



PLANETPHILLIP

FINISHING HALF-LIFE IS JUST THE BEGINNING!

TIMELINE II: ICED EARTH WALKTHROUGH

by Ross Smith

Timeline II: Iced Earth Walkthrough

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INTRODUCTION

Here is the second re-formatted walkthrough for Timeline, written by Ross Smith. This is for Timeline 2 and originally appeared on his website that is no longer live. It is re-published here without permission and I really hope he doesn't mind!

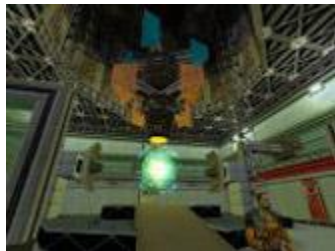


BASIC MOD INFORMATION

- Released: 01 January 1998
- Author: Ross Smith
- Link: PlanetPhillip.com

"In the darkness of an endless night, At the dawn of eternal life, In the coldness of a land without sun, Our spirits dive in the world of silence, - Samael: "Beyond the Nothingness"

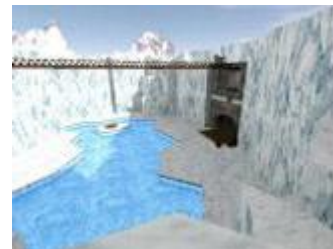
Introduction - [map ice00]



This is just a series of introductory cut scenes, where the Man in Blue explains your mission.

Monorail Terminus - [map ice01]

Climb down from the ice shelf you arrived on. There are a series of lower shelves to climb on. Don't try jumping in the water — it's cold enough to hurt you. Pick



up the crowbar lying next to the dead Barney and break the crates. The entrance door won't open. You need to go down through the drain on the island in the middle of the lake. You can jump to it from the far side (from the screenshot's point of view) of the lake

Crawl through the drain and climb up to the interior of the monorail station. (The door can be opened from this side, if you need to get out to pick up the first aid kit.) Break the big crate on the far left, then climb up the ladder on the right, and ride the swinging crane across to get to the track. The monorail car on the left is the only one that works; start it up and ride on to the next station

Note: If you lose the monorail car (or just want to do it a different way), you can get along without it. All parts of the track are accessible on foot (although in a few places you'll have to be prepared to take some damage that wouldn't have been necessary with the monorail).

Satellite Station - [map ice02]



The monorail car will stop at a sealed barrier, and the control to open it doesn't work. Go through the airlock, then turn right. The control room there has a security switch that unlocks the barrier control.

Before you go back to the station, follow the corridor the other way. The second control room contains nothing of interest, but upstairs you'll find an equipment room with an HEV suit. The controls to release it don't work; you'll have to break the glass.

Past the equipment room, a second airlock leads outside, to the upper level of a satellite communications tower. At the base of the tower, in a storeroom carved into the ice, you'll find some goodies.

Rocket Silo - [map ice03]

The monorail will stop when the track is blocked by a piece of machinery hanging from a crane. Back it up until you can step out onto the catwalk on the left.

Inside the control room, you'll find some controls that don't work, a locked door, a dark storeroom with a dead Barney and some weapons, and a ladder leading down. After picking up the weapons, take the ladder down to a lower catwalk leading to the two generator rooms. Generator no. 1 is on the right, accessible from the catwalk; generator no. 2 is on the left, accessible from the floor of the rocket silo, at the bottom of a second ladder.



You need to power up both generators (see below for the details). Once you've done that, the controls at the top level are activated, and you can move the crane to allow the monorail car to continue. (The door at the far end of the control room is also unlocked now; this just leads to the next section of track, and is only needed if you're making the journey on foot.)

Generator No. 1 - [map ice03a]



On the far side of the chamber, a ladder leads down to the floor and up to two higher levels. Visit the floor first, there are some goodies there. Activating the generator requires throwing three switches: two of them are on the second catwalk level, one on each side, and the third is on the top level, in a separate control room.

Generator No. 2 - [map ice03b]

Climb down the ladder and circle the catwalk to the control room on the far side. Three of the four switches are already activated; throw the fourth one and the generator will start.



