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THE TRAP WALKTHROUGH

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The Trap Walkthrough

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INTRODUCTION

This walkthrough is for The Trap, a single player Half-Life 1 mod.

It was originally translated by Ilia Kolosov and then proof read by George Mosher and Phillip Marlowe

BASIC MOD INFORMATION

- Released: 01 October 2008
- Author: Reaktor
- Link: PlanetPhillip.com

SECTION 1 – YELLOW

1A. Descend in the elevator, crawl and get into the corridor. Jump over the poisonous puddles. With the last puddle use the thin bridge. Press the generator button, enter the portal.

1B. Go up and straight over the gate, jumping on the cubes, to get to the second level. There is an elevator, and a passage, through which one can reach the elevator (you need to move the box). Go up, jumping into the space completely surrounded by a gate, and climb up the ladder. You only have to jump over the cubes to a portal now.

1C. Enter the next hall via the ladder to the left. Find the wooden crate and throwing it through the crack where it says “Use”. Put it between the green crate and gate (the one with a generator), it will be useful later. Enter the opening, go up the ladder/stairs, go across the metal bars to the cube and jump over crates into the cage with the generator.

Turn on the presses, get out of the cage, go up via the second press, and use the green crate, to get to the last platform. There, turn on laser gun, and then turn it off. Take the suit, and you no longer have to fear yellow puddles. Look for portal and enter it. Previously this was impossible, without the suit.

SECTION 2 – GREEN

2A. Click on the switch to the right, go up in the elevator, look for the stairs and go down. Then go back. If you've gotten yourself into the second part of the hall by accident you can return by jumping on the fan. Click the switch again, go up the ladder (which you lowered), and get into the second part of the hall. There you must find a red button, which opens a door, but it closes too quickly. In order to get there, use the air flow from the fan. Get into the corridor with a portal. Climb over a few simple obstacles. Use the lamps, hanging on the wall, to get to the opening leading to the portal.

2B. Jump over the obstacle, then over the green puddle and go to the end of the hall, but NOT up the stairs. There start the generator, and open the hole in the floor. In the basement, start up one more generator, and open the second hole. Push the box into the beginning of the corridor.

To get out of the basement, return to the main hall and jump into the second hole. Pick up the fan part. Climb out the same way: through the first opening. Go up the stairs to the second floor with a portal. From next staircase you can jump into the middle corridor.

There, start the elevator, which will go to the top of the box mountain. There, you must find the fan piece to the left and at the end there lays one more part of the fan. The fan itself is on the third floor. Insert all the pieces and start up the fan. The newly formed airflow will get you to the portal.

2C. Look for a small wooden crate, and push it to the metal crates on the opposite side of the room. Climb onto the moving presses and look for an opening in the wall, get into it, and arrive at the next location. You must stick the crates under the elevators, for them to stop moving.

The first crate you'll find under the 4th elevator. The rest must be obtained from the room with the fan. Use the switch, to turn on the fan, throw the crate into the air-flow, to get it to the hall with the elevators (in fact, you can throw 2 at a time). Turn off the fan and block the elevators with the crates.

Climb onto the 4th elevator and just jump to the first. There you can get to the air with the crowbar. Destroy the crate with the crowbar and go back to first hall. Break the glass floor with crowbar, but with such positioning that you fall into the pipe. Now, you just have to find the portal with the same magical crowbar.

SECTION 3 – BLUE

3A. Remove the protection field, open the door (important: close it after yourself) and enter the hall, where we get attacked by Houndeye. Look for the ventilation passage, camouflaged by a wooden crate and go down the stairs. In the basement, grab the orange tube.

Return to where you were and turn right to the gate with bars, spark the chain with the pipe and open the gate with generator. Swim over to the elevator and go up.

At this point the Houndeye attacks and blows up the crate with you. So you don't suffer, get off the elevator. Jump onto the platform, where the Houndeye was and turn the crane. The water level will rise, and now you can get into another ventilation opening.

