



PLANETPHILLIP

FINISHING HALF-LIFE IS JUST THE BEGINNING!

ISPITATEL 4 WALKTHROUGH

by Ad3

Ispitatel 4 Walkthrough

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INTRODUCTION

This walkthrough is for Ispitatel 4, a Single Player Half-Life 1 Mod. It was written specifically for PlanetPhillip.com, and its author is Ad3.

BASIC MOD INFORMATION

- Released: 20 March 2007
 - Author: [Twenty One](#)
 - Link: [PlanetPhillip.com](#)
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DANGEROUS RESEARCHES

You are called to test a robot. You can interact with the rat on the table with your Use key. After the wardrobe explodes, if you enter the door on the right, there is a little training. Left - skip it. Level changes.



Approach the Panel on the wall to open the door next to the 2 scientists. In the next chamber, cross the force fields by walking forward immediately as they appear. Fix the panel on the left, then move on. The green force field which leads to a cafeteria, by the sound, is opened in the next room, by a panel (get used to these panels). If you climb the ladder on the left, you will notice some "borshch".



Walk through the giant Protein paste and M&M's, pass the scientists, up the stairs, greet the grunt and finally talk to the Administrator. Level changes. After the two GMen disappear, you have to get out of there. Go to your left, climb the ladder, pick up a weapon from the table, approach the panel and open the door beneath you. The fun begins. Two houndeyes are waiting, one explodes and opens the floor. Crawl in, pick up some ammo and get ready for another 7 colored houndeyes. It helps if you pick the health on your left first. On your right there's a rifle. Once you get out of there, a button is waiting in the next room. Also there's a knife up on the tables. Once the force field is down, more houndeyes in that room.



Then, up the stairs, pick up a shotgun, more houndeyes! After that, pick up ammo next to the m&m's and .. more houndeyes and GMan watching.



By this time, if you got really annoyed by the absence of the aim, do what I did and stick a piece of paper or something on the center of your monitor.. After the floor is cleared of dogs, open the doors (with the panel, of course) and go through. Next, a scientist in a tube (pic 5). There are two lasers that need to be activated, but not before stabilizing them with the panel in the small chamber. Free the scientist, then follow him and GMan. Level changes.

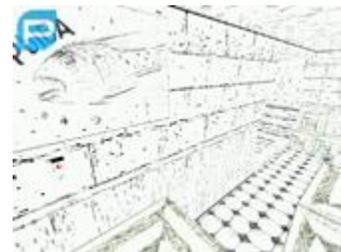


FOLLOW FEDOROV



At the bridge, gather more weight using 4 of those boxes/devices. One on the wall, one near the door, one on the wall in the previous room and one near the previous bridge. Cross over. Go through the tilted room, cross another bridge (this one is haunted). Finally, you reach a wardrobe which transports you to Fedorov's underground base. Follow him. Use the trap to blow up some snarks then look for Fedorov. He traps you to show you another side of the snarks by drugging you, I presume.. Change of level.

Once you're out of the room you're dreaming you're in, push the two buttons on the crates, to open the door to the house. Inside, watch some TV, then go through the hole in the floor. Climb the crates and push the button under the picture with the fish.



In the next room, push the button and you will find yourself in another white place with crates. Start from your left, then through the middle. Round a blue crate, cross forward to the next 4 brown crates. Push the buttons on them, climb inside the crate that appears. After you fall down a few times, cross the ladders as they appear, then up the last one, walk carefully on the narrow line, then on the crate, down in the crate beneath it and you wake up.

FEATURES OF MANUFACTURE

Under the pipe, down the hole, to that robot and floating tambourine. Play it, break the crates, climb the ladder, use the switch, go through the broken wall, now the door in the original room is opened. Climb the stairs, pull the switch and get out! (follow the instructions) Run with that man and go to the left side of the truck (aka you're the driver). Level changes.



After the crash, climb the ladder, go through the door to your right. Another door, pick up rifle, shoot 2 houndeyes, another 3 in the next room, pick up ammo and knife on the balcony on the left, then through the door on the right. Make your way through the dogs until you find a room with a switch and a painting with a strange hand.

Pull the switch, give your weapon to that man, he will

open a door for you. Get out of the building into the city and meet Zina. Grab a h-pack from around the corner, ahead, then walk until you find a door.. After leaving Zina in that building, go back to a bigger door. Leve l changes.



Pick up the gun, go up the stairs. Kill two houndeyes, go up the stairs. In the first room on the right, kill 2 houndeyes and break the crates on the right for ammo. In the room before the force field there's a panel which deactivates the force field. Another force field in the way. Go downstairs, kill some dogs, pick up the knife near the water and health at the end of the corridor. Go back upstairs. More



dogs, of course. You will find some bullets for the shotgun in the second room. At the end of the corridor, grenades and health. Go to the roof, kill the dogs waiting there, pick up a machine gun, and guess what: more dogs, guarding the Ispitel. Use the panel to destroy it, then go back to the vent with the arrow pointing downward. Another level change.

Make your way through the huge crates til you find another floating tambourine. Lift the huge crate, then climb down the hole in the ground. Go down a ladder, then search for another ladder in the cabbage storage. Climb up, level changes. Pick up a trout, walk through the corridors, break what's blocking the door. You will find a room with a radio on the wall. Either number you choose is wrong, so pick any of them. Wait til the ghosts open the door for you and go through. Before the rusty door, there's a ladder on the right. Up there, Good GMan is trapped. The panel in the next room frees him. Down the stairs and in the hole.



OLD AND KIND

Once you're off the train, follow the scientist, then enter the elevator. Level changes. Just walk about til you find the storage area 2. Use the elevator to go down one level. Find some crates blocking your way and a vent hatch and break it with your Use key. Crawl through the colorful vent system to find yourself behind the crates you saw. Go through the maze-like line system. Level changes. Go to the test chamber. Enter port 02 and activate the elevator using the panel, then enter port 03.



CHUKOTKA

Climb the broken wall and approach the window. Once you're out, go around the corner. As you check the Nescafe boxes, the gate opens. A ghost tells you to find a dvd-rom trader. Pass the bus-station and in a small room, the trader hands you a bus ticket. Once you go back to the bus station, what do you know? A bus is waiting. Approach its left side). Level changes.



Pick up the knife, break the boards, then climb up. Pick up a gun, kill two dogs. A whole bunch of them are waiting downstairs, so first, pick up some grenades from the room on the right and use them on the dogs. Next, pick up a machine gun and, on the most annoying song, finish the dogs. There's ammo behind the wall. You're getting closer to the snark temple. Another 4 snarks, through a cold pipe, then it's down the rabbit hole again. Take the key from the first room and stick it in a little hole on the right of the temple in the second room. Level changes.

Personally, I loved the idea of the next puzzle. To the left of the green chamber you will find a bow. If you want an extra 10 points of health, look back and up on two wide poles, there are two little.. things. Shoot one of them. Now, for the forcefield to be opened, you have to place the colored boxes in the appropriate colored holes. You will do that by shooting the cubes, therefore, pushing them, through the various holes in the chamber. Use the panel to turn UP the heat, actually (it says "heating" in the objectives screen, not cooling, and it's only logical because until now, it was cold). You have to make a choice now, but of course you can't choose Evil.



The End.
Ad3 - September 2007