Collapsed Monorail Station - [map ice04]



This is the end of the line as far as the monorail is concerned. There are a few goodies in the station, but the only way out is locked. You need to be prepared to take a bit of damage to continue. Jump in the water and swim through one of the sewer pipes (the one on the left in the screenshot). This will lead you up onto the roof, where you can break one of the gratings on the air conditioning system, and crawl down through that.

Underground Storage Area - [map ice05]

You'll come to a fork in the air duct; it doesn't matter which way you go. Jump down into whichever room you arrive in, and you'll end up in an office area blocked off by a barricade. You can get out through one of the offices (the centre door in the screenshot), but search the others for goodies first. On the far side (after fighting some hornet gunners), you find a loading bay, with the main entrance at the far end locked. Climb up to the control room, deal with the greenies infesting it, and open the door.



Administration Tower Exterior - [map ice06]



At the end of the tunnel from the loading bay, you come out in the open at the base of a huge tower. The main entrance is locked, but you can get in by swimming through a drain on the far side. Once inside, take the ladder to the upper levels (the big lift doesn't work). On the way you'll pass a garage containing a snowmobile, but it's no use to you at the moment because the garage door is locked. Continue up to the administration levels.

Administration Tower Interior - [map ice06a]

There are four levels here. You only *need* to visit levels B and D, but the other two have some useful goodies you'll probably want to pick up.

Level A: Storage area — This is full of crates and hornet gunners. On top of a stack on the far side, there are some breakable crates that aren't accessible from the floor; you need to move the crane before you can jump to them. The controls are on the upper catwalk on the left.



Level B: Admin offices — The office you need to visit is Gordon Freeman's own office, on the upper level on the left. You'll find a security card there. There are some goodies in some of the other offices.

Level C: Research laboratory — If you climb up to the control panel and activate the teleport system, an unfortunate trans-dimensional explorer will be teleported back home, along with the pack of snarks that killed him. Stay up there until all the live ones have exploded; then you can pick up a snark pod of your own.

Level D: Satellite operations — There's a holographic map here that shows most of Part 1. Up on the top level, in the near right-hand corner, there's a security control that unlocks the garage door down below. (It won't work if you haven't picked up the security card from level B.) Once you've unlocked the door, you can go back down to the garage level and either drive the snowmobile or walk out across the bridge.

Snowmobile Journey - [map ice06b]



The first place you reach is a small valley with a hut in it. (This will look familiar if you were paying attention to the introduction, and sure enough, the dead body of the alternate Gordon Freeman is lying there.) The tunnel leading onward is sealed by a locked door; the controls to unlock it, and the doors that follow it, are inside the hut (only two of the four switches work).

Past the door, after you've cleared out the aliens that infest the tunnel, you'll find a second snowmobile and some more dead bodies. In the corner behind the snowmobile, there's a ladder leading up to some storerooms and a first aid station. Finally, the tunnel opens into another valley with a satellite control tower in it. Climb up to the control level first, where you'll find a switch giving you access to the underground levels.

Launch Control Centre - [map ice03c]

The access tunnel from the basement of the control tower eventually leads to a bridge over a chamber half full of toxic waste. Unfortunately, the door on the far side is locked, and you'll have to swim through the sludge to get out. (If you're short of health, search the tunnel just before the bridge — there's a first aid room hidden in the darkness.) Jump down to the concrete structure at the centre of the far wall, and dive in on the side opposite the bridge; a hole in the structure leads to a ladder.



At the top of the ladder, after passing a small room with a locked door, you find a long corridor with a bridge across it. The only exit is at the far end, on the left. This will lead you through several rooms and past a locked steel-mesh door, and eventually back to the corridor, across the bridge, and into the main launch control room. There are two sets of controls in this room. The first set, directly beneath the entrance, will unlock the doors to the fuel room (the one you passed on the ladder from the waste pit) and the shuttle bay (the steel-mesh door); the second set, on the far side, activate the fuel and oxygen feeds to the shuttle, but they won't work yet.. Skip the shuttle bay for the moment and go back down to the fuel room.