Get to the next hall with buttons that lift the box with the Houndeye. Use the box to get onto the metal rails, then onto a generator, then onto a windowsill, and from there you can get into the ventilation space and jump down.

The next area you can get to by grabbing onto the ladder in mid air. Lower the stairs for yourself, in case you need to move something back up there. Go to the next corridor and move the explosive crates to the left. Be careful: toxic liquids and head-crabs can blow this up.

Find the green pipe on the left, return, and use the left lever to block the basement doors. Now all that is left to do is to press the lever (it turns off the blue protection field), then press onto the nearby lever, to open the first basement door, and jump down to the portal, before the second basement door closes.

3B. Move the crate on the left to the next crate, and jump behind the gate, and into portal. Go to the pile of explosive crates and break the boards that are blocking their movement. Move them far away from the wires, so as not to shorten the circuit, and turn on the generator.

Go up the elevator and find the green pipe in a wooden crate. Throw one explosive crate into the hole with the poisoned water, and passage into canal is now open, where you'll find an orange pipe. Come back and go to the fan, that is in the drawers. Notice, one crate is wooden and could be destroyed, which will tilt the fan and change the air flow.

Click the nearby switch: a blue field appears, and disappears in another place. Insert the orange pipe with the help of a second switch and throw electricity over to the elevator, which will deliver you to the top platform, where you can temporarily open the portal door, and open the passage to the corridor made from metal grating. There,

insert the green tube, press the button, climb with help of a box to the top grating and find the part of the laser.

You can come by throwing the box over with the same button. Turn on the first switch again to get rid of the field, come back to laser and insert newfound part. Turn on the laser, which destroys the unnecessary fan. Go to the first fan now. Get up on the platform, open the door to the portal, then quickly climb down, turn on second switch, climb onto the boxes near the fan, jumping into air flow and diving into portal before it closes.

3C. Enter the left part of the area, turn on the laser, making a hole in the wall. Go through it, open the gate, kill the grunts with the laser and get a green pipe. Come back, close the door. Turn the switch to get rid of the field around the gun. Insert the green tube, turn on the elevator, go up and find the cage, inside which there is an orange pipe.

To get it you need to destroy the cage. Push it under the laser ray. Go up the elevator again and jump onto the grating, till you get to the fan (if you fell into an area with crates you can return via the wooden bridge). Insert the orange pipe. Turn on the fan, open door, and Houndeyes appear. Enter the freezer and find the switch, before you DIE.

Get one of the Houndeyes to get near a crate so that he blows up the one closest to it. Insert the new switch, turn it on and go up in the elevator. From there jump onto the newly formed bridge, then onto a door, then getting into a room with a gun. Destroy the crate near the generator. Now destroy the obstacle blocking the portal.

SECTION 4 – RED

A. Press one of the levers to change the direction of the conveyor belts. Jump on the first conveyor on the left, then from it onto the second, then onto a ledge, leading to the next hall, and open the gates behind you. In this hall there are 2 machines, pumping air, but one of them isn't working due to the lack of batteries.

Using the "activate" button pull out the batteries from the working machine and carry them into the other machine. Now you can get to the top with the help of the air flow from the second machine. Block the laser with a crate, to remove the force field. Use the gun to destroy the crates and some levers. Ahead is one more laser, which needs to be blocked with same approach, but with help of a cube. The cube is same as a crate, you just need to move it with buttons, located on its sides.

Push it far behind the grate, the laser gets blocked, and the corridor opens, where you'll find a green pipe. Go back to first laser, go down the ladder, go back to the first hall and begin to jump over the conveyor belts. Don't forget to destroy part of the wooden bridge, so it will fall and create a shortcut. Also open the gates. Go up the ladder, go past 2 simple obstacles, and enter a room with broken generator.

Fix it with the green pipe and turn on the switch. Go down, and insert both batteries into first machine, to activate the first air flow. Jump on it, passing the opening flap, break the mirror, again hit the switch, go up the elevator, and press the button on the cube, to get it into the farthest corner.

