



# PLANETPHILLIP

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FINISHING HALF-LIFE IS JUST THE BEGINNING!

## OUTPOST WALKTHROUGH

by Ad3

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### BASIC MOD INFORMATION

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- Released: 29 April 2001
- Author: Peter Dunning
- Link: [PlanetPhillip.com](http://PlanetPhillip.com)

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## THE WALKTHROUGH

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"Expect strong resistance." There's only one autosave, after the Intro, so don't forget to F6.

Make your way down carefully as not to attract all the attention from the 4 grunts on the other side.

Using the Colt, eliminate them one by one; make sure that you don't shoot the explosives in the truck or that they don't blow it up.



After finishing them, use the crate on the path and push it in the corridor on the right (there's nothing special about the left one).

Before entering that corridor, throw a grenade to blow up 2 traps.



After that, push the crate through the 3 red lasers fast; hopefully, you won't get 50 health lost in the process, but 6 bullets for the Colt.

As you step in the next room, there are 3 grunts waiting for you outside. After taking them out, approach the truck and with your Use key, start it. I suggest stepping out of it before it breaks the door.

The grunt in the booth is easy, but as you stand right behind the truck, beware the two shooter in the towers... One will soon commit suicide, on the other I used a grenade.

Break the crates for health & ammo.

Another health-pack is in the booth, where there's a yellow button which opens the next gate. Grunts waiting.

Again, the one in the booth doesn't attack.



Go through the crates in the supply room.

H-pack and a handle (for the next door), in the booth.

Activate the next gate.

Take out 3. Another 3 in the building, downstairs.

Don't go up just yet. Kill the shooter in the tower.

Up there, you will find a bow.

Use it to kill the grunts upstairs the "Terrorists HQ".

Go inside the HQ, kill the last one without injuring the non-interactive hostage inside.

Pick up the terrorists' plans, press the button to open up the last door, then go through it.

The end.

Ad3 - August 2007