Fuel Tanks - [map ice07]



The passage from the unlocked door leads to the top of a lift shaft. The lift will carry you down to a huge chamber full of fuel and oxygen tanks. There are eight tanks; one of them is broken, spilling fuel all over the floor. You need to open the valves on all seven surviving tanks to allow the shuttle to be launched. Unfortunately, the catwalks are also broken, and you'll need to do some swimming to get to the ladder at the far end of the chamber to reach some

of the tanks.

After you've activated all the valves, you'll find yourself stranded on the far side of the chamber with no way back to the lift. Dive into the spilled fuel and examine the floor under the tanks; under each tank there's a breakable grate. You want the one nearest the lift; from there you can swim out through the drainage tunnel and then climb up a ladder leading back to the top of the lift shaft. (All four grates lead to the same place, but if you start from one of the others you'll probably drown before reaching the ladder.)

Now you can go back to the launch control room and activate the fuel and oxygen feeds to the shuttle. It's now ready to launch. Go out through the steel-mesh door, climb into the space shuttle you'll find there, and hit the big red button.



Launch Pad - [map ice03d]

The launch sequence is entirely automatic; you don't need to do anything here.

TIMELINE II: ICED EARTH - PART 2 - BEWARE THE HEAVENS

"Nothing remains of the western front, Civilian dreams vanished overnight, The mask unveiled, now they realize, Armageddon has seized the land - Sinergy: "Beware the Heavens"

Space Flight - [map ice08]



The shuttle will automatically dock with a space station. On the way in, you'll notice that parts of the station have been infested by alien life forms.

Station Shuttle Hangar - [map ice09]

The two air locks leading out of the hangar both connect to the same corridor, leading off in both directions. Take the one on the



left first. This leads to a storage area full of crates and aliens; after killing the aliens and picking up some weapons from the open crates, climb on the empty crates, and then on the stacked ones next to them, to get to the switchbox that Barney was working on before the aliens got him.

Activating it will blow a fuse in the crane controls on the other side of the room, but that's OK, they didn't work anyway.

Head back down the corridor to the second storage area on the other side of the hangar. The crane controls here will work (they won't if you come here before switching on the power), and you can use the crane to smash the crates blocking your path.

Station control Area - [map ice09a]



Take the lift down to the station's main ring. There are four doors leading out of the chamber at the base of the lift, but two of them are blocked by the alien infestation. The other two both lead to the same control room. There's nothing much of interest in the first control room, except some greenies you'll have to kill. The second control room (full of computers) has some goodies in the first side passage on the right.

The third control room seems to be a dead end; the doors leading onward are sealed, and you can hear an alarm sounding. You'll find a ladder leading up into the service ducts in the ceiling (watch out for headcrabs); these will lead you on across the ceiling of the next chamber. Be very careful here: the next chamber is an emergency escape capsule bay, and one of the launch bays has been smashed open, leaving the room in vacuum. The glass ceiling you're crawling over is under a lot of stress, and the slightest amount of damage will break it.

Station Living Area - [map ice09b]

You jump down into the first of two blocks of sleeping quarters. Check the individual rooms in this and the next



section; some of them have goodies in. The third section in this map is a biology lab full of alien plants and monsters. Finally, you'll find the base of the second lift shaft, which would take you back up to the hangar deck if the Xen infestation hadn't blocked it. You'll have to press on, through the infested parts of the living quarters.

Station Living Area - [map ice09x]



The first section is full of some nasty fluid; you'll need to jump across the stepping stones.

The next section used to be the station crew's dining room. Now, it's the aliens' dining room. There are two survivors locked in a cage on the right; Barney will be killed fairly quickly, but you need to save the scientist, because (as he'll point out) without him you have no way of getting off the station. Once you've killed all the aliens, leave the scientist where he is for the moment, and take care of the remaining aliens in the next chamber before leading him through it.

The final chamber is a second escape capsule bay. One of the capsule is still intact, but it's locked. Lead the scientist up to it and he'll unlock it for you — but be prepared to move fast, because a whole bunch of greenies are about to teleport in to try to stop you. They'll kill the scientist straight away, but you should be able to jump into the capsule and hit the launch button.