Use the positioning of cube to get to the generator near red arrow. Again, block the laser with the cube, press the button activating the elevator, and go into the corridor, where you picked up the green tube.

Notice that the bottom of the elevator is made from bio-branches. You have to destroy the bottom before the huge meat grinder gets you. Destroy part of the board to create a bridge to the next location with the press-machine and turn it on. Get up the ladder and jump into the press to get the blue pipe. Go back to the first hall, where you started, go into room with humanoid, insert the blue tube and open the cage. Go into the portal.

B. To open the door, press the button, beware of the bullsquid. Go up the elevator; destroy the crate to get rid of the alien grunt. Go to the main hall, find the generator. It controls the elevator and the wall. Hit the switch in such a way that the elevator worked, and the wall will swing open. Go up, press the orange button, and find the green pipe on the laser. Go to the other side of the hall, insert the green pipe, and then activate the conveyor belt and elevator.

To make it to the elevator you need to use the conveyor belt. As the elevator takes you up, jump on to the metal shelf, and follow it till the end. There, with a shot, hit the

green button below. Jump onto the extended platform, turn left and jump onto the green crate.

From there you get to the yellow button, pick it up. Go back up the elevator and shoot at the orange button on the other side of the hall. Insert yellow button, use it and jump down. Destroy the pipe cover to stop the press and get to end of corridor. If it stopped too close to the floor, use the ventilation opening on the roof of the construction.

From there you can get on top of the press. At the end of the hall you will find a part from the automatic gun. The gun itself is at the other end of the hall. With this gun you need to destroy the big glass case, inside which you'll see an elevator. Before activating it, destroy the crate directly below it with you gun.

Get into the next hall; redirect the laser by turning the glass cover. Open the door to the cage, but the entrance to the hall closes. Enter the cage and activate the second lever, which breaks the laser, and all the doors close. Get to the roof of the cage, pick up the blue pipe and look for the tunnel that's hidden. Shoot it to remove bio-twigs, jump down. Follow the corridor, open the 2 doors, go up the elevator, and enter the last hall.

Insert the blue tube, and then wait till the openings match, and shoot through at the explosive crate. It opens a passage into the corridor with the generator. Start the generator, with your crowbar to make a hole in the wall, and use the fan break the safety device. Enter the portal.

Everything begins on the 4th floor. Click the elevator button, but don't go down. Instead wait for it to go down, call it again, and jump on its roof to get the green pipe. Enter the cabin and go down to the 2nd floor. Enter between 2 walls of the 3-floor elevator, to get to the first floor.

Jump on the platform with the crate, destroy the bio-branches and the crate falls. Get the crate to the board, to reach the bio-branches with crowbar. Open all one-way doors in the labyrinth. This allows you to get the crate to the end of the hall to the green crate and jump into the section with a portal. Pick up the battery and return to the second floor. It's easy to get to the 3rd floor using the 3-floor elevator. Jump into the corridor with the explosive crate.

Insert the battery, push the crate into the air flow, remove the battery, go to the end of the corridor, insert the battery into machine, which controls the wall, then again take out the battery, but so that the wall turned out to be open. Return to the pump, insert the battery, jump into the air flow and get to the 4th floor.

There you need to open the one-way door and jump down to the 2nd floor. Insert the green pipe, climbing onto the generator, then turn on the generator and enter via the door, which it opened. There is the main hall. Turn on the cube, and get on the column, to make it onto the cube from it. From the cube jump onto the big elevator, pick up the blue pipe, then turn on the blue laser. The column is destroyed, but now

you can pick up button from the big elevator, but turn off the laser first. Insert the button and activate it, to get to the 5th floor.

