



PLANETPHILLIP

FINISHING HALF-LIFE IS JUST THE BEGINNING!

OUTRUN WALKTHROUGH

by Ad3

BASIC MOD INFORMATION

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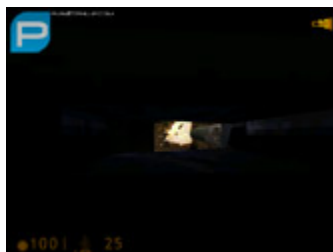
THE WALKTROUGH

After you're left alone, you notice some computers without power, a door and some stairs. Take the stairs. Hev charger, crowbar and grenades. Hack the zombies and go back to the first door. Kill 3 grunts and a 4th one hiding beneath the rail. Pick up all the ammo then back to the zombies room. In the next room, 3 slaves guarding 3 doors. But first, the door on the immediate right. Upstairs, 2 grunts. Health in the elevator. Stepping on broken glass damages 1% of your suit. Now, back to the 3 doors. Enter the 3rd one. Help Barney kill the 2 grunts then step out. Taking Barney out for his bullets is not an option here (but in the next map).. because it opens the door for you. Map change.



Let the bullsquid eat the crab, then kill it. Press the 2 buttons behind the desk (probably turn on some cameras, I don't know). 3 houndeyes and a crab on the computer in the next room. Health, anyone? Take the elevator down at least 15 floors. Turn off the red gas by spinning the valve on your right. As you get closer to the creature in front, 5 snarks come out. I, for one, hid in the elevator until they exploded.

On the upper level, a bullsquid. Up the stairs, open the door, then back up a bit, because a zombie will pet you gently. Headcrab, then a bunch of dogs in the next room. The monitor on the wall shows the hallway and a new place. If you haven't done it already while bombing the dogs, destroy the computers. It will open a door downstairs, to that new place. But first, check out the remaining room next to the creature now dead. Don't use the panel for the door, it will blow up in your face. Break the glass, kill the crab then listen to what the scientist and Barney have to say. Kill 3 crabs in the next room then pick up the RPG. Joy! Now proceed to the final door on this level. Map change.



Break the glass of the booth, pick up the key and hack the zombie. The button near the sliding door brings down 2 turrets. I chose to push it because they will attack the slaves next to come. Next, push the other button, rush to the crates and hide there. Finish the remaining zombies and crab, then check the room with the broken glass. 2 grunts, 3 crates and 3 trip mines. Now check the remaining door. Under Gman's watch kill 3 grunts, blow up the 2 reservoirs and enter the tank. Now who in the world ever saw a Slave inside a tank? Use the computer to take over the cannon and blow

up the doors in front. Once you come out, 2 assassins (where did they come from?) are waiting. Launch a grenade on them. Go on, bullsquid in the darkness, recharge, then touch the door to open it, but run away from it, or you'll get bombed.. Grunts outside – stupid enough to kill themselves if you wait a little. Finish what's left, turn the power on, then take the elevator.

A truck blasted the door, with 4 grunts. Turret up in front. Once you pass the machine gun, slaves pop out, but all you have to do now is step into the lasers on the left. A cut scene, then you're in a booth. Health on top, snark weapon under the stairs in the water, then enter the door. Hack 2 zombies near the sewer, 3 more behind the next door and another one further on. Next, a little open space and 2 grunts, one with a machine gun. Go on. Map change.



You're in a mine. At an intersection, 2 crabs (left & right). Health on the right, crab further on the left, reach the edge and go down the ladder, crab. Swim. At the end, open space and 2 grunts . The switch on the right is for the light. Pick up ammo on the left, also 5 darts – the bow is in the pool, but there's a 98% chance you'll be stuck there. I used noclip. As you enter the door, you are ambushed in that little room by a turret and 3 grunts. But

get away from the door, because it will be bombed soon – another 3 behind it, use the shotgun on all 6.

The Ichthyosaur in the next room is no threat, even if the bridge breaks. Shoot the panel on the right to open the door. HEV charge in the first room, along with a slave. When reaching up for the green valve, 2 grunts come down through the glass roof. 4 houndeyes and a HEV battery in the second room. Rotate the valve, go in the first room, then in the vent. Map change.



Break the grate then run straight ahead as a machine gun shoots at you. Play darts with the alien grunts. Bomb the grunt under you. The crates hide a hev battery. Open the door pushing the red buttons near the scientist, hack the zombie, then go practice your shooting. A rocket at each end of the targets, plus crabs and dogs. If you need another battery, climb the ladder to the 4 glasses, but walk beneath the catwalk until the end. Through a glass, jump in the next room, look

through the window of the booth at the scientist talking to Gman, then go up the catwalk and hide somewhere, because grunts will come through the big door. I, for one, made my way on top of the booth. Hide from the turret, it will soon go away.

The crates hide nothing.. Blow the computers from behind the deadly laser beams. Everything goes dark blue. 3 grunts.

Recharge. Go on through 2 doors. 2 grunts in the hall with the artificial river. Upstream there's a Colt. 2 grunts in the room with the Monalisa. Behind the back door, baby crabs and bullets. The switch just turns off some lights in the big room, the valve makes a pipe explode.. Proceed onto the huge hallway. Enter the door in front. Kill the grunt, go on, 2 more on the glass and 2 more further upstairs. The abundance of recharge and the chopper sound hints you of what's next. A couple of grunts, a machine gun and a chopper. If the chopper doesn't blow up the grunts, take care of them, minding the machine gun. After that, use the bow on that shooter and the RPG on the helicopter. Easy. When all is quiet, go to the waiting chopper, break the bars on the door and enter it. Cut scene.



The End.

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