TIMELINE II: ICED EARTH - PART 3: LONDON CALLING

"The ice age is coming, the sun's zooming in, Engines stop running, the wheat is growing thin, A nuclear error but I have no fear, London is drowning, and I live by the river - The Clash: London Calling"

Landing outside London - [map ice10]

The escape capsule crashes in a valley. The only way out is through a broken drainpipe, which will lead you to the edge of a frozen river. There's no way past the sandbag barricades; the way out is through the pump house next to the bridge. The floor grating will break under your feet, dumping you into a sump from which you can crawl out through another drainpipe.



Underground line - [map ice11]



The drainpipe eventually leads you through a pump room and into a flooded railway tunnel. Barney and his friend made a last stand against the aliens here; you'll find quite a lot of weapons and ammo lying around. After you've picked them all up, take the second side passage (behind the big container), and climb the ladder to the warehouses above.

Warehouse levels - [map ice12]

You'll come out in a dark warehouse, with more dead Barneys, their wrecked jeep, and a whole bunch of aliens. There are two entrances, at the far end from the access shaft, but the one on the right is locked. The other leads to a cargo lift which

will take you up to the next level. Jump off the lift quickly when it reaches the top; it's about to malfunction.

The passage from the lift leads to a four-way junction. One passage is blocked by alien gunk. A second, behind some sandbags, leads to a security monitoring room, where you can pick up some weapons and health. The last passage leads to a deserted warehouse. Climb up to the catwalk; you'll find controls for the crane at one end, which you can use to smash a hole in the far wall. This will let you into another access shaft, leading up to ground level.



London streets - [map ice13]



You'll find yourself in a large shop, evacuated by humans but infested with aliens. You need to climb up the mezzanine level to get past the piles of crates blocking the main floor (you'll also find some goodies up there, behind one of the display counters).

Out on the streets, you'll run into Barney and a scientist, who express surprise that you're still alive (reasonably enough, since in their world, you're not). They're from the Royal Society Imperial Research Establishment, which ran that world's version of Black Mesa. You'll find the main entrance around the corner. Inside, the only unlocked corridor leads to a lift, which will carry you down to the underground labs. (You may want to bring Barney with you.)

Royal Society - [map ice14]

Straight ahead from the lift is a dark storeroom; the two side tunnels both lead to alien-infested labs. The lab on the right contains a small train that doesn't go, and a couple of doors, one of which leads to a passage down to the next level. The lab on the left contains a locked armory and a train track leading on through a big tank half-full of something unpleasant.



In the storeroom, climb the stack of crates on the right to get to a ventilation duct. This will lead, on one side, to a switch that powers up the train, and on the other, to one that unlocks the armory. (Neither of these are really necessary; you can walk down the train track.) Once you've taken care of those, break the crates and pick up the goodies.

The train track leads over a bridge, next to a broken footbridge, and on to some more labs. You can get a few more goodies by jumping from the rail bridge to the broken end of the footbridge on the far side, but there's no point in carrying on down the train track just yet; you need to visit the lower level accessible from the other lab first.

Royal Society - [map ice14a]

The first side passage on the right leads to a blocked entrance to a large cafeteria, and an office that's also blocked, this time by electrical discharges from some systems Barney was working on before the aliens got him. Skip this for now, and carry on to the lobby at the far end of the corridor. Most of the exits from this



area are locked; the lifts don't work either, but you can get one of the doors to open and give you access to the lift shaft. You'll need to jump to the ladder on the far side (does this all seem vaguely familiar?).

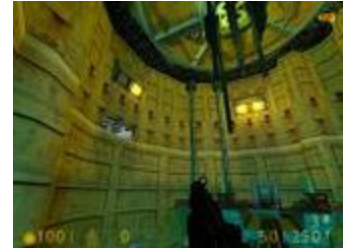
Climbing up will lead you to a level of living quarters, including Gordon Freeman's own quarters; there's nothing particularly important there (although you may want to check up on what Gordon does in his spare time). Down in the basement, you'll find a power supply room, from which you can cut the power to the broken electrical system in the first office. Climb back up the lift shaft and go back through the office.

It leads you into the cafeteria, where (after a fight with some aliens), you can pick up a security card (it's on a table at the far end, next to a dead scientist). Unfortunately, the door from the office malfunctioned and locked itself behind you, and all the other exits are blocked. There appears to be no way out.