Don't forget to leave the blue laser on, you'll need it. To pick up the gun, you need to go through some obstacles. Again, go down the elevator, but you can just jump into the bloody pool. Insert the blue tube, turn on the generator, turn on the switch, go up the elevator, and jump onto the platform with the lever. Turn this lever to change the angle of the blocking wall, return and again turn on the switch, but so that the elevator would block the laser ray. To get to the fan, use the big elevator. Jump on the air flow of the fan to get to the platform with the protective field, go up the ladder, there you'll find a red button, which opens the door to the left with the sign "trap".

Activate the big elevator with a gun shot, then press the lever. A board blocking your path is destroyed with a laser gun. To get into the opened passage, press the lever again, go down, and jump on the fan. Thanks to the changed angle of the blocking wall you can get to the top platform, which is same level as the 4th floor. Enter through the opening, before it disappears, and open the one-way door. And when the passage opens again, shoot one more time at the orange button at the other end of the hall, to get the big elevator to come.

When the glass is destroyed, free the captive, by destroying the safety device with your gun and activate the generator, in the order just described. Follow this character, pick up grenades, return to the first floor, and throw some grenades into the portal.

SECTION 5 – PORTAL MANAGEMENT

Turn the lever and teleport with the purple platform A, turn left, enter the room with the chemicals and shoot at the explosive crate up above. Go along the bridge, jump into a room with the automatic cannon, destroy all windows with it, then shoot at the green button with a gun.

Under you will rise an elevator, which gets you to a battery. Return to the hall with chemicals, shoot at the orange button at the bottom of the pool, and go through the gates. In the next room there are a lot of explosive crates, do not shoot them. At the end of the labyrinth you'll find a spot where to insert a battery. Return to the main hall with the help of an air duct, turn the lever near the door to the left to raise the block for jumping.

Go to the two buttons whose wires got tangled up. You better figure out which button activates the door at the other end of the hall, because the other one activates the press right above your head. To make it to the door on time, use the cart. Jump into the air flow and land at the other end of the hall right onto the green surface, appearing inside a room with a platform.

Throw a grenade under the glass to destroy it, and hide from the explosion under the water. Pull the lever, teleport, jump into the air flow to get to the roof of the building. Now press the red button, quickly jump down, teleport on the red platform, and again just into the air flow, to extract the blue pipe. Now, what's left is to insert the blue pipe, turn on all the levers and enter through the portal.

Go into the room on the left, changing the direction of the conveyor belt, then turn on the press with the blue button, and in the moment that the press begins to rise, run as fast as you can into the next room, where it's necessary to activate the first sequence of the main portal and install it in the center.

Return and go into the nearby hall, full of explosive objects (do not blow them up). At the end make sure to kill the zombie on your left, before taking the red tube, then return back to the door, which will work with this tube. You are now in a hall with a high ceiling. Notice the construction behind the glass, you should destroy the metal cover from the ventilation with your gun, then press the red button. Turn the lever to the right and go up with the elevator.

Teleport, then throw a grenade under your feet, teleport 2 more times, and then turn off teleport. Destroy the wooden crate, open the one way door and jump into the air flow, to get on the main elevator. Go up in this elevator, destroy a wire with your gun, on which hangs the right chandelier, wait, when it breaks it will create a hole at the bottom of the hole, and jump into this hole. Heal yourself, press the blue button in the room, and wait till you get to the very dangerous room. Destroy all crates that you can.

Teleport with such calculation as to get to the step, jump on the other side of the hall, lower the stairs, press the red button, and try to get a grenade into the hole. As soon as the construction explodes from the inside, pick up the button and tube, go up the stairs, press the red button a second time, and use the door just next to the cell. Insert the yellow button, press it, then enter the room with the teleport, turn on and go. Wait until the hole in the bottom fills with water and jump. Return to the spot where you started, insert the blue tube, turn the lever, destroy the crates to the right with your gun. The way things are now, you will connect all connections of the portal, and reach the portal.

Crawl under the wall and get outside. Go to the main hall to find a generator, which controls the big laser gun, but don't turn it off. Instead, get on the blue wire and use it as a bridge to get to the top side of the rail, along which moves the sphere of a portal.

