



# PLANETPHILLIP

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FINISHING HALF-LIFE IS JUST THE BEGINNING!

## INVASION WALKTHROUGH

by David J Hermann

# Invasion Walkthrough

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## INTRODUCTION

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This walkthrough is for Invasion, a Single Player Half-Life Mod.

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## BASIC MOD INFORMATION

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- Released: 2nd April 2006
  - Author: [Invasion Team](#)
  - Link: [PlanetPhillip.com](#)
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### STARTING HINT:

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Play this mod on the “Easy” difficulty, it is hard enough at this setting.

Door Codes: 8533, 4274, 7602, 1715, 3412, 4856

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### THE INVASION

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You begin in the infirmary after the intro scene. Start to explore the complex after talking to a scientist who asks to go to see his colleague in the test room. To reach the test room, go to the elevator and go down. Then, go directly to the test room. The scientist explains to you why and how you arrived here.

Soldiers drop into the test chamber. Flee because you have no guns or armor. Find the armor in a room on the left just after seeing a scientist get wasted by a soldier. A little further on is a room with a wrench (melee weapon). Find 3 medkits in the same room (save these for later, they will be more useful when you have

The elevator is stuck, so take the ladder in the elevator shaft. Kill all the soldiers you encounter (in the beginning they are much less resistant than those of Half-Life). Watch out for the ambush from the ceiling. Just after, you find two batteries (also save these for later). Continue your progression.

At one spot you will see mines and machine-guns on the left. Take the way on the right and recover the MP5 from the body of a marine. Jump on the section on the right to be able to continue. Next is your first direct confrontation with two marines. A barney runs by, follow him and help him kill the marines.

There are a lot of marines around the computer room, try to keep your damage low. Press the button hidden in the computers to open the door to the scientist. He will give you a lighter and the code for the nearby door (8533). Reload your armor.

Watch out for the soldiers behind the wall on the left after the code door. Take the elevator and kill the marines to get the shotgun. Break the pane on the right and continue. After wasting a marine, you arrive in a part with sensors. Avoid crossing them to take out the first visible machine-gun opposite. Cross the sensors and move back at once for the second gun; there's another on the right and one above. Soldiers await you at the exit, and in the storage room. Jump back to avoid being wounded.

Then use the crate to enter the duct. Advance using the lighter. A scientist will tell you that it is necessary to use the ventilation shafts; you will not be able to advance more because a ventilator pushes you back. Take the passage on the right. Recover the ammunition on the Barney and enter the conduit beside the door. Go immediately on the right, another ventilator prevents you from advancing. A little further the soldiers ambush you from the side (there are grenades and batteries here). Jump for the door and press on the button beside the room “access

denied." If you go in this room you will see that the ventilators stop. Return in the first conduit in which you could not advance any more while passing by the door that you blew up. Climb the ladder. Encounter some more soldiers to finish the map. You hear the noise of a helicopter. I hope that you have some reserves of health and ammo.

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### ON THE SURFACE

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Go to the right, where soldiers guard a tank. Clean up them and use the tank to destroy the door located on the left. Soldiers drop from the helicopter, kill them. Do not destroy the helicopter immediately; wait for it to fire its rockets. Don't get hit. Immediately turn to the left (toward the helipad), a soldier awaits you in the center. Return to the stairs and wait to be out of reach of the helicopter and advance through the large door of the helipad. A soldier awaits you inside. The explosive cases can be useful to clean up. Open all the cases here, one contains a rocket launcher. Use it on the helicopter (2 rockets should be enough in normal mode).

Go left to the room with the air ducts. Press the button and return to the place where you first saw the helicopter. Advance through the open grid. The soldiers inside the fortifications provide ambush. Enter the part on the right and press the button. The large door opens. Pass by the line while trying to avoid the tank fire and descend the stairs. Two soldiers are there. Take the rockets and use the opening made by the tank to draw it above. Fire rockets in the dead time between tank shots and return to cover each time (4 should be enough). After that, advance to where the tank is and go to the right.

Arrive in the sewers. Go up the ladder. To cross the broken part of the ladder, it is necessary to run. In the next part, break the cases and advance by avoiding the radioactive zone. Continue to advance, press the button. After a delay a tank will explode which will open a pipe. To dump the radioactive liquid, actuate the two pumps then the primary button to empty the tank. Take the opened pipe on the left. Recover the infra-red gun on the Barney. Take the left at the intersection. Kill the soldiers. The switch is broke so go back and this time go to the right. Liquidate everyone, press the switch, run to the elevator (near the broken switch) and go up.

