If you get head-butted once before making it to safety, you might want to play on instead of trying again. That's a very difficult run to make without taking any damage. Turn around as soon as you're in the side tunnel, then wait for your auxiliary power to fully recharge. Get out the shotgun and quicksave, then leave the tunnel and turn left. Sprint along until you fall into some water, then keep sprinting ahead until you get near an opening in the wall that's been boarded over. Quickly blast the boards as you approach the opening, then sprint through it and press up against the back wall.

Wait until the guardian breaks the boards you're standing on, then go down the tunnel you fall into until you reach a web with a health pack next to it. Bash through the web, then move down to the tunnel exit. Get out the pistol and turn the flashlight on, then look for a headcrab up on the metal beams that are just ahead. Shoot it to death, then move forward until you're directly underneath the web that's in the ceiling. Blast the web with the gravity gun, then quickly back up a ways and get the pistol back out. One of the things that drops down will be a live headcrab, though it may get squashed by a rock. If not, quickly shoot it to death.

Check among the stuff that fell down to find some health, .357 ammo, and shotgun ammo, then look to the left of the tunnel you came in through for a web that can be broken to get more of the same. Go along the wall to the left of that to find another web that can be bashed, though note that this one will release a poison headcrab in addition to the usual good stuff. (Bash the web with the crowbar, then quickly whack the headcrab as it slides down.) Go left from there to find a wrecked machine in some water, then jump onto the wooden platform that's to the right of it.

Move to where you're directly underneath a ceiling web, then grav-blast it to get even more health, .357 ammo, and shotgun ammo. Pick up the large rusty cogwheel that's on the wrecked machine, then go across the track to find a non-wrecked version of the same machine. Drop the cogwheel long enough to shoot out the barnacle whose tongue is hanging down right next to the

machine, then pick up the cogwheel and push it into place. Use the yellow-handled lever, then go left and around to some steps that lead up to a small platform.

Use the button panel to summon the elevator, then wait for it to arrive with your vort pal on it. After he finishes talking to you, follow him down to where he opens a gate, then keep following him until he stops at a huge honeycomb-like thing. Wait for him to get the larval extract that he needs, then follow him back to the elevator. Get in and wait until section ep2\_outland\_02 loads up again.

<b>SECTION EP2_OUTLAND_02 (AGAIN): ALYX GETS HEALED</b>
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After the elevator stops, move up to the table that Alyx is on and wait for a vort to say "Join us, Freeman." Move around next to the table if necessary to get the ritual to begin, during which the G-Man will take the opportunity to send you a telepathic message. After that's over, look all around for leftover supplies that you need now, not forgetting the two infinite ammo crates and the armor batteries you dropped into tunnel 36.

Return to the elevator and wait for Alyx and a vort to enter it, then get in and wait for it to stop. Exit the elevator and go down to where you can bash a supply crate, then grav-blast the boards that are blocking the nearby ramp. Go up the ramp and drop into the hole past it to enter the next chapter.

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**FREEMAN PONTIFEX**

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**SECTION EP2\_OUTLAND\_05: ANTLION GUARD BATTLE AND STUCK LIFT**

Go up the slope and through a fence doorway to get outside, then grav-blast three barrels out of your way so you can go down two grassy "ramps" to reach the ground. Turn left and run over to a supply crate, then bash it and move to where you can turn left and see into an area with three active thumpers. Get out the gravity gun and quicksave, then sprint for the nearest thumper, ready to grav-blast any antlions that spawn directly in your way. Wait a few seconds after reaching the thumper, then quicksave again and sprint for the second thumper. Repeat the same process to reach the third thumper, then enter its small three-wall shelter to find a supply crate.

*NOTE: Antlions can sometimes run right up to a thumper, even though they're not supposed to ever be able to do that. Also, antlion workers will start spawning as you go for the second thumper, so watch out for their toxic spit.*

Stay crouched in one of the shelter's back corners until Alyx and the vort kill all the antlions that spawned, after which you'll be able to run around the area without any more spawning. Just don't go too close to the mine entrance that's over on the right, next to a tall metal lift structure. Doing that will cause the antlion guardian to crash its way out and attack you. You'll have to make that happen eventually, but there's a lot of preparation to do first. Look for another supply crate with a shotgun on it near the third thumper, then put all nearby supplies next to that thumper.

Go all the way back to the beginning of the area, looking for more supplies. There's a supply crate next to the second thumper, plus two more underneath the nearby wooden ramp. Carry all three crates back to the third thumper and smash them right next to it, then look for another supply crate next to an overturned rowboat near the first thumper. Bash the rowboat to find a health pack, then add it and the contents of the supply crate to your stash at the third thumper. If you didn't need the item you got from the supply crate you bashed while on your way to the thumper area, you might want to add it to the stash.

Next, stockpile explosives in the small three-wall shelter. Start with the explosive barrels, setting them carefully in the shelter so they won't roll out of it. To get the explosive barrels that are near the mine entrance that the antlion guardian will come out through, move past a white car and across the mine cart track, then go up to the rocks and turn right. Go over to (but not past) the nearest explosive barrel, then pull in the other two that you can see a ways ahead. Move all three barrels to your stash without triggering the guardian's appearance, and forget about the getting barrel that's right next to the mine entrance.

After that's done, look for a few explosive red containers to add to your stash, then look around the area near the third thumper for a wooden crate, a small bundle of metal beams, and an engine block. Bash the crate, then move the beams and engine block to a spot right in front of the three-wall shelter. The next thing to take care of are the cars. There are two of them near the third thumper, and one back near the first thumper. Grav-blast each one of them all the way back to the grassy ramps that you came down earlier. Knock them up the lower ramp or shove them into the area that's just to the left of it. That way, the antlion guards won't be able to head-butt them at you.

*NOTE: There's a bundle of beams near some crates at the top of the grassy ramps that you can take back and add to your stash at the third thumper.*

Grav-shove the two mine carts that are next to each other on the track into the third thumper's protective ring so they can't be used against you. There are two more mine carts, but one of them can't be approached without triggering the guardian's appearance, and the other one is way back near the first thumper. You'll just have to watch out for them being head-butted toward you during the combat. After quicksaving, pick up one of your stockpiled explosives with the gravity gun, then move toward the guardian's mine entrance. Throw the explosive at the guardian as soon as it crashes through the boards, then sprint back to the third thumper.

Pick up one of your stockpiled explosives and quicksave, then move outside the thumper's protective ring long enough to throw the explosive at the guardian (or its antlion guard pal). Quickrestore if you miss, and quickly retreat back to the thumper and quicksave if you scored a hit. You'll also want to quickrestore if you ever take any serious damage, though remember that your



stockpiled supplies will be enough to make up for some damage. After you run out of explosives, start throwing your beam bundle(s) and engine block at whichever antlion guard remains. After throwing all of them, you may have to wait for it to headbutt one of them back to you.

You could use the shotgun and/or an SMG grenade to speed things up, but there's probably no need to do that. After the second guard dies, hide in the three-wall shelter while waiting for the vort to finish off any remaining antlions, then check your supply stash to see if there's anything you need. Go over to the tall metal lift structure that's near where the guardian emerged, then wait for the vort to open a gate for you. Past it, move over to the ladder on the left, then quicksave before climbing slowly up it while looking up.

When you're about halfway up, a large rock will fall from the area above. If it falls onto you and damages you, quickrestore and try again. After it falls without hitting you, climb the rest of the way up the ladder and turn right. Move about halfway across the narrow board walkway, then turn right and look up to see the lift. Get out the gravity gun, then jump up and down while holding down the "Secondary attack" key. You should soon be able to pull out the pickaxe that's jamming the lift, after which it'll drop down.

Throw the pickaxe away, then look up to see if the lift's trap door is levitating a ways above you. If so, pull on the board that's holding it up there until it breaks. After the trap door falls, crouch-drop onto the lift, then toss the trap door out of the way if necessary so you can drop into the lift. If you land on the vort, move around until you drop onto the lift's floor, then use the button panel to get it going. (If the panel doesn't seem to work, move a bit closer to it and try looking at it from different angles.)

After the lift stops, go along the board walkway, then move down a passage until you reach some broken stairs. Drop down them and approach the doorway ahead to get section ep2\_outland\_06 to load.

### **SECTION EP2\_OUTLAND\_06: MUSCLING YOUR WAY TO THE MUSCLE CAR**

Past the doorway, move down the passage until you come to a partly raised metal gate with a pulse rifle underneath it. Crouch-walk under the gate, then look next to the dead bodies ahead to find several health and armor items. Turn right and go over to the fence gap, then look to the left to see a large bridge in the distance. Use the zoom feature to help you see the G-Man walking along the nearest bridge section, then go pick up an unused armor battery with the gravity gun. Move up to the fence gap, then carefully crouch-walk up to the edge of the drop-off.

Quicksave, then turn left and throw the armor battery toward the bridge section that you saw the G-Man on. If you can see that the battery didn't land on the bridge, quickrestore and try again. Do that with all unused batteries, then wait for Alyx to lower a nearby force field. Past the doorway, go up some stairs to reach a room with several wooden crates and two laundry carts in it. Pick up a laundry cart and carry it back outside, then move up to the fence gap and drop the cart into the area below. Go back and move the other laundry cart aside, then grav-blast the large metal cabinet to knock it aside.

Knock off the boards that block access to a shaft, then crouch-drop down the shaft to pick up another pulse rifle. Grav-blast a couple of laundry carts out of the way so you can leave the shaft, then blast the boards off of the doorway ahead. Toss a laundry cart through the doorway, then go through it and drop down. Move the two wooden crates away from the wall hole, then crouch-walk into the wall hole. Stay there and knock crates around until you can pull in the small chair that's holding a door shut. Quicksave, then wait for a poison zombie to break through the door. (If it doesn't before long, try moving a bit farther forward.)

Quickly back up and pull in the laundry cart, then wait for the zombie to make the wall hole bigger. As soon as it does, throw the cart at it, then immediately pull it back in and throw it again. After the zombie and its headcrabs are all dead, go through the doorway it came through, then move two boards out of the way so you can drop through a floor hole. Crouch-walk under another metal gate, then knock a laundry cart and some crates out of the way so you can go through a doorway to get onto a partly open trap door. Hit it with a blast from the gravity gun, then drop down and turn to face the doorway.

Grav-blast the nearest wooden crates to kill a poison headcrab, then move to where you can throw a crate at the other poison headcrab. Cross their room and go through a door, then stop and watch as Alyx snipes a zombie for you. Go down the first set of stairs, then turn around and look up to see a supply crate on a high-up ledge that you can pull in. Go down the rest of the stairs

and open a door, then quicksave before going through the door and sprinting over to the edge of a drop-off. Try to pull in both of the supply crates you can see on the boards past the drop-off before the barnacles can latch onto them. If a supply crate falls into the shaft below the boards, quickrestore and try again.

Drop down and bash both supply crates, then move over to the doorway that has several barnacle tongues hanging down past it. Shoot the explosive barrel that's just past them once with the pistol, then get out the gravity gun and quicksave. Pull in the barrel, then let go of it as soon as one of the barnacles grabs onto it. Switch back to the pistol and shoot the barrel once, then back up a bit to avoid damage from the explosion. Use the pistol to finish off any barnacles that survive, then look on the wooden table that's to the left of the doorway for a box of pistol ammo. Past the doorway, go over to another doorway that's blocked by two boards.

Pull the boards off and toss them aside, then look on the slanty metal roof that's to the right of the doorway for a supply crate you can pull in. Quicksave before crossing the dangerous passage past the doorway by keeping as far to the left as you can. Once you're across, crouch-walk under the large brown pipes ahead and watch as a zombie torso crawls through the flames and dies. Get out from under the pipes, then go around to where you can move up close to the flames (but don't let them burn you). Wait for a zombie to walk into the flames, then back up and wait for it to die.