Get to the red laser, jump on it, and get the green button. Insert it into one of the slots of a strange construction. Press the button, jump on the fan in the other hole, get on top, press the blue button (possible to get bonus gun, if you have time). Go down, wait. When the crate explodes, go into the hole with the water, get the yellow button, and insert it into a slot.

Press the button, a door will open with a laser cannon, but before entering you need to deal with the train in the main hall (do it now!). In order to destroy the glass with your gun, wait until the gates cover the laser, then jump into window and send the train in the opposite direction until the dead end. Go back to the door that was opened by the yellow button.

In this room get the green pipe, open the gates, destroy the circuit breaker, get to the create and deal with the robots. Take the crate to the strange construction. Throw it into one of the slots, with the yellow button. Then teleport, shift the platform to the right and summon the platform with the blue button.

Teleport after it. Insert the green pipe, open the gates. Houndeyes needs to be lured to the explosive crates, so they can destroy them, like on level 3C. This sequence, starting from teleportation into room with monsters, needs to be repeated one more time, and then you'll have access to the glass crate with the blue pipe inside. You can destroy this crate only with a press, that's in the main hall. Since the blue shield is already gone, you won't have problems. The press can be raised with a switch, and lowered the same way.

Get the blue pipe and go to the sorting machine. Press the blue button, to get the machine on the other side, insert the blue pipe, then press the machine so the green pipe changes to red. In this way you can get to the portal and to the gates, leading to the boss. Press the red button, teleport, fall into cart, enter the gates.

Boss - Gaussphere.

To make it easy, destroy all 8 guns, but it's not necessary. Go up the elevator, and get the boss into the section, where he'll press the yellow button. Try to encircle the boss in a small section, so he wouldn't be able to get to the center then, get to the end of the

pathway to get a metal crate, which needs to be put next to the drawer titled "spare levers". Set the track in such a way so the boss has access to the center, then run down, activate the orange button 4-5 second before the boss' arrival to the center. As soon as the blue deadly shield is in the center, go up the elevator, grab the lever, and jump on the crate.

Insert the lever, sending the boss in the direction of elevator, then jump down to get elevator out of his way and open the gates by shooting the yellow button. After victory go down and get the Tau / Gauss Cannon which will solve all your problems. It can shoot through walls, destroy glass, and other stuff. Use it to get out and get the red pipe, that is sitting inside the construction. This tube will allow you to connect all spheres of the portal and activate them.

SECTION 6 – ALTERNATIVE ZONE

Go straight forward and open the gates by pressing the button. Pick up the crowbar, and get over the obstacles. From this moment on you need to learn how to change direction while in midair at the time of the jump, otherwise you won't get anything done. To get to the top floor use the zero-g space, then jump through the gravitator (similar to air flows). To get to the zero-g space, you must change your direction in midair. Go into opening, kill the headcrabs, fall into left opening, pick up the amulet, insert into generator, and open the gate.

Pick up the gun at the end of the hall, that's inside the red box, and with the gun now push the green button on the wall. Kill the robot, pick up the gun, which you'll use to make your way to the next hall (the second glass is broken with a shot to the explosive crate). Pick up the amulet (again you'll need to change direction in mid air), use it for blast-portal (the platform that generates destructive explosions), and blow up the wall that blocks your path. Behind it you'll find a lot of enemies, use your gun. Jump into zero-g, go across to the other side, turn on the gravitator device, destroy the glass with your gun, then jump through the gravitational flows and get into portal.

Here you'll need patience and precision in your movements. Go up either one of the ladders to get inside the cart and go to the gravitator's back. Unfortunately you can't get rid of the blast portal, and you'll have to avoid explosions throughout the whole time in any way possible.

Get to the gravitator, just into the neighboring hall with its help (the one with 2 pools). Keep in mind that the first pool is protected by glass and you need to destroy it during the fall, otherwise you'll die. Pour the water from one pool into the next to get to the ventilation with an unlimited supply of grenades inside, and get out through the other exit.