Say ... ever wondered what happens when you put a headcrab in a microwave?

Royal Society - [map ice14b]

Back up on the lab level, you follow the train track (it doesn't matter whether you ride the train or walk) until you come to the main test chamber. This is this world's equivalent of the Anomalous Materials lab in your version of Black Mesa; just as in your world, they were tricked into triggering a resonance cascade event that gave the aliens from Xen access to their world.



The door on the other side will only open if you've picked up the security card from the cafeteria. On the other side, a series of labs and corridors leads up to the control room on the left, where you'll find Barney and some scientists arguing about what to do now. Past them you'll find a lift to take you back up to ground level. You should probably take Barney with you, he'll be useful in the next map.

Royal Society - [map ice15]



Coming out of the lift, ahead of you is a T junction. On the right is the entrance to a secure storage area, currently locked. The passage to the left leads to the main entrance hall. Unfortunately, it's occupied by a bunch of ninja babes. You'll find a second Barney here to help you, but you'll still have a fight on your hands. (After it's over, take a close look at the bodies, and it'll become clear who sent them.)

There's an open corridor to the left, leading to a computer room. You can activate the map display there; the computer will show you where the main centers of Xen infestation are (if you can find your bearings on the ice-age map). One focus is right there in London, but the other is somewhere in central Europe.

The control panel at the centre of the entrance hall will open the main entrance. This leads to a courtyard with an exit back to the streets of London, but some uncooperative Nazis have parked their time machine in the way. Don't try to

operate it yourself; it's booby-trapped. Instead, go back to down the corridor you came in through, to the secure storage area. The scientist who was hiding there has unlocked it now that the excitement's over. Lead him out to the courtyard, and then stand back while his curiosity gets the better of him.

Tower Bridge - [map ice16]

The street you come out in leads to one end of Tower Bridge. Unfortunately, it's raised, blocking your way across the river. You could jump down to the ice and walk across the frozen Thames, but the jump will cost you a lot of health. Fortunately, there's a better way. Follow the street on past the bridge, and eventually you'll find a garage with a jeep parked in it. If you drive it at full speed, the jeep can jump the gap in the bridge (but only at full speed — try it at any lower speed and you'll end up as a stain on the ice).



On the other side, climb down to the ice (there's an access shaft on the left side of the arch at the far end), and walk around to Traitors' Gate, the entrance to the Tower of London.

Tower of London - [map ice16a]



Inside, you'll first climb a spiral staircase, and then find yourself in a cross-shaped stone corridor infested with greenies. The exit on the right is locked. The one straight ahead leads to an armory, where you'll be well advised to stock up on ammo and health. The longer passage to the left leads out into the courtyard surrounding the Tower of London.

There are doors at each corner of the courtyard, but only the one on the far left is unlocked. Inside, you can climb up to a small, dark passage leading to a wide tunnel. To the right, this leads to a locked gate, but to the left, it leads across a bridge and into the alien-infested interior of the Tower.

Aliens will keep teleporting in as long as the gate is functioning. To destroy it, you need to destroy the three power crystals embedded in the inner walls of the tower — and then run, because the gate will do a lot of damage as it destroys itself.

Now head back down the tunnel to the gates. The one that was locked before has now been opened by some more greenies. The outer gate leading back to the streets is still locked, but there's a side door, leading to a room with a breakable grate in the floor. This will take you down into the sewers.

Underground station - [map ice17]

A second ladder leads up from the sewer pipe into the security office of a hotel. Out in the hotel lobby, you'll find the main entrance is locked, but a hornet gunner will smash a hole in the wall from the other side and attack you. This will give you access to a tunnel leading down to the London Underground.



The first station you come to is deserted (apart from some aliens). You can't follow the rail tunnel because the

tracks are electrified, but there's a second exit leading further down to a Eurail station, the London terminus of what used to be the Channel Tunnel back when there was still an English Channel.

