



PLANETPHILLIP

FINISHING HALF-LIFE IS JUST THE BEGINNING!

PIMP MY CAR WALKTHROUGH

by Gilfrarry

INTRODUCTION

Here is another walkthrough produced by Gilfrarry. This time it is for Pimp My Car, which is a Half-Life 1 mod.

Enjoy!

BASIC MOD INFORMATION

- Released: 03 May 2005
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- Link: PlanetPhillip.com

THE WALKTHROUGH



You start in an upstairs bedroom. Turn on the lights and look behind the desk for your first code: 7305. Next to the door is a gun and keypad. The gun is useful for its sights - aim squarely at each key in turn, and instead of firing, press the "use" key.

Now the door is open. In the hall cupboard is a switch to the living room. Lurking there, among the electrical outlets behind the TV, is another switch. Now the wardrobe back in the first room is open. Crawl inside it. The wardrobe switch will open a cupboard door back in the living room.



Read the question. Near by the door are some letters on the door. Enter "Bill," the same way you entered the first code. Now to the kitchen.



Turn on the vent above the cooking stove. A drawer will pop out with the code 48629. Put that in the keypad by the door. Over your head a cupboard door will open with a question. Put the answer in the keypad by the refrigerator: "Snipes."



Now you can use the restroom. All that water in the tub has to be hiding something - a switch, which simultaneously opens a keypad and yet another cupboard, with the code 8350. Use the code on the keypad (but then, you knew that). Now you can go downstairs.



Press the switch by the door at the foot of the stairs. The electrical panel on the wall will open, and inside, a switch will operate the far door. Outside. Map change.



Walk out the door and turn left. At the first driveway on your right, there's a switch [#1, in the illustration] hidden on the side of the building. It opens a door you'll use later.

Keep walking down the street, turning left at the corner, until you see a truck [#2]. On its bed is a code: 6284.



Across the street is a house [#3] whose door was opened by the switch. Hit the lights and you'll see a place to enter the code.

This opens a gate [#4] to a swimming pool, down the street. There's a switch [#5] by the door next to the pool. Dive in the pool to see the code revealed: 9361.



Now backtrack to the opposite side of the map to the big gate [#6] in the corner. Punch in the code next to the gate, and go in. Map change.

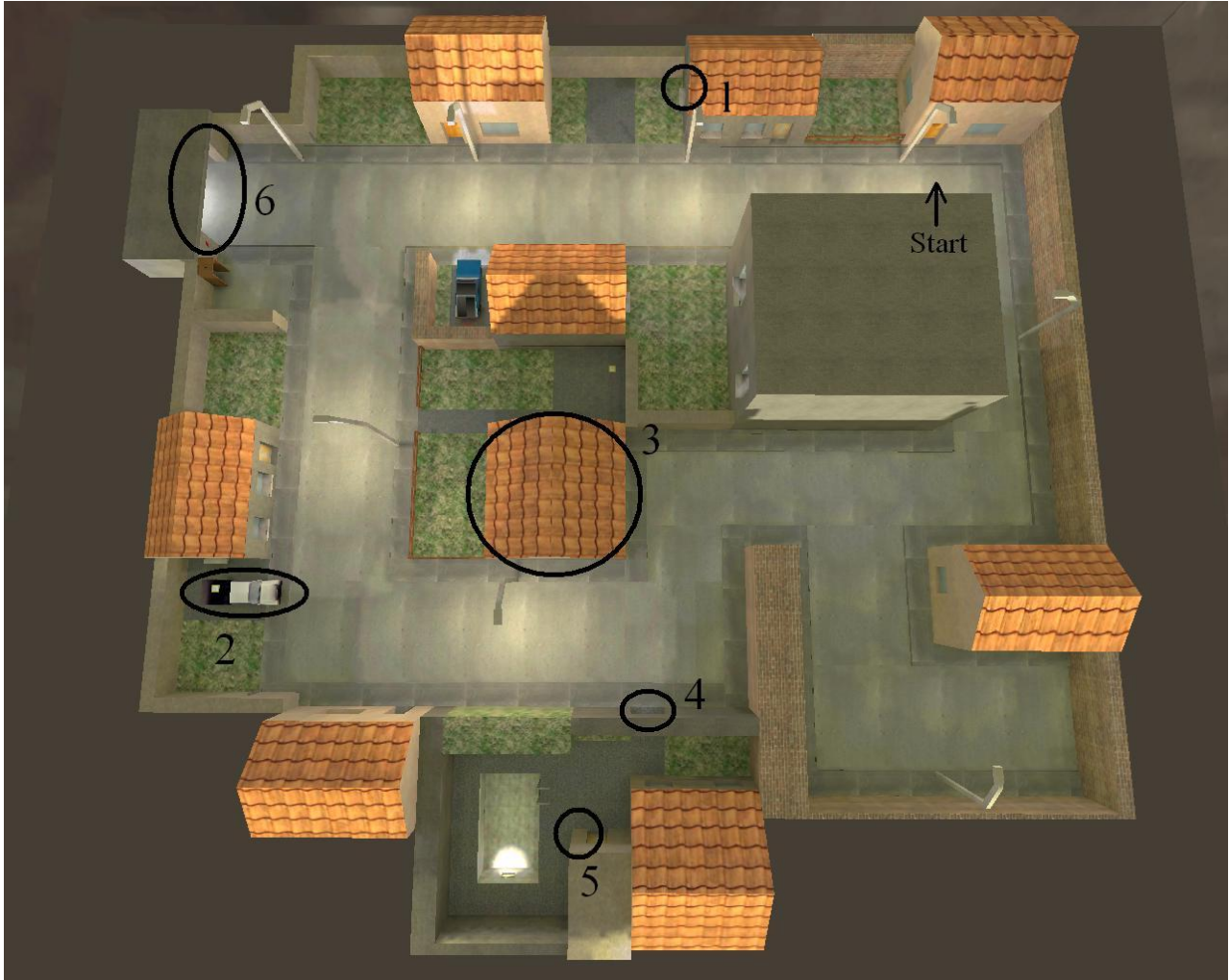
Open the door; now you're in the workshop. Walk up to a locker to get the code 630, and use it on the keypad by the Car tires. The word "Beat" will rise out of the floor across the room. Enter it in the keypad by the smaller of the two doors, and proceed to the next garage.



There's a picture on the wall that will slide up to reveal a hint behind it, when you crawl under the stairs to press a switch. It says to use your flashlight. So when you operate the lift to raise the structure covering the Car, look at the underside of the structure while it is rising, with your flashlight. There is the final code: 7431. Put it in the keypad by the stairs, go up, and...

Finis

Gilfrarry



Illustration