Use the red wheel that's to the left of the flames to turn them off, then jump onto the nearby rusty metal cart without changing its position. Move up next to its handle, then turn on the flashlight and look up at the large fuel tank that's on the platform above. Jump up and down while looking to the right of the fuel tank to see a supply crate you can pull in. After you loot it, get off of the metal cart and pick it up by one end. Carry it past where the flames were, then go partway down some stairs before throwing it at a zombine that's pounding on a door. Go back and get the two red gas cans that are setting near where you got the cart, and drop them next to the zombine's door.

Open the door and grav-throw a gas can at the closed door that you can see on the other side of the long, narrow room. That should ignite the zombine and two zombies that are near the closed door, so wait for them to burn to death. After they do, throw the other gas can at the closed door. Move a short way into the room and wait for the lights to go out, then turn on your flashlight and see if any zombies survived the gas cans. If so, back up and pick up your cart, then wait for them to exit their room so you can squash them with the cart. Check their room for a supply crate, two health vials, an armor battery, and a box of shotgun ammo, then carry the cart down the second set of stairs.

Move over to the large blue dumpster, then back straight away from it while holding your cart in front of you. When a fast zombie jumps out of the dumpster, throw the cart to kill it. Bash the nearby supply crate to get two frag grenades, then look across from the dumpster to find a padlocked fence door. Pull the padlock off with the gravity gun, then open the door and quicksave. Move up to the wall that's directly ahead, then quickly back up and close the door. Wait for Alyx to snipe down all the zombies in the alley to the left, then reopen the door and go down the alley to find a small crawl-hole on your left.

Crouch-walk through the hole, then stand up and let the poison zombie that's at the bottom of the stairs see you. Quickly return to the crawl-hole and get out the gravity gun, then wait for Alyx to shoot down all the zombies for you. If a poison headcrab comes near you, grav-blast it away. After Alyx stops shooting, go over to the top of the stairs to see if there's anything left to lure into Alyx's range. Once there isn't, go down the first set of stairs and through the fence opening on the right. Look in the nearby corner to find two boxes of ammo, then go down the rest of the stairs and over to a closed door.

As soon as you reach the door, turn around and sprint back up to the top of the stairs. Wait there for zombies to come after you, and retreat to the crouch-hole if necessary while waiting for Alyx to snipe them. After they stop coming, go back to the door (which will now be gone) and look in the small hallway that's past it. Crowbar-kill any headcrabs you find, and lead any remaining zombies out to where Alyx can shoot them. Once the hallway is clear, go through the fence doorway that's near its other end, then move forward far enough for the zombies over to the right to see you.

Immediately retreat, then wait to see if any zombies make it past the barnacles. If so, lead them outside to be sniped. Return to the barnacle area, then move the two explosive barrels over to a spot near the fence doorway (but make sure they don't block it). Carefully move up to where you can crowbar-whack each of the barnacles, then go past the generator to get a zombine to appear on the other side of the boarded-over doorway that's ahead. Turn around and sprint back outside, then wait at the top of the stairs for the zombine to appear. When it does, move into the crouch-hole for cover while waiting for Alyx to kill it.

Go back to the room with the generator, then move up to the large pipes in one corner so you can see a supply crate that's between them. Pull it in with the gravity gun, then go through the doorway and up some stairs to reach another outdoor area. Make a U-turn at the top of the stairs to find the laundry cart you dropped down earlier (it may be up on a ledge on the right), plus a wooden crate with a pulse rifle on it. Enter the nearby large red storage container to find a supply crate and two frag grenades, then go back to the top of the stairs and turn right to find a sliced-in-half zombie underneath a light.

Pick up the saw blade, then hold it above you while climbing the nearby ladder. Drop it on the ledge with the health packs and frag grenades, then quicksave. Move onto the building's roof and use the gravity gun to pick up and throw away all of the loose sheets of metal. While doing that, be careful not to fall into the building through one of the roof's two large open spots. After all the metal sheets are disposed of, wait for Alyx to kill off all the zombies that are currently in the building. (Note that one or more of them may be visible to you, but not to Alyx, in which case you'll need to shoot them yourself.)

Once the building is clear, toss the health packs and frag grenades that are on the nearby ledge through one of the roof openings so that they land on the building's floor. You can now optionally go back to previous areas and bring in some leftover supplies to toss down if you want, though that probably isn't worth the effort (except maybe for an armor battery or two). Go get the laundry cart I had you drop down earlier, then carry it up the ladder and set it on the ledge with the saw blade. You now have a choice of two strategies for dealing with all of the zombies that will appear in the building when you drop into it. Be sure to make a regular save before trying either one.

#### **STRATEGY #1: JUMP BACK UP**

Before dropping into the building, look down at the platform you'll land on and locate the supply crate that's on it. Drop down while carrying the laundry cart, then quickly run over to where you can drop the cart on the floor next to the corner that's near the supply crate. Pick up the supply crate and drop to the floor, then set it on top of the laundry cart so you can jump-crouch your way back onto the platform. That sounds like a waste of effort, but not dropping to the floor will cause the zombies to knock the supports out from under the platform.

Restore your save and try again if necessary until you can make it back onto the platform, then get out the gravity gun and quicksave. One of the only things you'll have to worry about up there are zombine grenades, so be ready to quickly pull-and-throw them. (Note that you can pull and throw items right through the platform, which will be helpful if a zombine pulls out a grenade while directly underneath it.) Move around on the platform as much as you can without falling off to lure out all the zombies in the side areas, and shoot any zombies you see that are reluctant to come out to where Alyx can snipe them.

When some zombines bash their way through a large metal door, watch out for the fast zombie that's with them. It can leap onto your platform and knock you off of it, so quickly hit it with an SMG grenade or two as soon as the door falls. (You can also toss a frag grenade over the door when you hear the zombines pounding on it.) After the last group of zombies bashes its way through some doors in the back, lure as many as you can out into the open, then quicksave before dropping down and finishing off the last of them with saw blades and/or the laundry cart.

#### **STRATEGY #2: DON'T JUMP BACK UP**

Use the gravity gun to fire your saw blade at the building's floor, then throw the laundry cart down there, too. Drop down to the platform and then the floor, then pick up the saw blade you threw down and watch for a zombine to come out through the doorway that's near the left end of the platform. Quickly kill it with the saw blade, then either retrieve that blade or grab the one off the wall on the right. Several zombines will be coming out of the doorway or the fence opening to the left of it, and you'll want to quickly kill them with saw blades or the laundry cart. The other zombies will probably all get sniped by Alyx before they can become a problem.

After all or most of the first wave of zombies are killed, more will break in through the large metal door that's a ways to the right of the platform. Be ready to hit them with two SMG grenades as soon as the door falls, then use saw blades and/or the laundry cart to quickly finish off any survivors. Stay in the central area and wait for one last batch of zombies to break through the doors in the back. When you hear them pounding on the doors, quickly grav-blast the metal sheets off of the fence so Alyx can see and shoot them after they break through.

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After it's over, look all around for supply crates. There's one up on the platform if you didn't get it earlier, plus one in a small fenced-in side room to the right of the platform. If there's a reclining zombie in there, move up against the fence to get it to rise, then back up and wait for it to knock part of the fence down. If that zombie somehow got killed, you'll need to use the gravity gun to lift the supply crate over the fence. Go through the doorway that's to the left of the platform to find a dark side area that has two supply crates in it.

Look around for all the loose items you tossed down before dropping into the building, then look in the back area for two more supplies crates, one of which is to the right of the doorway that the last group of zombies came through. Go through that doorway and around to a large storage room, then crouch-walk under the shelves on the right. Get out the shotgun and turn the flashlight on, then move slowly along under the shelves until you can see an explosive red container behind a bit of fencing. Keep moving forward until a fast zombie torso appears next to that container, then shoot the container. (If that doesn't kill the torso, shoot it in the head when it gets close.)

Move out from under the shelves, then look to the right for a box of shotgun ammo under some other shelves. Pull it in with the gravity gun, then edge your way past a barnacle tongue and turn left. Kill the zombie torso by throwing one of the two nearby barrels at it, then bash the supply crate. Turn around and look against the back wall for a storage shelf that you can jump onto. Get out the crowbar, then keep jumping onto higher shelves and bashing crates that get in your way until you get to the highest shelf. After bashing the poison headcrab that drops down right in front of you, quicksave.

You can get across to the shelf that's next to a vent shaft by doing a tricky sprint-jump-crouch, but you may find that to be too hard. If so, drop down onto the forklift, and then to the floor. Move the nearby wooden crate onto the forklift's little platform, then move to where you can use the forklift's red-handled lever without getting off of the platform. After it finishes rising, jump onto the wooden crate, then jump-crouch onto the shelf. Look across to some other nearby shelves to find a supply crate you can pull in, then crouch down and bash the vent grating so you can enter the shaft.

Move along the shaft until you can bash through another grating and drop down, then move forward to find a supply crate. Look to the right of that for a couple of barrels next to some railing, then move through a railing gap and drop down to the higher brown pipe. Drop from it to the lower pipe, and then to the pavement. Go through a fence doorway, then stop and look to the right to see an explosive barrel behind a wooden pallet. Pull in the pallet and toss it aside, then watch the area ahead while Alyx snipes several zombies and zombie torsos.

After they stop coming, move onto the first section of ground that's past the concrete ledge, then jump across to the second ground section. Jump over to the third one, then pull in the nearest explosive barrel. Watch for a zombie to rise from the sludge, and quickly throw the barrel at it when it does. If that doesn't kill it, finish it off with the shotgun. Jump your way back to the concrete ledge, then wait there while Alyx snipes some other zombies that rise up. If any of them get past her, throw the explosive barrel that's on the ledge at them. If any more get past her, blast them in the head with the shotgun.

After they stop coming, jump back across to the third ground section, then move along next to the wall until you can hop across to the fourth ground section. Move across it and onto the slanty concrete, then get out the pistol, turn on the flashlight, and quicksave. Move along the slanty concrete until you're near an explosive barrel that's on the other side of the fence, then shoot it twice with the pistol when one or more of the zombies that are over to the left get close to it. Sprint back to the fourth ground section, then jump your way back to the concrete ledge.

Be ready to shotgun-blast the zombie if it comes after you (or throw the ledge's explosive barrel at it if you didn't use it earlier). Wait to see if any other zombies follow you out, then go back and use the shotgun to finish off any that are left. Look for a supply crate near the fence opening, then go down to where you can climb a ladder to get onto a walkway with an SMG grenade crate on it. Open the crate to resupply, then go along the walkway until you come to a fence gap. Fire SMG grenades through the gap to kill the zombies that rise up from the sludge below, then go resupply at the crate again.

Look next to the chair that's near the fence gap for an SMG, then look past a nearby section of fence for a supply crate and a box of shotgun ammo. Use the gravity gun to smash open the supply crate, then crouch down next to the fence and pull in the items

you want. Look to the right for a short passage that you can crouch-walk down to get to a health pack. Before you do that, go back along the walkway and down the ladder, then pick up a non-explosive barrel. Carry it up the ladder and down the crouch-only passage, then drop it into the area that's past the health pack.

Do that with two more barrels, then drop down and set the barrels into a 2-1 staircase formation so you can use them to get back up to the crouch-only passage (but don't do that yet). Get out the SMG and quicksave, then move past the concrete and onto a patch of ground. Watch for a poison zombie to walk into view in the area ahead, and quickly take it out with SMG grenades. Finish off any loose headcrabs with the pistol or crowbar, then use your barrel staircase to get back to the SMG grenade crate to resupply. Drop back down and jump from the first section of ground to the next one, then jump onto a wooden spool that's near two large pipes.