A little further you find grenades as well as soldiers to use them on. Caution: one of them is armed with a rocket launcher and is very resistant. Continue on. Another group of soldiers to throw grenades at. Use the fixed rocket launcher to blow the barrier and reach the control room. There are 3 buttons, the left opens a door with a rocket launcher soldier. Press on the computer keyboard to advance. The next room is full of mines. Throw a grenade and move away then return after the bang. Use the unbreakable cases to go up on the roof. On the roof, it will be necessary for you to advance and fall into the sewers.

Climb the ladder. You arrive in a kind of corridor; press the key "to use." A helicopter explodes the roof. Run to the part on the left and recharge. Speak with the barney who will give you the code to open the storage facilities (4274) as well

as a Berretta. Return to the storage facilities, which are now open. Watch out for the soldiers drop from the transport. Push the three cases of TNT by the door and blow the door. Leave and go to the control tower. Watch out for the rocket launcher on the road.

Blow the "tunnel access" door and advance as quickly as possible. In the next part, run very quickly to the sewer manhole because the fuel truck will explode. At the sewer exit, take a right. A group of soldiers fire rockets at you. Try using a couple of grenades here. Actuate the two ventilator levers and take the elevator located close to where you entered. Liquidate all and actuate two other ventilator levers. Now, go left where a group of soldiers protects two more ventilator switches. Take the safety door on the right, toss a grenade into the middle of the heap and recover the M16. Actuate the three levers inside the room and return close to the fire door. There are soldiers right afterwards. Advance in the dark using the infra-red gun to see the soldiers. Crouch for the exit at the end. Soldiers will ambush you as you exit the tunnel.

Blow the tower legs and take the explosives in the room. Advance, into more soldiers except that you can recharge. Carry on your way.

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#### MILITARY CAMP

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Two rocket launchers begin the level, clean them up but do not advance because a sniper awaits. Rather, take the way on the right. Go up on the roof thanks to the destroyed wall and take the sniper rifle. Look outside near where you found the sniper rifle. A sniper watches across the way. You have several options to waste him: sniper, grenade launcher, or rocket. Go up on the vents to the place where the sniper was. Enter the tunnel for another sniper. Descend and break the pane to enter the room. Climb and push the "Door Open" lever in the room on top. Soldiers locate you. Take the door now open. Advance and neutralize the sniper waiting for you. Watch out for the sentry guns. Two rocket launchers await you in the next part. Recover the electromagnetic rockets.

Clean up the sniper and pull the door opening lever. There are four snipers in the following section: two in the towers, one making in a container, and the other camouflaged on top of a hill on the right. Actuate the door lever located in one of the towers.

In next the map, there are no soldiers, just cameras. You must not be detected by any cameras to make it through this part. Stay out of the field of view of all cameras. Take the glass elevator and break the glass on the left side. Just as the elevator stops, jump to the ledge on the left before the doors open. A little further down, break the window to enter the corridor out of view of any cameras. Repeat the process to take the next elevator up higher.

For the third level, take the door on the right, and break the window to avoid another camera. Get up on the table and climb into the vent. Avoid the camera in the corner of the corridor. You arrive in a corridor with three cameras. For the first,

crouch to get by. For the two following ones, take the door on the left. Get the stuff in the room.

You need to be quick for the next part. Start by taking the door on the right. Push the crate (near the door) to the other end of the room near a shelf. Climb on the shelf. Break the grates and crawl to the place where a grate is below you, leading to liquid. Break this grate with a gun, but don't go into the liquid (immediate death). Retrace back into the room and press the button to empty the liquid. Haul ass back through the vents and run across the emptied tank. Find the ladder to go up before the liquid returns.

You arrive at a double door at the other end. Buy a soda and move back quickly. Break into the room to the right. In this room, use something to climb up on the distributor and reach the vent. Follow the long corridor and take a left at the intersection to avoid the camera. Enter the first room, use the computer and you will get the code 7602 to finally deactivate the cameras (on another computer). Enter the next room, and break the wood supporting the wall. The wall will collapse from a bookcase leaning on it and you will be able to pass. Go to the end of the corridor, and enter the camera deactivation code (7602) on the "safety" section computer.

You can finally use the elevator. Continue onto an intersection and go straight through. Arrive in a room where you need to connect the two ends of the generator. Retrace and take a right and then take the ladder on the left to actuate Core B. Go in the room at the end of the corridor, actuate the two switches and take the machine gun. Kill the soldiers who show up. Retrace your steps until you reach a door guarded by soldiers, and a staircase crammed with soldiers. In the bottom of the staircase, recharge and enter the following room.

Be ready for a hell of a fight with a helicopter and soldiers. First, take out the soldiers on the upper level, then, lob grenades into the auditorium to soften up the soldiers down there. When all the soldiers are wasted, run behind the podium to escape the helicopter fire. Use the podium as cover while you shoot down the helicopter. When you win this fight, a hologram of the g-man shows up to talk to you.