Go through corridor, which is full of deadly presses. One of the presses needs to be passed like this: stand under the opening and put a crate under the last press. Throw a grenade into the explosive crates and quickly crawl back. After the explosion pick up the amulet and go back to the main hall. To get to the next amulet in the form of the letter H, you need to again get to the platform with gravitator, and set the cart in free, but slow forward motion. While it is passing the red laser, you can pick up the amulet. Now, you need to get to the other end of the hall with the help of the same cart and jump into zero-g space. Jump to the right, insert the amulet, start the ladder, come back with the teleport

Get to the gravitator, jump on it, but in the flight turn left, to insert amulet that you got in the hall with explosive crates. Open the gates, climb inside the pipe, jump into zero-g space, carefully go up, while avoiding an encounter with the fire balls, teleport into another part of the level, destroy the crates with right mouse button on the nearby

platform, then climb onto this platform with the help of the moving ladder and pick up the amulet. Now you have everything needed to end this task, and in particular, connect all the spheres of the portal and use it. Notice that to get into the portal, you need to pull your legs up in the flight (however, you can figure out other ways to get in there).

Turn on platform 2B with the yellow button, then start platform 2A and teleport in such a way so as to land right on to platform 1B (its behind gate). Pick up the amulet, jump into zero-g, go through the obstacles, turn the lever and shoot into the stream of gas.

Jump down onto the platform with the gravitator and use it to get onto the main square. Check if platform 2A is to your right, then teleport there and turn off platform 2B by shooting it with a gun. Behind the glass is a counting generator and to get there you need to jump and change direction in flight.

Insert the amulet into the generator, turn it on, jump on platform 1B, get inside the gates and stop them with a metal crate so they don't close. I recommend first blocking the gates with your body to give yourself more time. Now, you need jump down again and move platform 2A to the left (you'll see why soon). Now while it's moving, turn on platform 2B, again teleport so that you land on 1B.

Go through the gates that were kept open with the crate, go through some obstacles, go up the ladder and enter into a room with 3 openings in the floor. If you did everything right, the right opening should have 2A in it with a green button on top.

Pick up the button and jump down. Insert the button where it needs to go, activate it, but do it with a gun otherwise you'll get hurt by the explosion. Move platform 2A to the right, teleport, turn left and go up the ladder. The button in the form of sand-clock needs to be pressed while in the jump. In time of the fall try to get into the teleport, then teleport one more time and press the button in the form of upside down check mark to open the gates, leading into the next hall.

Jump into the well, turn left, jump over the gap and hang on the ladder to activate the main portal, but you cant get into it yet. Go past some obstacles to get into the ventilation to the left, get into hall where you need to destroy a green glass sphere blocking access to 3 colorful corridors.

In the first you'll find an unlimited gauss gun, the other 2 will lead to a longjump module. To get it, activate 3 buttons on the walls of the hall. Swim back, jump on, and go up the ladder. Now just get to the main portal that you'll get into with the longjump module (sit down+jump).

SECTION 7 – TRAPPED BY MONSTERS

Throw the crate into the lava, to get to the other shore. First part of the amulet is on a bridge in the center, the second is underground with a lot of controllers. Nearby the gravitator in another underground area, you'll find the necessary equipment, to get to this second part.

Insert both parts into the lock, jump onto the gravitator, get the orange button on a pole, jump to the platform on the left to insert the button where it needs to go. Now you need to do this: shoot at the orange button while in flight on the gravitator, to activate zero-g in the center of the cave, which will help get to the well with teleporting platform.

Move into next location. Get to a pole to the right and carefully hook on to the ladder from the outside, to get to the top. Pick up both plates, wait until the ball shifts to the left and close with one plate, the second leave unchanged. Crawl through the pipe to the right, get the gauss gun, destroy the window so the ball can continue its path to the left. Climb to the highest plate, jump onto another thing in which was the window and from there jump onto the mountain which was blown by the ball. From the mountain you can get to the pole with a portal.