Jump onto the pipes and go up them to where you can bash a supply crate, then continue to the top of the pipes. Turn right and jump onto a safe piece of ground, then look for a supply crate to bash. (It may have been broken open by your SMG grenades, and its contents may have been knocked into the toxic goo.) Quicksave, then jump onto the nearby white car. Jump onto the car's roof, then jump across to a cluster of large rocks. Turn right and jump over to the nearby patch of safe ground, then quicksave again.

The next white car will sink rapidly after you jump onto it, so don't do that yet. Look past the car to see a patch of safe ground with a wooden spool and a supply crate on it. Pull on the spool with the gravity gun until it's in the sludge between the car and the safe ground, then quicksave. Jump over to the car, then quickly jump onto its roof and over to the spool. Jump onto the safe ground, then turn around and pull in the nearby explosive red container. Watch for two zombines to rise from the sludge, then quickly throw the container at one of them.

Pull in the wooden spool and use it to kill the other zombine, then switch to the shotgun if a zombie makes it onto your ground without Alyx sniping it. Quickrestore and try again if something goes wrong, then pull in the spool and drop it so that it lands in the goo that's between your ground and the large red container. Pull in the spool that's on the next section of ground, then drop it onto the first spool. Pick up the supply crate and jump onto the top spool, then drop the crate so you can use it to jump onto the top of the red container.

Once you're on the container, pull in the supply crate and throw it at the small concrete ledge that's next to a ladder. Jump over to that ledge, then pull in the two supply crates that you can see on nearby patches of ground. After smashing all of them, climb the ladder, then turn right and climb another ladder. Get out your frag grenades and quicksave, then go over to the nearby shed's doorway. Use the flashlight to see the fast zombie that's lying around near the shed's back left corner, then roll or toss a grenade so that it lands near the zombie. Back up and wait for the explosion, then peek in to make sure it killed the headcrab that's in there, too.

Quicksave again once that's done, then move up against the zombine that's reclining against the left outside wall of the shed. Lead it out to where Alyx will snipe it, dodging around to avoid its arm swipes. After it's dead, check inside the shed for a supply crate, a .357 Magnum, and some .357 ammo, then leave the shed and turn right. Climb the nearby ladder to find another supply crate, then go up the large grassy slope to where you can get onto the bridge by going through a large railing gap. Move toward the muscle car until a portal storm happens, then stop and wait as the central section of the bridge gets even more messed up.

Go past the car and look on the left for another railing gap that leads to a small side platform. Bash the supply crate, then climb the little ladder that leads onto the top of the railing. Run along the railing and hop over to the central bridge section, then stop and wait as some more pieces fall off of it. After that's over, use the gravity gun to knock every car off of it. Wait until it readjusts itself, then go down to its low end and quicksave before crouch-dropping carefully onto a blue car. Go back up to where you can get onto the muscle car's bridge section, then use the gravity gun to knock the car around to where it's facing the central bridge section.

Get in the car and quicksave, then drive it across the central bridge section and onto the one past it. (You don't need to use the car's turbo feature to get across, so it's best not to.) Apply the handbrake after you land on the far side of the bridge, then get out of the car and look around for the armor batteries you threw across earlier. Turn left past the bridge's railing to find a supply crate, then go up some nearby steps to get onto a small generator platform. Look in the blue dumpster for another supply crate that you can pull in with the gravity gun, then go back down the steps and turn right to find a ladder.

Climb the ladder, then enter the small control room and use the lever that's on the panel. Go back down the ladder and over to Alyx and the vort, then follow them to the car. After the vort powers the generator that opens the nearby gate, toss any nearby supplies (especially armor batteries) past the gate so you can access them later. Get in the car and drive slowly under the gate and on to where the next chapter starts.

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**RIDING SHOTGUN**

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**SECTION EP2\_OUTLAND\_06A: HUNTED AT THE RADIO TOWER**

Drive slowly forward until you exit the tunnel, then stop the car and get out. If you have less than five frag grenades, turn around and look up at the top of the tunnel exit. A frag grenade should soon roll into view and drop onto the ground just to the right of the tunnel exit. Weird! Go pick it up, then get back in the car and drive slowly down the road until you get near a rubble-blocked tunnel entrance. Drive through the railing gap that's just past the tow truck, then follow the stream along to its other end. Turn right and get onto a path, then drive along it until it turns left and slopes upward.

Stop the car and get out, then go back down the path a short distance and look to the left for a small watchtower. Climb its ladder to find two frag grenades and a supply crate that contains two .357 Magnums. Return to the car, then drive up the slope and through an open gate. Stop just past the gate and look behind the large rocks on the right for another supply crate, then drive on until you reach the radio tower compound. Park the car in front of the barred gate that's in the wall just past the tow truck, then get out and use the gravity gun to shove the car right up against the gate.

Open the light-blue doors that are directly across from the gate, then wait in the doorway until a zombine staggers into view. Make sure it sees you, then back up and let Alyx take it and another zombine down. Look to the right of the doors for two large tires, then toss them over the gate that you parked the car in front of. (Note that it's best to drop them over the gate after jumping onto the front of the car.) Go through the doors and over to a transmitter device, then wait for Alyx to notice that it's not getting any power. Check the bathroom for two supply crates, then exit the building and turn right to find another supply crate near some tires and explosive containers.

Drop both of the tires and all five of the explosive containers over the gate, then check inside the other small building to find a supply crate. Go around the outside of the largest building until you reach a dirt mound that you can use to get onto the roof, then turn left and go along until you can drop through a large hole. Look nearby for a supply crate, then take note of the nearest concrete wall section. Find all three of the explosive barrels that are lying around and set them upright, then put them next to that wall section, on the side opposite the unopenable blue doors. (It's best to put two of them near the right end of the wall section, and the other one in front of those.)

Put all but three of the loose tires that are scattered about into two piles -- one to the left of the unopenable blue doors, and one to the right. As for the other three tires, find the small corner room that has a supply crate on top of some shelves, then drop the tires through the ceiling hole that's next to a large rubble mound. After that, drop all of the explosive red containers that you dropped over the gate through the same ceiling hole. Drop through the ceiling hole and check the back left corner of the room for four health packs, then stack your three tires in a spot that's just to the left of the unopenable white doors.

Carefully set all of your explosive containers next to the wall that's to the left of your tire stack, and make sure they don't roll down into room below. Drop down to the lower room, then look nearby for a wooden pallet leaning against the wall. Move it aside to find a short cable, then pick it up by one of its plug-ins. Carry it over to the other side of the room and push it into one of the two empty sockets, then push its other plug-in into the other empty socket. Pull out the cable that was already plugged in, then go put its two plugs into the sockets that are to the left of the lift.

Get on the lift and use its button panel to ascend, then get out the .357 and wait. Quicksave as soon as the nearby doors' windows are broken open, then move to where you can look through the left window and shoot the explosive barrels you set next to the concrete wall section earlier. Quickly retreat back to the lift, then switch to the gravity gun. Wait for the rest of the doors to be blown off, then grav-blast the hanging door remains a couple of times to make sure they won't be in the way of you throwing explosive containers through the doorway. Once it looks good, quicksave again, then start throwing explosive containers at the hunters.

Retreat back to the lift after each throw, then pick up another explosive container and throw it. Hopefully, you'll have enough explosive containers to kill both hunters. If not, finish off the survivor with your .357 Magnum. When a third hunter drops down near the doorway, start throwing your tires at it. Two or three tire hits will kill it, after which you can relax and quicksave again.

Go past the concrete wall section you set barrels against to find that the unopenable blue doors have vanished. Bash the two supply crates that are past them, then pick up a tire with the gravity gun and move into the second big doorway.

Watch the small building over to the left until a hunter appears, then quickly back up to the concrete wall section. Wait for a hunter to run into range, then quickly throw the tire at it and strafe out of the way. Pick up another tire and hit the hunter with it as soon as possible. You'll want to kill the first one before the second one can crowd its way in. Sprint around the concrete wall to evade the hunters whenever necessary, and use tires from both of your piles to finish them off. Once they're both dead, quicksave if you didn't take too much damage, then return to the building with the transmitter in it.

Move up to the transmitter and wait for Alyx to send a message to the White Forest Base, then go around and check all of the leftover supplies to see if you need any of them now. Get in the car and drive back to the small watchtower to check its supplies, then drive all the way back to the tunnel you entered the chapter through to see if you need anything you tossed past the gate earlier. Once you're done supply hunting, return to the radio tower compound and drive through the now-open gate in the back. Follow the winding path along until you reach a small drop-down where section ep2\_outland\_07 will load.

### SECTION EP2\_OUTLAND\_07: COMBINE ADVISOR AND CHOPPER

Drive slowly down a slope, then turn left and drive along the path until you pass the smoking remains of an advisor pod. Go around the bend and park the car near a small truck, then get out and explore the house to find two supply crates and a large board-covered wall hole. Bash all the boards off the wall hole, then go back outside. Locate the loose tire that's leaning against the truck, then set it on the ground next to two barrels at the left corner of the house. Look next to the barn for two more tires, then explore the barn's covered walkway to find a fourth tire. Once they're all stacked on top of the first tire, explore the covered walkway further to find a padlocked door.

Pull the padlock off with the gravity gun, then open the door. Go along the passage past it until you come to a floor hole with an armor battery next to it, then crouch-drop into the floor hole to find another armor battery. Move along to find two health kits and a third armor battery, then go through the gap that's next to some stairs to enter the main barn area. Wait for Alyx to expose a bouncy energy orb, then grav-blast it to send it flying. After the advisor gets away, pick up the wooden crate that's in the corner to the right of the wooden ramp, then crouch down in that corner and hold the crate so that it's between you and the top of the ramp.

Wait for Alyx to kill the first soldier who comes after you, then quicksave and wait for two more soldiers to arrive. Alyx will say "Let's get to the car" when the last of those soldiers is killed. If she stops shooting for awhile without saying that, then one of the soldiers is hanging around in the room past the doorway instead of coming through. Try to nudge Alyx up the ramp to where she'll see him and finish him off. (You'll want to take as little damage as possible during the soldier and hunter combat, since you're likely to take lots of damage during the chopper evasion sequence.)

Go up the ramp and through the doorway on the right to find a crossbow, a supply crate with crossbow ammo in it, and four health vials. Go through the next doorway and along the passage to an open door, then quicksave. Go through the door and turn right, then move to a spot just past the first little stick-out board wall that's on the left. Immediately back up and move around Alyx so you can go back through the open door without pushing her through it. Stand in the doorway while she shoots at some soldiers to make sure she can't retreat through the doorway and hide.

Back up quickly if a frag grenade lands near you, then try to push Alyx back through the doorway if she came through it. After she stops shooting at soldiers, turn around and use the flashlight to locate a barrel that's along the right side of the passage. Pick up the barrel and return to the doorway, then crouch down and keep the barrel in front of you as you move toward the nearest covered walkway exit. When you reach it, don't go through it, but instead strafe right a bit and set the barrel down. Alyx will have followed you and started shooting at the soldiers who have taken up positions in the house.

Stay under cover and nudge Alyx around as necessary to keep her shooting at those soldiers until they're all dead. (Have your shotgun out in case one of the soldiers comes after you, though that's not very likely to happen.) Go along the walkway until you find a supply crate to bash, then go back to the walkway exit that's almost directly across from the spot where you made your tire stack next to the house earlier. Get out the gravity gun and quicksave, then sprint over to your tire stack. Pull in the top tire as soon as you can, then throw it at the hunter that appears just to the left of the house.



Strafe left and right while throwing tires at the hunter as fast as you can. Quickrestore and try again if you take very much damage, and sprint for the muscle car the instant the hunter goes down. Get in and start driving slowly forward, then stop briefly when you reach Alyx. As soon as she starts to climb in, speed ahead and ram through the group of zombines that you come to. Just past them is a fence that you'll also need to ram through. Try to hit its leftmost wooden section to avoid damage (though you might still take a small amount).

