



PLANETPHILLIP

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LUNCH LADY INVASION WALKTHROUGH

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BASIC MOD INFORMATION

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WALKTHROUGH

You start in the cafeteria. Find the doors that will open, and run through because they'll explode.

Beyond the next doors is a crowbar and three zombies in a big room; you know what to do. Off to the left is another zombie, a bank of electronics, and a teleporter that doesn't work yet.



Keep going to the room with the scientist/teacher and dead security guard, who conveniently leaves his gun, near a fire alarm.

Pull the alarm to open double doors at the opposite end of the room. Pull it again to turn off the noise, unless you happen to like it. Through those doors, in the:

FIRST room on the RIGHT, pull a switch;

THIRD room on the LEFT, grab some buckshot;

THIRD room on the RIGHT, break through a wall of crates for some goodies;



LAST room on the RIGHT, shoot the electronic-looking box on the table, which will somehow blow a hole in the door of the FOURTH room on the LEFT, where you bash the breaker box.

Now go through the doors by the alarm. Making your way through the zombies, there's a shotgun hidden behind the blackboard in the

LAST room on the LEFT. That'll make dispatching the alien slaves and headcrabs back in the SECOND room on the LEFT a little easier. Shoot the lockers to turn on the teleporter, or "slipgate," in the big room; it leads to the next map.

Make your way up the ramp and through a tunnel to a triad of zombies guarding a church. Inside, the portrait on the wall (of the lunatic you'll meet later) doubles as a health charger.



Behind the television in the next room is a switch, to open the trapdoor at the top of the ladder on the wall. Up the ladder is another switch.

Back in the courtyard are three more zombies and a rogue policeman. At the far end is an outcropping of crumbly rock, disguising a tunnel.



If you're a good shot, you can pick off the policeman on the other side of the pond while staying out of his range.

Enter the door nearby for the next map.

Hit the door switch on the right. Climb the ladder on the far side, cross the catwalk, climb the other ladder, break the grating, and crawl through the tunnel.

Hit the switch on the wall. Everything will blow up and a door will open to the first room. Cross the catwalk again, carefully, and step through the newly installed exit.

Head left to an open area with three rogue policemen, two on the ground and one on a ledge.

After sowing and reaping lead, go to the door near where you came in the area. Hit the switch inside, and shoot out the window above the door. Now the red building is open, and the ledge the policeman was on is accessible, too. If there's a way to get in the window, I haven't found it. Collect health and ammo, and head up the other ledge, on the right.



The only doors worth breaking open are the two on the far right. One room has a shotgun, and the other, the controls for the exit door, guarded by a policeman. Exit.

Past the three policemen are doors and a map change.

You enter a hallway. Left is a blue transparent door, locked. In the room on the right, hit the black shelves in the shadows to reveal a hidden teleporter. Step through, and come back.

Now the blue transparent door is unlocked. On the other side is a lunatic who thinks he's a black Jesus and wants you to rescue him by attacking the YMCA.

Now the door at the end of the hallway is open. Work your way through the grunts at the top of the stairs.

There's nothing in the weight room, first on the left, but there are .357 ammo and a healthkit in the lockers, second room on the left.

On the right is a room with three policemen and a couple of crates of explosives, which with a little help create a convenient hole leading onto the courtyard.





Pick off the policemen on the walls or you could just make a run for it, since they have lousy aim. There's only one place to go, through the dark passage on the right.

Fortunately the three grunts in the next room are looking the other way. Up some stairs and past two more grunts is a stash of medkits, a .357, and an HEV battery. A nearby switch will open the door, to a teleporter.

I'd advise switching to your mp5 before stepping through.

You're greeted by three grunts and a gonarch. To the right are contact grenades, and to the left are shotgun shells. Ahead is one last deranged policeman.



Finis

Gilfrarry - May 2007