Go up and out the exit the g-man left from. It leads to a helipad so you need to take down another helicopter (with rockets). Look around for snipers in this area and take them out before you move forward. There's two in the building on the left, and one in the far building opposite. Snipe everything that moves down below. Watch out for a sniper or two on the left as you go down. Cross the rooftop to reach the far side and recharge. Go for another short vent crawl.

Next is one of the most difficult parts of the mod. You have to go down a large shaft full of soldiers and sentry guns. First, toss a few grenades down to thin the ranks. Then proceed down the shaft. Carefully jump from pipe to pipe to safely descend. There will be three scripted events during your descent (in hell?). The first is a repel drop of soldiers. The second is a surprise with gun turrets (noise: elevator goes down). The third, the elevator explodes on the bottom.

A little further on, you find a helicopter hovering in a shaft. Find the switch to activate the vent fan and watch the helicopter get sucked into the fan. Grab the refills, go back where the helicopter was, and go down. You arrive at a recovery room. Get the laser mines and move on. Take the metal door. The next room is full of Blacks Ops. Blow up the explosive barrels (behind a "flammable" sign) to the left of the entry. Follow the way, to the end is a scientist who will open the door of the hangar for you. Watch out for the sniper on top of the crates; grab his ammo before going to the room with the tank. Run up to the tank to enter it.

The level progression in the tank is rather linear and sometimes easy. Clean up all that moves and use all the tank recharge stations on your way. Rockets eat away at your tank armor. Try to take out rocket launchers first. Small arms have little effect on the tank. Use the machine-gun to take out rocket towers. Be careful of snipers when exiting the tank – take out all sniper nests with the tank first. Near the first recharge station, you will have to exit the tank to climb the tower to open the doors for the tank to pass. Be careful crossing the minefield. Again near the second recharge station you have to exit the tank to activate the bridge. Enter the bunker on the right. Kill the marines. You arrive in front of something on fire. On the right put the computer "online" and in the other direction access the controls that activate the bridge. Now you can cross.

Prepare for an ambush a little further. Shoot the explosive cases to open a passage through the tower. Liquidate all, open the door and destroy the tank opposite. Avoid more mines and waste the area. Exit the tank and explore the buildings. Kill the soldiers and activate the radio in the barracks. A helicopter appears. Jump back into the tank and blow up the helicopter. The large door opens. Quickly finish off all soldiers. Recharge your tank before going further.

A tougher ambush awaits further on (you are in a military camp). Doors open and soldiers attack. Take out all the soldiers and slowly advance. Take out the gunner on the right. Advance a little further and take out the tank on the left before it wastes your armor. Then advance into the open area, avoiding the mines, and waste everything. Shoot a few into the bunker on the left to clean it out. Go down from the tank and enter bunker. Open the trap door and go down. Liquidate the soldier and the two sentry guns in the following room. In this part, there are doors to open but no code for the moment. Advance carefully, avoiding windows where snipers can reach you. Take out the snipers. Watch out for the soldier waiting below the outside catwalk to the next room. Go straight across and don't take the ladder down to the outdoor area. Enter the room downstairs and look for a sheet of paper with the code (1715). Use the code to enter the room with a soldier and two gun turrets, then continue on to the room with the "Door Control" lever. Get back in the tank, avoid the minefield, and continue slowly through the door. Quickly take out the rocket turrets to the right (with the machine gun). Bombard the warehouse to the left. You may be able to destroy some of the defenses before you have to enter on foot. Exit the tank and enter the smaller building. In this building is the code for the warehouse door (3412). Continue on up the stairs and over to the warehouse building. Carefully enter the warehouse, there are several turrets in there and lots

of soldiers down below. When everything is eliminated, recover the nuclear rocket. Use this rocket to blow open the door leading to Black Mesa.

Take the tank into the tunnel. Several ambushes will take place thereafter. Try to avoid rocket hits to limit the damage to your tank armor. You need the tank to get to the end of this stage. There is an ambush with two rocket towers and a tank. Peek around the corner (out of enemy tank reach) and hammer the towers to destroy them and the soldiers. The tank cannot be destroyed where it is (or it would block the passage). Thus it is essentially indestructible until it back up (I spent days figuring this one out). You have to rush the tank while firing at it like mad to get the tank to back up and blow up before the enemy tank wastes your tank. Then you proceed until you arrive in front of a closed fence. Exit the tank and enter the door on the left. Watch out for the sniper at the end of the hall and take the first door on the left. There is an annoying switch puzzle in here, so I recommend just using the solution (instead of pushing buttons for hours on end). Numbering the buttons as follows, just press the three buttons 7-1-9 in that order:

1-2-3

4-5-6

7-8-9

Go to the last room for some stuff. Then take the second door on the left to continue. Take out the soldiers and the turret guns. Use the computer in the next room to open the gate to let the tank pass. Return to the tank for the last ambush around the next corner. Again, advance slowly, firing around the corner to hammer the enemy to dust. This is as far as you can go with the tank – the passage is blocked. Exit the tank and crawl through the hole in the rock to the ladder leading down. It isn't finished yet.