Slow down once you're past the fence so you can turn left just past the fuel tanker, then quicksave before accelerating forward. Go past the white van on its right side, then edge left a little so you can hit a supply crate that's next to some barrels while moving straight at them. As soon as you're past them, hit the Turbo key. When you get close to a yellow car that's directly ahead, swerve right and cross over the track so you can go along to the right of it. The chopper will start dropping mines soon if it hasn't already, so swerve left across the track as soon as you can.

Keep swerving from one side of the track to the other while avoiding mines until you get near two tunnel entrances. If you hit even one mine, you'll probably want to quickrestore and try again. If you find that it's too hard to avoid all the mines, try going slower when the chopper is dropping mines directly ahead of you, and maybe even stop and wait for mines to blow up. The chopper will take the opportunity to shoot at you, but that won't hurt as much as hitting a mine.

Another thing you could try is stopping and getting out of the car whenever the chopper starts dropping mines. Crouch-walk underneath the nearest train car for cover, then wait until the chopper shoots at you. As soon as it finishes firing, get back in the car and drive on until the chopper starts dropping mines again, at which time you'll repeat the process. When you reach the tunnel entrances, drive into whichever one of them doesn't have any mines dropping in front of it, then drive down it until section ep2\_outland\_08 loads.

### SECTION EP2\_OUTLAND\_08: MORE CHOPPER PROBLEMS

Drive forward slowly until you see the chopper fly off into the distance, then stop and get out of the car. Go back down the tunnel on foot until the previous chapter section loads, then search along the train track area for supply crates you missed before. When you get back to the fence you crashed through, use the shotgun to finish off any zombines that are still alive (or dodge around while waiting for them to pull grenades and self-destruct). Look for two supply crates near them, then return to the house and barn in search of leftover supplies and soldiers' dropped weapons.

When you're done, return to this chapter section and get back in the car, then drive slowly out of the tunnel. Stop the car when you reach the top of a downward slope, then get out and go down the slope to find a supply crate (which may have already been broken open by a stray mine). Past it is a wrecked train car with some ramp-like metal next to it, so return to the car and drive it over the ramp. After you land on the other side, drive forward to some wooden crates. Get out and bash the two supply crates, then drive through the other crates. Past that, drive on slowly until a fast zombie lands on the car.

Stop the car and wait for Alyx to kick the zombie off, then quicksave. Drive carefully over a pile of rubble, then speed on ahead to where you can make a right U-turn. After you do, drive between the fire and the barnacle that are near the left side of the wide passage, then stick to the left wall until you come to another wrecked train car that's been set up for a ramp jump. Past that, the chopper will start dropping mines, so do a quicksave as soon as you drop down past the train car. Slow down a bit as you dodge mines, and watch for a fallen tree that's next to an overturned train car.

As soon as you're past the overturned train car, head left and park next to two upright train cars. Get out of the car and run around if necessary to avoid damage from the last few mines, then quicksave. Get back in the car if you left it, then drive on while keeping right as much as you can. As soon as you're past the logs that the chopper shoots loose, aim the car at all the road markers ahead and hit the Turbo key. Crash through the markers and a gate, then swerve left and hit the handbrake when you get close to the back wall. Get out of the car and run over to the open end of the nearby large container for cover.

Follow the resistance guy inside, then wait at the corner while he runs up to the end of the next container and gets himself killed. Quicksave, then keep right while crouch-walking up to a spot near the end of that container. Look down and see if you can spot an armor battery under the train car that's just ahead. It's kind of hard to see since it's partly under something over to the left. If you can, pull it in before moving up to the very edge of your container, since doing that will cause a mine to go off under the

train car, knocking the armor battery way off somewhere to the left. If that happens, you may never be able to get it.

Drop down after the explosion, then drop the armor battery if you got it but can't use it yet. Crouch-walk under the train car, then pull in the malfunctioning mine with the gravity gun. After it falls apart, crouch-walk past it and bash a supply crate to get another armor battery, then turn left and bash through a large wooden crate. Move down to where you can exit the crawlway, then look on the train car you were just under to find another supply crate. Pull it down and bash it, then carry its armor battery a ways back down the crawlway before dropping it.

Exit the crawlway, then keep left while moving slowly toward Alyx until she tosses you a health pack, which you should add to your crawlway stash. Pull in the supply crate that's on the ground underneath Alyx's perch, then bash it to find yet another armor battery to add to your stash. Exit the crawlway and quicksave once that's done, then wait if necessary for the chopper to fly down to the other end of the area. Sprint across to the building with the stairs in it, then turn right from the base of the stairs and sprint down to where you can hide behind several protective sheets of metal.

Quicksave again if you made it there undamaged, then peek around the leftmost metal sheet. Watch for a mine to drop nearby, then sprint out and use the gravity gun to pick it up. Quickly look up and throw the mine at the chopper, then sprint back to safety behind the metal sheets. Quicksave every time you hit the chopper without taking a lot of damage, and quickrestore whenever you take a lot of damage. Keep that up until you hit the chopper with enough of its own mines to crash it, then go back to the building with the stairs. Go up the stairs and along the walkway to reach an armor charger, then use it to get your armor back to 100.

Look all around for weapons and health vials that dead resistance guys dropped, plus three more supply crates (which may have gotten broken open by mines at some point). Near the protective metal sheets you were taking cover next to is a door that a resistance guy will open. Toss leftover supplies past that door, especially all of the armor batteries you put in your crawlway stash. Once you've tossed in everything you want to save for later, go through the door and down to where the resistance guy is waiting, then stand and wait for the next chapter to start.

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**UNDER THE RADAR**

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**SECTION EP2\_OUTLAND\_09: THE AUTOGUN**

Follow the resistance guy into the garage, then wait until he goes up some stairs. Optionally talk to the guy who's doing some welding on a car to get a bit of funny dialogue, then pick up the bottle that's setting on the car and throw it away. Go up the stairs and through the open door that the resistance guy is standing next to. Before you drop down through the big floor hole, toss all of the cinderblocks through it. After you drop down, move the two red gas canisters to the corner of the room that's directly opposite the one they start in.

Use the gravity gun to pull all of the boards off the window, then quicksave before bashing the window. The zombine that's just outside of it will pull a grenade, so quickly run into the corner that you moved the two red gas canisters to. After the grenade explodes, go over to the window and throw your cinderblocks and saw blades at any nearby zombies. If a zombine comes close, hit it with one of the red gas canisters. Once the area near the window is zombie-free, wait a bit to see if any more will come over to where you can throw stuff at them.

Drop any remaining cinderblocks, saw blades, and gas canisters out the window, then jump through it. Move up to the white car that's to the left of the flaming red car, then wait to see if any more zombies stagger into view. (None will if you were patient enough at the window.) If some do appear, sprint back to your stockpile of gravity gun projectiles and use them. Once that's done, stand next to the front of the flaming red car and look toward the back left corner of the area to see two supply crates you can pull in. To the right of the flaming red car is a small truck with another supply crate in the back of it.

The best supply crate is in the back of the small truck that's way out in the toxic sludge. To get it, you'll need to get onto the blue car that's also out in the sludge. Move as close to that car as you can without touching the sludge, then quicksave before doing a jump-crouch onto the car's roof. Once you make it, use the gravity gun to pull the supply crate out of the back of the truck. (Note that you might get a skeleton first. If so, toss it aside and try again.) Jump back onto the safe ground, then bash the supply crate to get some crossbow ammo.

Jump into the back of the truck that isn't out in the sludge, then jump onto its roof so you can move onto a shed's roof. Pull off the boards that cover the windows so you can jump through one of them, then turn left and open a door. Move partway down the wrecked steps, then turn right and jump over to the sludge-free ground. Go along it until you reach a bent piece of fencing next to a white van. Pull the supply crate off the van and smash it, then crouch-walk under the bent fencing. Stay crouched as you move toward the supply crate that's in the pipe directly ahead.

Pull in the crate with the gravity gun, then hold it in front of you as you enter the pipe. When a flaming poison headcrab enters the pipe from the other end, throw the crate at it to kill it. Move up to the pipe's other end and pull in the supply crate you can see next to the red car ahead, then bash it to get two frag grenades. Quicksave, then crouch-walk up to the red car and turn right. Crouch-walk over to the nearby upright barrel, then move around slowly until you can see the top of a floor turret next to some other barrels a ways ahead.

Return to the pipe and quicksave, then go back to the barrel and toss a frag grenade at the turret. If you don't knock the turret over after two throws, quickrestore and try again. Once the turret is down, return to the pipe to pick up the frag grenades you got from a supply crate, then crouch-walk back to the upright barrel. Look a bit to the left of where the turret was to see a large window. Shoot it out with the pistol, using the zoom feature to help you see when it shatters, then crouch-walk up to the car that's to the left of the upright barrel.

Stick next to the cars as you crouch-walk your way down to the small truck that's to the left of the window you shot out. When you reach the front of the truck, press up against it and stand up, then get out the .357 Magnum. Look to the left and wait if necessary for a Combine soldier to move into view, then quicksave. You can't shoot him through the small gap between the truck and the white van unless you jump first. Jump-shoot him twice to kill him (or once if you're lucky enough to get a head shot), then crouch-walk along the side of the truck to reach the left end of the window you shot out.

Get out the SMG and quicksave, then crouch down and move to the right a little bit before standing up. Look through the window to see if you can see part of the soldier who's standing directly across from it. If not, crouch down and move a bit more to the right. If you go too far and get shot, quickrestore and try again. Once you can sneak-shoot the soldier, kill him with the SMG, then quicksave again. There's a shotgun soldier over to the left, but he's kind of hard to sneak-shoot. If it doesn't work after several tries, strafe right to where you can see him, blast him with your shotgun, then strafe left again before he can fire.

Once he's down, bash the supply crate that's near the window, then jump through the window and bash the supply crate that has a health pack on top of it. There's another supply crate in the small side room that's to the left of the metal desk. Pick up one of the wooden crates and carry it through the side doorway, then move over to the white van. Lift the crate up to where you can set it on top of the van, then crouch-walk through the van to find some health vials. Exit the van and crouch-walk over to the truck, then stand up and pull in the crate with the gravity gun.

Set the crate in the corner next to the back of the truck and the fence, then back up a bit and quicksave. Sprint forward and jump onto the crate, then quickly jump onto the truck and sprint forward to get to a spot that's out of the autogun's range. It's possible for the autogun to shoot you while you're doing this, so quickrestore and try again until you make it across unshot. (Note that it can help to wait until you hear the autogun firing at zombies.) Once you make it, go over to the back of the nearby truck and use the gravity gun to pull out both of the supply crates.

Trick the poison headcrab that's also in there into jumping at you, then dodge it and whack it with the crowbar. Bash the supply crates to get an SMG grenade from each, then jump onto the truck and move up to the infinite frag grenade crate. Open it to make sure you're full on frags, then pull down the supply crate that's on the nearby roof and bash it. Jump onto the grenade crate and then onto the truck's roof, then turn right and jump onto the slanty metal roof. Stay back and grav-blast the nearest window to break it, then quicksave before tossing all five of your frag grenades through it.

Drop back down to the truck and open the crate to get more grenades, then jump back onto the roof and toss them through the window. Move around without going close to the window so you can make your grenades bounce all around the inside of the building while you stay out of the soldiers' range. Keep doing that until you can no longer hear any soldiers talking or firing, then quicksave before approaching the window to make sure the area looks clear. If it does, break out the leftmost window, then get out your shotgun. Drop into the building through the leftmost window, then run up close to the left side of the nearby doorway.