You'll come out on a glassed-in catwalk over the station. As you cross it, another Nazi time machine teleports in to the room on the far side, and ninja babes start leaping out of it. There are two doors on the far side of the bridge; the one on the right is locked, but the one on the left leads down to the main station level. You'll need to get past the ninja babes to the door, then, down on the main floor, get past them again to gain access to the train that's waiting on the tracks. You need to get into the engine, which is right in front of you as you come out onto the floor; but its only open door is on the other side of the electrified tracks, and the only way across them is through the passenger car parked way off on the right.

TIMELINE II: ICED EARTH - PART 4: IN THE HEART OF EUROPE

"Our landscape raped by different armies, Soldier-slaves who have no faces, Control our ways and lives completely, Our minds are torn, time left its traces - L'Amé Immortelle: In the Heart of Europe"

Train journey - [map ice18 + ice18a]

You'll see glimpses of various parts of Europe on the way, before the train deposits you in Geneva, Switzerland.

Geneva station - [map ice19]



The only way out of the station is through the door on the observation deck (top right in the screenshot); all the others are locked. This leads to a T junction. The corridor to the right is blocked by a collapsed ceiling and some loose high-voltage wires. The one on the left leads to the station's main entrance. All the doors leading out of it are locked, but one of the controls at the reception desk still works, and will unlock the door to the lounge and cafeteria, on the left.

The lounge (on the right after you pass through the door) contains nothing of interest. The cafeteria (on the left) has two exits; one leads to the kitchen, where you can find some health, and the other into the station's office area. Entering the first office, you'll see a door ahead of you and another on your left; the one ahead of you leads to another office, with a corridor leading to the left, in which you'll find a dark closet with a door in the back of it (the door to the left leads to the same place by a slightly longer route).

Behind the door in the back of the closet, there's a ladder leading down to the power supply room. The main power switches are locked away, but one of the covers is badly rusted and can be broken. Switch off the power; this will plunge many of the rooms into darkness, but will also cut off the power to the loose high voltage cables in the dark end of the first corridor, back near the train platform. After finding your way back there through the darkened rooms, you can climb up on the rubble and break a hole in the ceiling.

This will lead you into the air conditioning system, and eventually out into an open cooling shaft in the roof. The only way out from there is to jump down the shaft.

Sewer system - [map ice20]

You'll break through a grating and land in a water filled chamber. The tunnels leading out of it comes to a four-way junction; straight ahead is a second, identical chamber (containing nothing of interest), to the left is a dead end, and to the right is another chamber with several pipes leading out of it and a catwalk above the water. Climb up to the catwalk (the ladder is on your right), and you can jump into the pipe on the right.



A shaft leads up from the pipe to a large pumping station. Four pumps are mounted along one wall; at the far end, the room opens out into a deep, water-filled pool, with a small train parked on the far side. You can't get to it at first because the ladder leading out of the pool on that side is broken; you need to climb up to the catwalk and turn on all four pumps, which will raise the water level far enough that you can climb out on the far side.

The train will lead you through several chambers deep in the bowels of the sewer system. (As usual, you don't actually need the train; you can just walk along the track if you like.) The first is the bottom of a dark shaft; check the far side for goodies. The second is a large station infested with houndeyes. All the other exits from there are locked; carry on down the track.

Sewer system - [map ice21]



The train eventually comes to a halt in a large sewer chamber in the side of a cliff, from which a waterfall spills out into the depths. First, open one of the doors on the far side (the one on the right; the other is locked). This will take you up to the control room visible through the large window in the upper wall. A switch here will extend a bridge across the waterfall.

On the far side of the waterfall (the near side from the point of view of the screenshot), the train track continues into a storage area. When you've got everything you want, the way out is the hole in the floor next to the waterfall (the similar hole in the near side leads nowhere useful). This will take you out onto the ledge just below the waterfall; the ice is slippery, so be careful! Climb the ladder at the right-hand end of the ledge; this will take you up to another ledge (also very icy) that will take you across the cliff face to a tunnel leading back into it.

CERN gatehouse - [map ice22]

The tunnel ends in a chamber full of machinery, with a shaft leading up to an industrial-strength air conditioning building on the surface. The exit from this faces a gateway; behind the building you'll find some goodies (and a ninja babe). Past the gateway, the way to the right is blocked, but the way to the left leads to the main entrance to CERN, the European Organization for Nuclear Research. (CERN is a real research institute in our world, famous outside scientific circles for being the place where Tim Berners-Lee invented the World Wide Web. In this parallel universe, CERN is a sort of Euro Black Mesa.)