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### RETURN TO BLACK MESA

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Take out the rocket launcher and blow up the turret guns to get to some health. Reach the duct in top on the right. Take care up there because the ceiling can fall through. Make your way to the other side. You arrive at the entry of Sector D. You will circle around a dark silo while descending. Soldiers will try to prevent you from continuing. Take a creative route down the catwalks to surprise the soldiers. At the bottom, a soldier runs away closes the door but an explosion follows to allow passage. Here you begin to see the creatures of Xen (headcrabs and barnacles). Take the elevator located on the right as you enter, and open all the crates there. On the left are three explosive crates to use later. There is a control panel for the conveyer belts to the left of the elevator. Leave it as is for the moment and push one of the explosive crates onto elevator and take it to the middle level. Push it onto the conveyer belt. It will get stuck at the right. Go up. Change the direction of belts 2 and 3. Then, change belt 4, and the crate will move along until it is against a grate. Change the direction of belt 1. The case will then travel into the trash compactor. Change belts 2 and 4 to be able to advance on the belts to reach the compressor. Take out the headcrabs and locate the control lever. The compactor



will crush the boxes, and the explosive crate will blow out the floor grid so you can jump down when the compactor opens.

Jump down to the dirty water. Soldiers and aliens are fighting down here, and the soldiers will win. Take out the soldiers. Beware a sniper located up top on the left. Go up on the floor, push the lever and use the crate to keep the lever from swinging back. Now, jump on other side of the bridge. Climb the ladder. Take out the alien blocking the tunnel. Small creatures will appear. Kill them. Proceed through the ducts. At the exit, you arrive in a room with a Gargantua. Wait until it liquidates the soldiers and take the elevator. Get the Gargantua to chase you down the corridor on the left to where the large ventilator fan is located. Run behind the fan. The stupid Gargantua should follow and get sliced by the fan and explode. Sometimes it doesn't follow into the fan, just reload the game and try again. Recover its flamethrower arm and the ammunition globes. Actuate the "door control" valve and run back to the previous room as quickly as possible and pass through the door before it closes.

Take out the alien grunts and headcrabs in the next room and open the crates. Alien grunts and controllers in the next area. Drop into the hole (try to minimize damage) and grab the gas mask from the body of the scientist at the bottom. The gas down here is poisonous and explosive. Move along killing the Houndeyes with the tool but don't use others weapons. Find and open the two gas relief valves. That will activate the ventilator and purge the gas. Then return to the door guarded by Houndeyes but watch out for the appearance of alien slaves. Use your infra-red gun to be able to see in the dark. Smash the door glass to continue. Explore the area and use the code 4856 to advance. More Houndeyes await, and a soldier cleans up aliens. Wait until he's done and then waste him. Take out some more aliens. Finally, a scientist opens the door on the left and is apparently the only survivor. He gives you access to the elevator. Take it, and kill more aliens. Proceed to the teleporter. Enable the rotors and jump when the scientist tells you.

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#### **THE EXTRA-TERRESTRIAL INVASION ON THE SURFACE**

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This was the hardest section for me to complete. You teleport into a long fall down a shaft. Since you are falling, you have to way to sidestep to dodge enemy fire. Your only recourse is to destroy enemies quickly before they can hit you. Try not to take too much damage from each combat wave, and quick save after each wave. This is very important, since it might take a lot of attempts to make it to the bottom. Also, try to avoid solid objects (rocks) as you fall. After an insane number of game quick loads, you will finally make it to the bottom, with little health and ammo left. But don't worry there's not much combat left (the worst is over).

A Headcrab awaits you at the bottom. Those annoying small homing aliens will come at you one by one. Take them out one at a time with a pistol at range. Proceed down until you get to the bottom. Take out the grunt and the few soldiers down here. Take the passage guarded by a grunt. Watch the combat between soldiers and aliens. Kill the survivors and grab the nuke. Proceed toward the crevice and take out more aliens. Move back and use the nuke to blow up the rocks on the

ceiling to fill the crevice with rocks. Jump rock to rock to cross the crevice and take out a few more aliens.

You arrive at the final room, with the final puzzle. In the center of the room is a pillar with movable mirrors. Around the room are 4 colored lasers. Each color corresponds to an element (water=blue, fire=red, earth=green, air=white). There are four teleportation doors around the room. Each door makes a sound corresponding to the elements. You have to adjust the mirrors to bounce the colored rays to the corresponding teleporter (i.e. blue ray goes to teleporter with water sound). Press on the center pillar to fire the lasers and test the solution. When you finally have it all aligned, you will be rewarded with a very cool closing sequence.

Game over.

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