A soldier will soon run into view, so quickly double-barrel him. Run around to make sure there aren't any more soldiers, then locate the autogun and the frag grenade crate. Fill up on frags, then look to the left of the autogun for the large humming device that it's plugged into. Use the device's red button to open it up, then move up next to it and roll a grenade inside it with the "Secondary attack" key. Quickly back up and wait for the grenade to explode, then go try again if it didn't go into the device. Resupply at the grenade crate once the device is blown up, then crouch-walk through the wall hole that the explosion made.

Move forward until some nearby zombies see you, then quickly crouch-walk back through the wall hole and start rolling grenades at the zombies. After they're all blown up, refill at the crate again, then go back through the wall hole. Turn right past it and jump over cars until you reach a fence, then turn right and look for a fence gap that you can go through. Go left past it to get to an open door that leads into the garage, then check past the door you entered the garage through originally to see if you can use any of the supplies you left there.

Move any supplies you don't need now to a spot just outside the garage, then get in the car. After the resistance guy opens the main garage door, drive forward and hit any zombies that are directly in your way. Drive around the corner and through the toxic sludge without slowing down, then move ahead until you can turn right and approach a white van. Stop the car when Alyx says to, then get out and go around the van to where you can see one of the two explosive barrels that are next to it. Shoot the barrel twice with the pistol, then sprint away and wait for the explosion to knock the car away from the van.

Crouch-walk up to the side of the van so you can pull two armor batteries out of it through some torn-open fencing. Pull in the supply crate next, then bash it to find three boxes of .357 ammo. Go around to the back of the van and grav-blast the two armor batteries that are still in it so you can more easily pull them out from the side. Get back in the car and drive on, ramming or avoiding zombies, until your lambda stash radar beeps at you again. Stop the car and get out, then dodge around while Alyx shoots down all the nearby zombies. (Or use the gravity gun to throw blue-and-white plastic things at them.)

Look on your side of the road for a white van that apparently backed up into the side of a building. Crouch-walk into the van to

find some health vials, then move out its back end to enter the building. Turn right to find an infinite frag grenade crate, then pull on the large upright metal slab with the gravity gun to lower it. Get out your frag grenades and quicksave, then roll a grenade so that it goes under the metal slab. Run onto the slab, then wait for the explosion to throw you up to a walkway with a first aid station and a row of switches.

Use the switch with the green light over it, then drop to the floor and refill at the frag grenade crate. Enter the fenced-in side room to get an RPG, then bash the supply crate and look around for seven spare rockets. (Note that four of them are hiding underneath the shelves.) You can't use those rockets now, but remember them for later. Crouch-walk back through the white van, then cross the road and go past a yellow car to enter a large fenced-in area. After Alyx kills whatever zombies are in the area, enter the shed that's in the back.

Move the wooden crate into the doorway, then crouch down and use the crowbar to bash all of the shed's floorboards. Most of them will break, revealing a stash of items that includes six supply crates, four health packs, four RPG rockets, and four bundles of crossbow ammo. There's also a few flares and explosive red containers in case you want to use them against all the zombies that attack when you start bashing the supply crates. However, hiding in the shed while Alyx does all the work is probably the best strategy.

Quicksave before you bash any supply crates, since there is a chance that Alyx will be overwhelmed and killed. Also, have the shotgun out and be crouched in the corner that's opposite the one with the ladder, just in case a fast zombie drops in on you unexpectedly. Once the area looks clear, finish bashing supply crates and make sure you've got everything you need now, then leave the shed and watch for leftover zombies and headcrabs as you return to the car. Drive onto the road and turn left, then drive down to where you can enter a large tunnel. Section ep2\_outland\_10 will load as you move down the tunnel.

### SECTION EP2\_OUTLAND\_10: WHITE FOREST INN

Drive out of the tunnel and down the road until you can turn left and go up a side road. Wind around on it until you come to a spot with a large fallen tree just to the left of the road. Stop the car and get out, then go around the tree to find a small crouch-only cave entrance. Use the gravity gun to pull all of the large rocks out of the cave, then crouch-walk in to find a supply crate and two open footlockers with health vials in them. The supply crate contains your first pulse rifle energy orb, which is a very precious resource in this game due to the fact than an orb will instantly disintegrate a hunter.

*NOTE: There is a glitch that'll get you two or three energy orbs here, but it's hard to reproduce. Try facing the supply crate, then doing a quick pull-and-throw on it to break it open while running toward it. If you quicksave first, you can keep trying until you get two or three orbs, but I won't assume that you do.*

Get back in the car and drive up the slope, then stop and get out. Quicksave, then sprint past the right end of the log railing you can see ahead. Stop and use the zoom feature to spot the G-Man walking into a building in the distance. Get back in the car and drive on to where two cars block the road, then get out and grav-blast them out of the way. There are a couple of supply crates and an armor battery nearby, but it's best to save them for later. Drive down to where the road makes a U-turn, then drive on slowly until you're almost past the inn building that's on your left.

Get out of the car, then locate the nearby stairs that lead down to the inn's basement door. Grav-blast the car until it's totally blocking the top of the stairs, then run around to find a supply crate setting near the inn's blue entranceway. Carry the supply crate in with you, then drop it somewhere and start exploring the building. Find the two staircases that lead down to the basement, then go down one of them with the crowbar out. Whack the poison headcrab that's in the basement, then look underneath one of the staircases for three wooden crates.

Pick up the biggest crate and set it next to that staircase's bottom step, then set one of the smaller crates on top of it. Set the other smaller crate on the stairs next to it, then look around the basement to find two other smaller crates (not counting supply crates). Carry one of them up the other staircase, then go over to the top of the staircase you're blocking and drop the crate so it'll tumble down and stop next to the other crates. Do that with the basement's other smaller crate, then look for three more crates over near the fireplace.

Set the bigger one on the stairs, then set the two smaller ones on top of it so they'll tumble down and land on top of some of the

farther-down crates. That will very effectively block the staircase and prevent any soldiers from coming down it during the upcoming combat. The next thing to do is locate all five of the inn's radiator grilles. There's one in the basement, one on the top floor, and three scattered about the main floor. Leave the one that's in the basement alone, put two of the others next to the fireplace, and put the last two near the top of the crate-blocked stairs. Once that's done, go back out through the inn's blue entranceway.

Turn left and quicksave, then move slowly forward until a force field comes on ahead of you. Immediately turn around and sprint back into the inn, then go down the unblocked staircase to reach the basement. After Alyx joins you, pick up the radiator grille with the gravity gun, then stand near the tall metal thing that's to the left of the base of the stairs. Eventually, a couple of soldiers will come down the stairs after you. Quickly kill the first one with the grille, then pull it back in and wait for the second one to appear. (If you get shot up, restore the autosave.) Wait some more until you hear the loud Combine voice say something, then quicksave after it's through talking.

The next group of soldiers who come after you will include two elites and two regular soldiers. Stand where you did before with the radiator grille ready, and quicksave again when the soldiers start appearing at the top of the stairs. (You'll know when they do because Alyx will start shooting at them.) Wait for a soldier to come down to where you can grille-kill him like you did the first two. Retrieve your grille if you can, and switch to the crossbow if you can't, then help Alyx finish them off. The elites will both drop armor batteries in addition to health vials, so pick those up before deciding whether or not you took too much damage.

Wait for Alex to say she hears something, then make sure there's nothing setting near the small wooden door that's a ways to the right of the stairs. Pick up your grille with the gravity gun and quicksave, then run up the stairs and turn left. When you get near the top of the stairs you blocked with crates, a hunter will drop down near the counter that's over to the left. Back up a bit and wait a couple of seconds before moving forward and hitting the hunter with your grille. Grab one of the two grilles you set near the stairs earlier and hit the hunter with it as fast as you can, then hit it with another grille if necessary. If your grille hits aren't solid enough to kill the hunter after three throws, you'll probably want to quickrestore and try again.

Start moving grilles over next to the fireplace as soon as that hunter dies. You'll want to have all five of them there by the time one of the other two hunters destroys the nearby unopenable blue doors. Have a grille ready to throw at that hunter right after the doors blow up, then throw another grille or two at it as fast as you can to kill it. As soon as it's dead, look toward the top of the crate-blocked stairs, which is where the other hunter will probably appear. Kill it with radiator grilles as quickly as you can, then quicksave if you managed all of that without taking too much damage. (Keep in mind that there's a health station and an armor charger in a nearby building.)

Run over to the corner that's to the left of the blasted-open doors, then nudge Alex around if necessary to get her to shoot down the soldier who's on a rooftop across the road. Go look inside that soldier's building for a supply crate, then enter the building that's to the left of it to find a pulse rifle energy orb, a bundle of crossbow ammo, a health station, and an armor charger. Go over to where you left the muscle car, then grav-blast it across the road and up against the short wall. Use the car to jump-crouch your way onto the wall, then turn left and go along the wall until you can jump onto the grassy ground and go over to the buildings you drove by earlier.

To the right of the gas station is a building with a large open doorway. Locate the three nearby explosive barrels, then take them into the building and set them on both sides of the force field. Quicksave, then use the gravity gun to blast two (or all) of the three nearby junky cars to where they'll totally block the building's doorway. Don't shove them too far into the building, but don't leave them sticking way out in the road, either. Quicksave again once you think you have a good blockade set up, then get out your RPG and go down the road to where it makes a U-turn.

Move slowly around the U-turn until you hear a Combine dropship, then quickly sprint back around to where you can see the buildings in the distance. A hunter will soon run past your car blockade (and possibly knock it around somewhat), so fire a rocket into the air and use the zoom feature to help you guide it into the hunter. Do that with a second rocket to kill the hunter, then switch to the crossbow and see if any soldiers are able to escape your barricade. If only one or two do, quickly snipe them down. If more do, quickrestore and try adjusting your blockade a bit. (You can load your earlier quicksave if you want to completely start over.)

If your blockade is good, you'll be able to go shoot soldiers over it at your leisure. To save on ammo, start out by throwing all but one of your frag grenades over the blockade to see how many soldiers you can kill with them. (The explosive barrels you put in

there should help.) Another thing you can do is sprint back and forth past the blockade to encourage soldiers to throw their grenades, which will often bounce back at them. There's a floor turret in the area that's past the force field, so watch out for it while dealing with the soldiers. (It's the reason I said to throw all but one of your frag grenades at the soldiers. You'll need one to throw at the turret at some point.)

When you think it's safe to do so, grav-blast the cars out of the way so you and Alyx can enter the building. If the floor turret is still up and shooting, sprint over to the infinite frag grenade crate to refill, then toss grenades through the force field until the turret is knocked over. Refill at the crate again, then look around for the soldiers' dropped guns and health vials while waiting for Alyx to lower the force field. Past it, move to the back of the room to find another force field, then look directly across from it for a ladder. Its padlock was probably broken by the explosion of the grenade you used to knock over the turret. If not, whack the padlock with the crowbar to lower the ladder.

Climb the ladder and turn right, then bash some wooden crates so you can move along next to a vent shaft. Crouch-walk underneath a slanty wooden support beam, then turn right and use the flashlight to help you see a poison headcrab on a large wooden ledge. Quickly kill the headcrab with the pulse rifle, then jump onto the ledge and move to its other side. Turn right and look for a small brown pipe that you can use to get over to another wooden ledge. Cross it and drop down, then check the weapon rack for shotguns and pulse rifles.

Bash the two wooden crates to reveal a crawlway, then crouch-walk into it and bash through the grating on its other side. You'll find yourself in the room with the power generator, so get out the gravity gun and quicksave. Go use the button panel that's to the right of the large door, then quickly back up to where you can grav-blast the bouncy energy orb through the opening before the door closes. After the orb pops, reopen the door and go through it, then go outside and up the stairs that are to the left of the building across the road.

