



PLANETPHILLIP

FINISHING HALF-LIFE IS JUST THE BEGINNING!

MR. DEATHWISH PART 1 WALKTHROUGH

by andyb

INTRODUCTION

This walkthrough is for Mr. Deathwish Part 1, a Single Player Half-Life 2 Mod. It was written specifically for PlanetPhillip.com, and the author is andyb.

BASIC MOD INFORMATION

- Released: 15 May 2006
- Author: [Iisalmi - Vice Gaming](#)
- Link: [PlanetPhillip.com](#)

MISSION:

Wake up and go read your mission in the basement. Head over to the second floor of the cheap hotel and listen to the guy. If you can't hear him, turn the music level down in Options.

Go to the second room on the right and look at the picture. That's your victim.

Pick up the newspaper and go to the post office and pick up your package. (Don't open it unless you're feeling brave.)

Head out to the alley beside the post office and go back to the sewer grate. Open the grate with the "use" key and drop your package down there, for now. Go back to your room on the second floor of the hotel and get the bomb.

Head back to your room at 4A in the other building, but on your way, look up and notice your target on the third-floor balcony. Once in your room, break the glass in the back corner window and jump up on the wood platform with the bomb.

Take the ride down, then again break the glass and go in with the bomb. Be quiet (crouch) and go out to the living room and deposit the bomb at the far end of the sofa. Exit through the front door and head back to your room at the hotel, and activate the bomb.

ESCAPE:

Go to the sewer (there's no need to run if you did it right) and climb down. Open your package. Make your way through the sewers, killing anything in your way, and come out in a basement.

Kill the headcrabs and head for the door. It won't open, you say? Well, we better look around. Look over the water, is that a briefcase I see on that basket? Better blast it down (hope you saved a shell). You can also do this another way with the bricks and the platform, but this is a simple walkthrough.

Jump in the water and pick up the briefcase. It says you found a note with 1984 on it. What are you waiting for? Go see if it works on the door. (The keypad numbers are hard to see but it's normal left to right, starting at 1.) Time to look around. Couple of creeps in the loo, a control panel in another room, and, what's this? I smell gas, better stay out! (There is health in there if you need it). Go to the control panel and activate it, then jump in the elevator and head up.

GARAGE:

Get your weapon ready and go in. Blast the three Combine, then jump in your buggy.

Turn it around and pull up by the door. Go into the booth and activate the door. Run back to your buggy and blast the Combine. When you've had your fill, head out and go left to the tunnel.

Game over.

Time to try part 2.

andyb – November 2007