There's a loose armor battery on the walkway past the stairs, plus a supply crate on the other side of the building's broken-out floor. Look for another supply crate just past the building with the power generator in it, then go down the road to find two more near the U-turn. Return to the inn and search its basement and two floors for more supplies, then look in the open building across the road to see if there's anything else you need from it. Get in the car and drive it back to the previous chapter section so you can revisit all three of its lambda stashes. Be sure to get two more rockets from one of the stashes that has them.

You can also return to the autogun area and check the stash you made outside the garage, plus the supplies you left behind on your way to the autogun. (Just be sure to watch out for zombies while looking around there.) When you're done, return to this chapter section, then drive past the inn and around to a spot where two sheets of metal have been set up as a ramp to the right of a blue car. Stop and quicksave, then drive very slowly across the metal sheets and down to the road below. Get out of the car and bash the supply crate that's among all the other crates, then drive past the crates and on until you reach a flaming blue car.

Steer clear of the flaming car to avoid damage, then crash through a couple of road markers. A short way past that, your radar will beep at you, so stop the car and get out. Look to the right and up to see a small swinging platform. It has two supply crates, a pulse rifle energy orb, and a box of .357 ammo on it. Look for a large lambda symbol painted on the ground almost directly underneath the swinging platform, then jump onto the large rocks that are next to it. Pull in one of the two loose rocks with the gravity gun, then quicksave.

Look up and throw the rock at the platform to hopefully knock some or all of its goodies down to where you can reach them. If you don't get everything the first time, throw the other rock. If that's not enough, retrieve and rethrow those rocks. If you lose track of something (especially if it's the energy orb), quickrestore and try again. If you lose both of your throwing rocks before you get everything, look for a short log next to the large rock that the lambda symbol is closest to. Once you have the energy orb and whatever else you want, get back in the car and drive on down the road until you reach the tunnel where section ep2\_outland\_10a loads.

### SECTION EP2\_OUTLAND\_10A: WHITE FOREST BASE

Drive slowly down the road while watching the log railing on its right side until you find a large gap in it. Drive through the gap and down to a stream, then turn left and move up to a closed gate. Get out of the car and go up the steps that are to the left of the gate, then drop down and move toward the crashed dropship. When a strider rises up from the wreckage, back up and watch

as Dog jumps onto it and tears it apart. After the strider dies, wait for Dog to open the closed gate, then go under it and get in the car.

Drive it forward to where Dog is waiting, then stop and wait for him to move the dropship out of the way. When Dog starts running, follow him closely until you reach White Forest Base's front gate. Get out of the car and wait for the gate to be opened, then follow Dog through it and over to an open door. Go through the door and across the small room, then wait for the next chapter to start.



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**OUR MUTUAL FIEND**

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**SECTION EP2\_OUTLAND\_11: MEET DR. MAGNUSSON**

Follow the resistance guy who greets you over to a large fence gate, then move through it when he opens it partway. Move forward to the small group of people who are gathered ahead, then wait until an alarm sounds and Dr. Magnusson makes an announcement. After that, you can optionally stick around and listen to the funny AR2 lesson, or you can skip that and head right to find a supply crate next to an open gate. Go through the gate and turn left, then go through an open door to reach the room where Dr. Vance is waiting for you.

While he's greeting Alyx, optionally go up the stairs and use the green-lit button on the monitors' console to change the view on the rightmost monitor. If you hit the button enough times to return the view to what it was originally, the guy sitting there will thank you. Whether you do that or not, wait until Dr. Vance opens a door, then follow him and Alyx through it and onto a lift. Move to the front of the lift to get it going, then wait until another alarm sounds. Go over to where Dr. Magnusson is standing, then wait for him to open a nearby floor hatch. Climb down the ladder, then go around the rocket until you find a side area with a lift.

Enter the lift and use either of its control panels to descend, then move past the right side of the rocket until you come to a steam leak. Crouch down and keep left while moving up to the red wheel that's next to the leak, then stand up and lean on the "Use item" key until the wheel stops turning. Go on around until you reach a closed metal door, then bang on it a couple of times with the crowbar. While waiting for the door to be opened from the other side, look to the left of it for a locker. Open its closed doors to find an armor battery and some crossbow ammo.

After the metal door is opened, pick up whichever locker supplies you don't currently need and toss them through the doorway on the other side of the vort's room. After that's done, crouch down near that doorway and look to the left of the large fuel tank for a side room that you can't enter. There's nothing in there you can get, but zoom in on the computer screen, which supposedly has something to do with the TV series "Lost." Go through the doorway and toward a smaller doorway on the left to get section ep2\_outland\_11a to load.

**SECTION EP2\_OUTLAND\_11A: BREACH IN SILO 2**

Past the smaller doorway, look to the left for a side room that has two supply crates in it, plus a box of .357 ammo, two armor batteries, and two SMG grenades. Past that, look for another supply crate, followed by an open door that leads to a hallway where a resistance guy waves at you from near the other end. Before going through that door, toss all of the leftover supplies to a spot past it, including any you brought through the vortigaunt's room. After that's done, go past the door and follow the resistance guy to where he gets grabbed by a hunter, then turn around and crouch-walk into the space that's just to the left of the nearby steps.

Get out the shotgun and quicksave, then move along the crawlway until a hunter fires some darts into it ahead of you. Back up a bit and wait for the darts to explode, then immediately move forward and start double-barreling the nearest hunter. You should be able to blast it three times without coming under attack, after which you'll want to quickly back up for cover. After you're through reloading, quicksave, then move forward to see if that hunter is still in range. If so, double-barrel it some more, retreating after every shot. If not, retreat and wait for that hunter or another one to come over to where you can blast it.

A safer way to shoot hunters is to back up a ways and watch for them to appear in spots where you can sharp-shoot them with the .357 Magnum or crossbow. They can almost never return fire if you do that. They'll be constantly running around, so watch for them to appear above the metal sheets that are over to the right, as well as behind the mesh that's over to the left and above you. You can also use the .357 to shoot them through the narrow gap between the first metal sheet and the wall. The safer you want to play it, the more patience you'll have to have.

Once all three hunters are dead, move on down the crawlway to find two supply crates and two health packs, then get out the

gravity gun and exit the crawlway. Do a pull-and-throw on any manhacks that fly up to you, then look all around for supply crates and health items. Most of the supply crates will just have more health items, but some of them may have ammo that you're low on. When you're done looking, find the side area with the ramp in it, then go up the ramp and along the walkway until you reach a ladder with a steam leak next to it.

Use the red wheel to stop the leak, then look around until you see an engine block setting on a shelf a ways below you. Move to where you can pull it in with the gravity gun, then hold it up high while climbing the ladder. Drop the engine block to the right of the large doorway that leads to a short corridor, then use the flashlight to help you locate the explosive barrel that's just past the doorway and over to the left. Pull it in with the gravity gun, then turn and drop it onto the lower walkway. Pull in one of the explosive red containers that are at the other end of the corridor, then drop it next to the engine block.

Pull in the other explosive container and quiksave, then move into the corridor far enough to be able to throw your container down the first left-side corridor to kill a soldier. Immediately back up through the doorway and pick up your other explosive container, then throw it at the first soldier to appear in the corridor. Quickly strafe into the corner to the left of the doorway for cover, then pick up the engine block and hold it in the doorway. When the last soldier runs up, throw the engine block to kill him. (Note that there's a chance he could've been killed along with the previous soldier if he was too close to him.)

Quiksave once the soldiers are all dead, then sprint past the first left-side corridor. Go down to where you're almost at the second one, then quiksave. Charge around the corner and toward floor turret, grav-blasting it before it can start shooting you. See if you need any ammo from the soldiers' dropped guns, then enter the flare-lit room that has several tall, skinny canisters in it. There's another floor turret down the left passage that leads away from that room, so grav-throw cylinders at it (and strafe left for cover) until you knock it down. Pick up another cylinder, then quiksave before starting down the corridor that has a large wooden crate near its other end.

Run-hop down the right side of that corridor until you're almost at the wooden crate, then throw your cylinder at the first soldier who runs into view in the room ahead. Quickly pick up the crate and throw it to kill the second soldier, then return to the flare-lit room and go about halfway down the corridor that leads to the turret's platform. Get out the pulse rifle and quiksave, then sprint forward to the turret's platform while watching the doorway that's a bit past it. As soon as a soldier appears in that doorway, shoot the explosive barrel that's to the right of him to blow it up, then shoot the soldier to finish him off.

Immediately start backing up, and quickly shoot down any other soldiers who run into view. After they stop coming, return to the turret's platform, then move over to where you can see through the soldiers' doorway while staying as far back from it as you can. There may still be a shotgun-toting soldier in the area past the doorway, and you'll want to shoot him down quickly if so. Switch to the SMG and quiksave, then move through the doorway and stop. A soldier will run in through the doorway that's past the big ramp, and you'll want to shoot the explosive barrel he runs over to as soon as he reaches it.

Look around the flooded room for soldiers' dropped weapons and three supply crates (two of which are on shelves), then look for two large white metal canisters. One of them is on the turret's platform, and the other one is near the doorway at the other end of the room. Pick one of them up with the gravity gun, then go stand in the doorway that leads to the big ramp. Quiksave, then throw the canister at the corner that's to the right of the room's back doorway. If it doesn't land in a spot near that corner, quickrestore and try again.

Once that canister's in place, pick up the other one and quiksave again before going up the ramp. Stop at the top of the ramp, and throw your canister at a hunter as soon as it appears in the doorway. Quickly pick up and throw the other canister to kill it, and quickrestore if something went wrong. Pick up one of your canisters, then go through the doorway and turn left. After quiksaving, run down the curvy corridor until you reach its end, then turn right and throw the canister at the soldier who just dropped down from on top of some rubble.

Immediately pull the canister back in and throw it at the other soldier, who will have appeared on top of the rubble. After they're dead, go through the doorway on the right, then check the shelves in the second fenced-in room to find a supply crate and a health pack. Return to the rubble drop-off and go through the other doorway, then go up the stairs to where you can drop down in the area that's on the other side of the fence. Look for a supply crate and a .357 Magnum next to a dead guy, then open the locker's closed doors to find an armor battery and two bundles of crossbow ammo.

Use the three wooden crates that are stacked next to the fence to jump back over it, then get a crate from the nearby fenced-in

room and set it next to the rubble drop-off. Jump onto the crate and then the rubble, then get out the pulse rifle and quicksave before moving down the wrecked door and onto the silo's lowest walkway. Get on the tiny railed platform and look up, then wait a few seconds to see if soldiers will drop onto the upper walkways. If not, go back up to the top of the rubble door, then back to the platform. If that doesn't work after several tries, quickrestore and repeat the process. If it never seems to work, load up an old save, then quickrestore. If even that doesn't work, climb the ladder to the next walkway, then immediately drop back down and run up the rubble door.

Once soldiers start dropping in, quickly shoot one of them down, then back up to the top of the metal door and reload. Keep moving forward and backward while looking up to get the soldiers to fire down at you. They'll miss most of the time, and you'll be able to pretty easily spot them. Shoot them all down, remembering that you can shoot through the metal walkways that they're standing on. If you run out of pulse rifle ammo, switch to the SMG. (Also, drop back down from the top of the rubble and look for the pulse rifle that the first soldier you canister-killed had.)

Quicksave again when you think you've gotten all of them, then dive into the pool and check along the rubble at the bottom to see if you can get ammo from any of the soldiers' dropped weapons. Jump out of the pool and go around the walkway until you find a ladder you can climb. Climb two more ladders, then go across a narrow makeshift bridge to reach a flare-lit room. Past it, use the flashlight to help you see two supply crates behind the stairs, then go up the first set of stairs. Get out the gravity gun and quicksave, then go up the second set of stairs while keeping to the left.

Move up to the left side of the large doorway, then wait for two manhacks to fly into pull-and-throw range. After they're destroyed, pull in the nearest metal barrel, then set it upright if it falls over. Quicksave again, then go toward the central railing while holding the barrel so that it's directly between you and the mounted gun that's on the other side of the area. When you reach the railing, start moving around it to the right. Keep the barrel between you and the mounted gun until you're up against the open window shutters that are to the right of the gun, then toss the barrel aside.

Get out your frag grenades and quicksave, then crouch-strafe to the left a little while facing the mounted gun's broken-out window. Toss a grenade through the window, then right-strafe back to the shutters while waiting for it to explode. Wait some more to see if another soldier will take over the mounted gun, and repeat the process (including the "quicksave first" part) until all the soldiers are dead. Crouch-walk through the broken window and drop into the room, then optionally take control of the mounted gun and shoot at the Combine advisor that appears in the area above the silo doors. After it's gone, look to the right of the mounted gun for a large switch with a green light above it.

Use the switch to start closing the overhead launch doors, then quickly strafe left and wait behind the unbroken window until the doors are fully closed. When they are, look around the room for supply crates (which your grenades probably broke open) and health packs, then look through the broken-out window to see if Alyx and her companions are firing down at some soldiers on a lower level. If so, wait until they stop firing, then jump onto the mounted gun's ledge and crouch-walk back through the window. Get out the pulse rifle and quicksave, then run up to the railing and look down to make sure there are no more soldiers left alive down there.

Turn left and go between two large concrete supports to find a small side room with two supply crates in it, one of which will help you restock on frag grenades. Look straight ahead as you exit the room to see a supply crate and a health pack on a shelf, then go around to where Alyx and the lab-coat-wearing vort you met earlier are waiting for you. Look to the right of them for a side room with a health pack, then wait for Alyx to communicate with her father. After she does, go down the stairs that are to the right of the comm panel she uses.

Go back through the silo areas, all the way back to where you stashed supplies before the big hunter attack, looking for stuff you can use now. When you're done, return to the top floor of the silo, then follow the vort to a closed metal door. Wait until he opens it, then go through it and turn right. Move down to the closed door at the end of the corridor, then wait for section ep2\_outland\_11b to load.

### SECTION EP2\_OUTLAND\_11B: THE MAGNUSSON DEVICE

Go up to where Dr. Vance is standing, then wait until Dr. Magnusson intrudes. When he leaves, follow him and listen to what he says about his Magnusson devices. After you enter the practice field, wait for a Magnusson device (which I will call "magdevs")

from now on) to appear in the delivery port. Pull it in with the gravity gun, then turn and fire it at the dead strider's main body. Unless your aim is way off, the magdev will stick to the strider's body and start flashing. Switch to the pistol and shoot the magdev to detonate it, then wait for another one to appear in the delivery port.

Pull it in and turn to face the strider, which will have been moved way back. Hold the magdev so that it's "covering" the strider's main body, then fire it to see if it'll stick. If you miss, wait for another magdev to appear in the delivery port, then try again. Once you score a hit, shoot the magdev with the pistol, then turn around and look for an infinite pistol ammo crate that you can resupply from. Go up the steps and over to the closed metal door, then wait for Dr. Magnusson to open it. Go through it and wait for section ep2\_outland\_12 to load.

### SECTION EP2\_OUTLAND\_12: VALLEY OF THE STRIDERS

Bash the two nearby supply crates, then pick up the RPG and go over to the guy who's standing behind the muscle car. Follow him around until he opens the large fence gate, then use the gravity gun to throw the RPG through the big doorway you can see ahead. Get in the car and drive through that doorway, then move slowly up to where another fence gate is opened. Get out of the car and move the RPG to a spot past the gate, then drive the car through the gate. Get out and pick up the RPG, then carry it all the way to supply building #4. See the valley map below to find out where everything is and how I've labeled it.

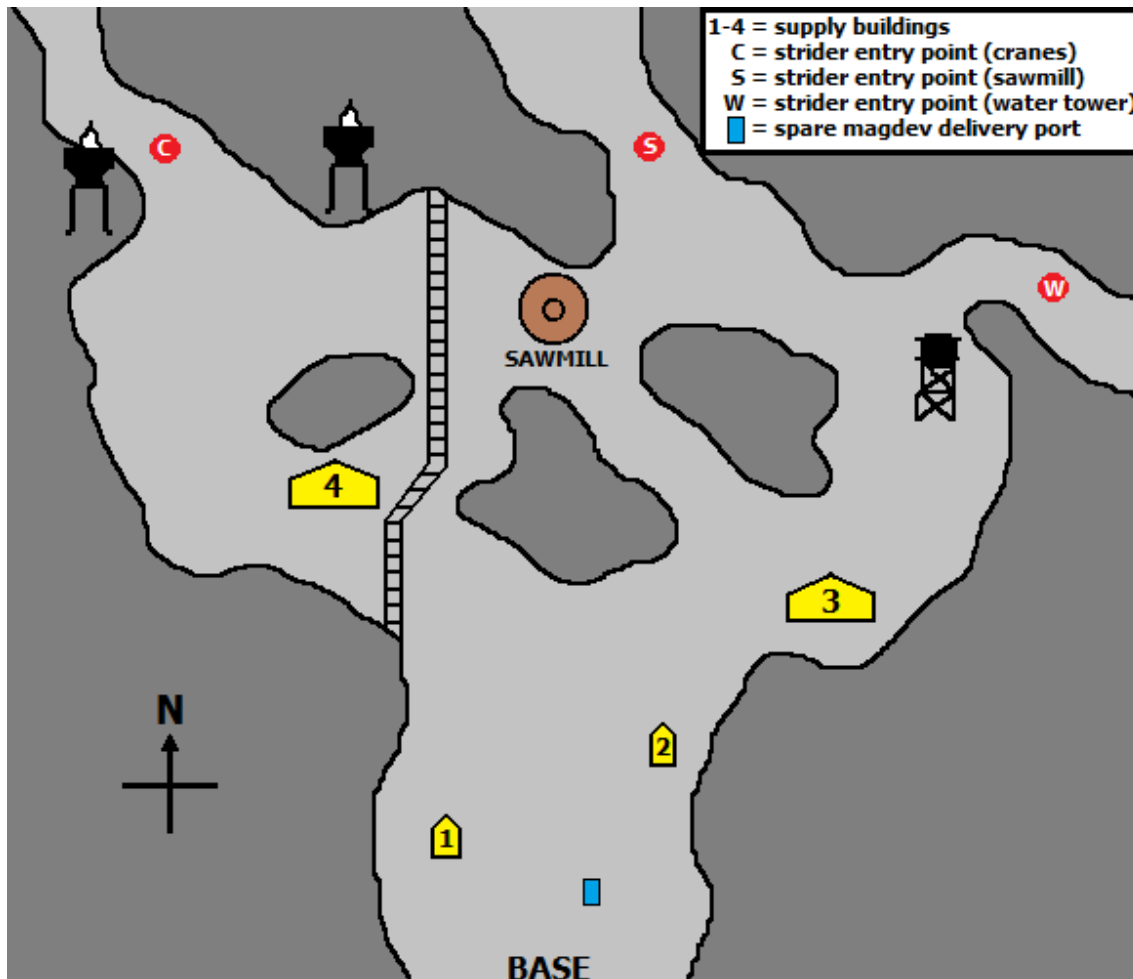


Fig. 1 Valley Map

Set the RPG in the side room that has an explosive red container in it, then carry the explosive container down to supply building #2. Drop it inside the building, then go to supply building #3 and carry all of its explosive containers down to supply building #2. Return to the car, then drive past supply building #4 and on down the train tracks until you reach their northern end. Turn the car around to face south, then get out and look around to find several short logs. Put at least four of them next to the long red flatbed car, on the side that's nearest the tracks.

Make a regular save in case you later want to start the whole thing over without having to redo any of the preparatory activities, then go over to where four resistance guys are gathered around the sawmill's valley map. Move up to where one of them will start talking, then wait until the first strider's arrival is announced. Look to the left of the map for several large rocks and trees, then go crouch down next to the nearest tree. Get out the gravity gun and quicksave, then carefully watch the RPG-toting guy. As soon as he gets killed, pull in his RPG with the gravity gun and quicksave again. If he's disintegrated by the hunter, quickrestore and hope the strider gets him next time.

*NOTE: If the RPG guy keeps getting disintegrated by the hunter, you may want to peek out and use your RPG to kill the hunter before it has a chance to kill the RPG guy. The downside is that the hunter will be farther back, and therefore a bit harder to hit, than if you waited.*

Get out your own RPG and quickly kill the hunter with two rockets, quickrestoring and trying again if either rocket misses. Resupply from the RPG you pulled in, and move around the tree as necessary to avoid getting shot by the strider. After it stops shooting, move the spare RPG onto the path that goes by the sawmill, then get in the car and catch up to the strider. When it gets close to supply building #4, stop the car and get out, then pick up the magdev that's on the back of the car with the gravity gun.

Quicksave, then throw the magdev at the strider's body. If it sticks, quickly switch to the SMG and shoot the magdev to destroy the strider. Get back in the car and drive it over to the front of supply building #4. Enter the building and move along its supply shelves to see if you need anything from them. Get a magdev from the delivery port, then go put it on the little rack that's on the back of the car. Get out the pistol and sprint north along the tracks until you reach a large rock on the right that's near the path that goes by the sawmill.

Stay behind the rock and watch for the next strider's hunter to appear to the right of the sawmill. As soon as you can, pop the hunter with the pistol a couple of times to lure it in closer, then quickly hit it with two RPG rockets to kill it. After that, wait if necessary to see which way the strider will turn. It could come toward the tracks, or it could go SE down the passage that leads to supply building #3.

If it's coming toward the tracks, sprint-hop back to supply building #4 as fast as you can, since the strider will probably be firing at you. Visit the building's supply shelves to heal up, then get a magdev out of the delivery port. Use the doorway that's to the left of the supply shelves to monitor the strider's progress, and quickly back up for cover if it starts firing at you. Once it's past the doorway, quicksave, then run out to where you can throw your magdev at it. If it sticks, quickly shoot the magdev with the SMG to blow the strider up.

If the strider instead went toward the passage that leads SE to supply building #3, sprint back to supply building #4 and visit its shelves quickly. Get in the car and drive up to the sawmill, then turn and follow the strider down the passage. When you get close to it, get out of the car and quicksave, then grab the car's magdev and use it to blow up the strider.

In either case, return to supply building #4 to check its supplies, and put a magdev on the car if it doesn't already have one. Drive up the tracks to where you can turn right and go past the sawmill, making sure you run over the RPG you set on the path earlier and get its one remaining rocket. (Note that if you had to chase the strider down in the car, you may have already gotten that rocket.) Drive on past the sawmill until you come to the first section of wooden railing on the left, then stop and get out of the car. Run toward the water tower if necessary until you can see the next strider's two hunters, then pop them with the pistol to lure them in.

Hit one of the hunters with an RPG rocket, then switch to the pulse rifle and finish it off (with bullets, not an energy orb). Do the same to the other hunter, chasing it down the path if necessary. After it's killed, sprint-hop back to the car and drive along until you catch up to the strider. Wait if necessary for it to kill the RPG-toting resistance guy who's stationed at supply building #3, then quicksave and magdev-kill the strider. Drive up to the building and pick up the dead guy's RPG to resupply from (if you can

find it quickly), then check the building's shelves for supplies (including an RPG you can resupply from if you can't find the dead guy's RPG).

Get a new magdev put on the car's rack, then drive NW down the passage that leads to the sawmill. Approach the end of that passage slowly, and look to the left to see if the next strider is near the sawmill. If so, quickly back up a bit, and be ready to get out of the car and kill any hunters that come after you with the "one RPG rocket plus pulse rifle" combo. Wait for the strider and hunters to start down the train tracks, then come up behind them and kill off the hunters. If the strider isn't near the sawmill, it went down the western passage past the cranes that leads around to supply building #4. Catch up to it as fast as you can, then get out of the car and kill the two hunters.

After both hunters are dead, drive after the strider so you can magdev-kill it like usual. Drive over to the front of supply building #4, then check its supplies, including the RPG you stashed in the side room. Put a new magdev on the car, then drive north along the tracks until you can stop near the log pile you made next to the red flatbed car earlier. Move to where you can shoot one of the strider's three hunters with the pistol, then quicksave and get out the pulse rifle.

Kill the hunter with an energy orb when it gets close, then quicksave again before luring in the other two hunters with the pistol if they're not already charging you. Kill one by quickly hitting it with all three of your SMG grenades, then use the gravity gun and your log stockpile to kill the other one. (To make your log throws more effective, wait until the hunter fires some darts into it. Or if the hunter is preparing to charge you, throw the log to interrupt its charge.)

*NOTE: If the strider starts down the passage that leads SE to supply building #3, you may not be able to lure the third hunter over to where you can log-kill it. In that case, the best thing to do is restore the quicksave you made before killing the first hunter. The strider may then decide to go for the tracks instead of the SE passage. If it stubbornly insists on going SE, get in the car after killing the second hunter, then drive after the strider and ram its third hunter.*

It's unlikely that the strider will fire at you during this process, but be ready to sprint around to the opposite side of your car (or whatever cover is closest) and crouch down if it does. After all the hunters are dead and you're sure the strider isn't interested in firing at you, drive after it and magdev-kill it. (Note that if it turns around and starts shooting at you at any point, it may never turn back around, and you'll probably have to drive west and around to supply building #4 to get at it. Either that or restore one of your quicksaves and hope it doesn't start shooting at you again.)

Return to the sawmill and drive east to the water tower, then catch up to the strider that's going past supply building #3. Wait if necessary for it to move past the building's entry doorway, then park near that doorway and get out. Run inside and get a magdev, then run after the strider (or put the magdev on the car's rack and drive after it, if it's a ways ahead) and magdev-kill it. Once that's done, you can relax for awhile. Return to supply building #3 and check its supplies (including a replacement energy orb), and look outside it to see if you can find a dropped RPG. If so, carry it inside and set it next to the supply shelves.

Put a magdev on the car's rack, then drive down to the area near the base and check the supplies in buildings #1 and #2. After quicksaving, drive slowly NE down the path from building #1 until you pass the spot where the two circular paths converge. Keep going slowly north until you come to a tree on the left that has a red triangular sign on it, then stop and get out of the car. If you go more than a short distance past that tree, the strider that's waiting to blast supply building #4 will do so, and will then resume its journey to the base. You don't want that to happen, so be sure to quickrestore if you hear a warp cannon blast.

After the car is parked near the tree, go over to supply building #2 and move two or three of your stockpiled explosive containers to a spot behind the car, or over on its left side. Get out the pistol and quicksave, then use the zoom feature to help you see the three hunters that are near supply building #4. Wait if necessary for them to kill the resistance guy who runs down there and attacks them (he always respawns at the base when killed), then pop one or two of them with the pistol to get them to come after you. Run around to where your explosives are, then pick one up with the gravity gun and quicksave again.

Throw your explosive at a hunter when it gets close, then quickrestore and try again if you miss. Toss another explosive or two at the hunter(s) if you can before they start retreating, then bring in some more explosive containers from supply building #2 and repeat the process. After you run out of explosive containers (or if you'd rather not use them), you'll have several different ways to finish off the hunters. One is to stockpile logs next to the car, then lure in hunters with the pistol so you can hit them with the logs. Another way is to lure hunters in and use the pulse rifle, .357 Magnum, crossbow, and/or shotgun on them when they get close. (Save all rockets and energy orbs for later.)

Another thing you could try is luring in hunters and waiting until they get close, then sprinting around behind the large rocks that are just to the left of the tree with the red sign on it. Crouch down behind those rocks and get the shotgun out, then wait to see if any hunters will come into range. They probably won't, but there is a good chance that they'll get close enough for an RPG-toting guy back at the base to fire on them. That plus the damage done by the endlessly respawning guys who run down to supply building #4 will eventually kill all of the hunters, though it could take quite awhile.

After all three hunters are killed, drive over to supply building #3 and check its supplies, then drive up to the sawmill and head west past the cranes. Stop when you get near the bend in the path that leads to supply building #4, then get out of the car and pick up its magdev. Quicksave, then move over to the large rocks that are to the left of the path, just past the bend. Move to where you can see the strider but not the building, then quicksave again before trying to magdev-kill it. Once you succeed, go back to the car and drive up to supply building #4, then get out and check its supplies.

Put another magdev on the back of the car, then look around near the building and the tracks for any dropped pulse rifles you can resupply from. Wait until the next strider's arrival is announced, then wait some more until you stop hearing the sound of it loudly stomping its way over to supply building #3. Quicksave, then run down to the south end of the tracks on foot. From there, keep right as you go over to the tree with the red sign on it that you parked next to earlier. Do not go any closer to supply building #3 than that tree. Quicksave if you make it to that tree without hearing a warp cannon blast, then go south to supply building #1.

Check its supplies before going over to supply building #2. Quicksave again after checking its supplies, then wait for an RPG-toting resistance guy to run by the building. Follow him to the top of a small slope from which you can see supply building #3 in the distance, but don't go any farther, or the strider will blast the building. Wait there and use zoom mode to watch the two hunters kill the RPG guy, then shoot one of them a couple of times with the pistol. When they start coming after you, sprint back to supply building #2 and use it as cover while the RPG guys at the base fire on the hunters.

You could stockpile some logs on the north side of the building to throw at hunters when they run over, or you could use a gun you have lots of ammo for (as long as you remember to save all rockets and energy orbs). After those two hunters are killed, check supply building #2 for any stuff that you can use now, then return to supply building #1 and head north to supply building #4 while keeping to the left as much as possible. Check its supplies, then drive the car down the tracks to the sawmill. Drive east from there to the water tower, then drive slowly south while watching the power lines that are on the right side of the path.

Stop the car when you get near the pole where the power lines end, then get out and pick up the car's magdev. Quicksave, then go past the right side of the rocks that are just past the pole. Move by the right side of another cluster of rocks, then go over to where you can move between a small cluster of rocks and a much larger one to reach the path. You must move onto the path while looking straight ahead so as not to trigger the strider's destruction of supply building #3. Once you're on the path, make a regular save. (This is because the final five striders start coming in soon after you destroy this one, and you may want this save to fall back on later.)

Turn right and fire the magdev at the strider, then switch to the SMG to blow it up. If you're fast enough, you'll destroy the strider before it can destroy supply building #3. Load your save up and try again if necessary, then sprint-hop back to the car once you've saved the building. Drive up to the building, then run inside and get supplies from the shelves. Put a magdev on the back of the car, then drive down the passage that leads NW to the sawmill. Turn right and drive toward the water tower until you get near the first log railing that's on the left side of the path, then turn left before you reach it.

Drive back to a grassy drop-off with a bunch of trees past it, then get out of the car and pick up its magdev. Move right up next to the drop-off and face to the left, then quicksave when the announcer guy says that another strider's been dropped near the sawmill. Move back a bit and look up to see a strider coming at you through the trees, then quickly magdev-kill it. You should be able to do that without taking any damage. Once you do, get out the pulse rifle and quicksave again, then drive the car back to the path. Turn right and drive slowly toward the sawmill, watching to see if the strider that came in near the cranes is heading for the tracks.

If it is, back up a ways and use the pistol to lure its two hunters closer so you can energy-orb both of them. If the strider is going the other way, drive after it until you get close to it, then kill its two hunters with energy orbs. As soon as the second hunter is disintegrated, sprint back to the car and drive over to the sawmill, then along the passage that leads SE to supply building #3.

Stop there and run past the supply shelves on your way to get a magdev from the delivery port, then run put the magdev on the car. Get out the pulse rifle and quicksave, then get in the car and drive down the path toward the water tower.

Drive on past the water tower and west toward the sawmill. Stop when you get close to a strider, then get out and quickly destroy one of its two hunters with an energy orb. Switch to the RPG and rocket the other hunter to death, then get in the car and catch up to the strider so you can magdev-kill it. If the strider started down the passage that leads to supply building #3, continue down that passage and past the supply building until you get near the spot where the base's two circular paths converge. If the strider instead headed toward the tracks, drive south along them and get to the circular path convergence point that way.

When you get near the path convergence, slow down a bit and quicksave, then speed over to supply building #2. Get out of the car, then check the building's supplies and get a magdev. If the nearby strider is coming toward supply building #2, take cover inside it until the strider gets close, then peek out and quickly magdev-kill it. If the strider is instead going over toward supply building #1, run-hop toward the large rocks that are on raised ground between supply buildings so you can use them as cover while getting into position to magdev-kill the strider.

Once that strider is down, return to the car and drive over to supply building #1, then park in a spot just past (north of) the building. Get out and check the building's supplies (which should include a rocket), then quicksave again. There are only two striders left, but they'll probably get close to the base at about the same time. They each have a single hunter with them, but you can probably ignore the hunters unless they come after you. Watch to see if one of the striders will start down the path that'll take it past your building. That's likely to happen, but not guaranteed.

If a strider does start down your way, grab a magdev and quicksave, then throw the magdev at the strider without waiting for it to get any closer. As soon as it's thrown, switch to the pulse rifle. If the magdev misses the strider, quickrestore and try again. (It's faster than waiting for another magdev to arrive in the delivery port.) If you have too much trouble hitting the strider with a magdev at that distance, crouch down inside the building until it gets closer before trying again. If the strider's hunter gives you too much trouble, kill it with RPG rockets before the strider gets very close, then magdev-kill the strider when it gets close. As soon as a magdev sticks to the strider, shoot it before any hunters can. (Their darts will wreck, rather than detonate, magdevs.)

If the last strider also comes your way, treat it just like you did the previous one. If one or both of the striders decide to go past supply building #2, wait until you can see one over the rocks that are on the raised ground between supply buildings, then grab a magdev and quicksave. Run up to where you can throw the magdev at the strider, then quickly shoot it before any hunters can.

When the last strider goes down, sprint for cover behind supply building #1 while the hunters are finished off by the resistance guys. Or you can skip that and sprint back for the fence gate that you entered the valley through, since it'll be open again. Past the gate, go through a small doorway, then look on the left for a couple of open footlockers with some SMGs in them. (Not that you need them now.) Move down to where you can go through another open fence gate, then turn left. After you meet up with Alyx, follow her along until the next chapter starts.



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**T-MINUS ONE**

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**SECTION EP2\_OUTLAND\_12A: THE SUPERPORTAL'S DESTRUCTION**

Follow Alyx along until you meet up with Dr. Magnusson, who "feels compelled" to thank you for saving his precious rocket. Past that, follow Alyx into a lift, then wait until it stops at the control room. Move over to the nearby console with the 30:00 shown on it, then wait for Dr. Kleiner to open up the lambda-marked button cover. After he does, use the red button to start the rocket launch countdown, then watch through the huge window and ceiling hole as the rocket is launched. Wait for Dr. Vance to open a shutter-style door, then follow him through it.

After he opens another shutter door and tells you that the Borealis must be destroyed, follow him outside and turn right. Watch as the Combine's hoped-for superportal is completely neutralized, then follow Dr. Vance and Alyx through a door and into a hangar. Follow them onto a lift, then wait through the game's ending sequence, which is followed by the end credits. Other than that it's:

# GAME OVER

Thank you for using this walkthrough!

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