The door to the security station on the right is unlocked. Through the next door, you'll find a locked door on your left and a corridor on your right leading to the main security station, where an alarm is sounding. Two switches there will turn off the alarm and unlock the other door. This leads into an open area with several buildings and tunnels around it; it's already full of ninja babes, and once you show up, aliens will start teleporting in too. Your best plan is probably to duck back through the door as soon as the aliens start appearing, and let them fight it out with the ninja babes.

After it's all over and you've cleaned up the survivors, crawl under the door of the road tunnel on the right. Eventually you'll come to a locked door, with a small passage leading off to the left, which will take you to the laboratory areas.

CERN labs - [mapice23]



The large lab area you come out in has some scientists in it, but you won't have much chance to get acquainted; a whole bunch of Nazi stormtroopers are about to come through the ceiling and open fire on you and anyone else in sight. When the fight's over, you can explore the place.

Right next to the door you came in through, there's a second door leading up to a first aid station. A large red door at the same end of the room leads to a corridor, with several similar doors leading out of it. Most of them are locked or lead nowhere; the only one of interest is on the left at the far end of the corridor. This leads to a small lab where Barney and a scientist have had a little accident with an experimental weapon.

Once you've collected that, you can take the big lift from the main lab down to the lower lab. Be prepared — the place is full of aliens and Nazis, and they're not so preoccupied with each other that they can't spare a moment to take a few potshots at you too.

The lab opens at its far end into the main experiment chamber of a massive particle accelerator. The control panel, on a raised area in the centre of the lab, doesn't work; you need to power up the accelerator first. The door on the far side of the big pit leads to a first aid station; you can jump the gap in the bridge to reach it.

Climb down the ladder into the pit, and then up one of the access tunnels on either side (it doesn't matter which one) to get into the main accelerator tunnel. This runs around the lab in a huge ring; you need to walk all the way around it, powering up the accelerator magnets as you pass them (there are three sets). Once you've done that, climb back up to the control panel and activate the accelerator.

After some special effects, a portal will open in the centre of the experiment pit (you can tell when it opens because the crystal that was mounted in the centre of the particle beam vanishes). It's time to take another leap into the unknown...

TIMELINE II: ICED EARTH - PART 5: QUEEN OF WINTER, THRONED

"Blessed be these spells of winter, Unto us that wait with patience in this secret garden, To storm our way into another, As yet undone - Cradle of Filth: Queen of Winter, Throned"

Nazi base in Xen - [map ice24]

You arrive in Xen, on one of the ubiquitous floating platforms. The Nazis have been at work here: they've set up a generator on another platform, and sunk a mine shaft into another one. Before exploring the mine shaft, check the ground under the plants on either side of it; they've left some goodies lying around.



The right-hand passage from the entrance leads to a bottomless pit, but the left-hand passage leads to a room with a lift shaft leading upwards (and some Nazis who don't want you to use it). Before riding the lift, first send it up without you; this gives you access to the hole underneath it. Dive in and swim to the bottom, where (on the right) you'll find a small tunnel. In the chamber at the end of this, there's a dead body wearing an HEV suit, presumably one of the scientists from CERN; next to him you'll find a security card he stole from the Nazis, which you'll need later on. Another tunnel out of there will lead you back to the chamber at the bottom of the lift shaft.

Now bring the lift back down and ride it up to the next level. It takes you to a huge storage chamber, full of crates and Nazis. At the far end is a raised control room; climb up to it (the ladder is on the right), where you'll find the control that opens the door beneath it.

Nazi base in Xen - [mapice25]



The tunnel spirals upwards, eventually passing through a chamber with a metal floor and a ladder leading down to another tunnel full of some alien liquid. The tunnel you were following continues past this chamber, but it only leads to a locked door. Climb down to the lower chamber; the gate on the main exit is also locked, but a passage leading back from one wall will take you to a control room looking out over Xen's sky. There are three switches there:

the first provides power to everything else, and the other two open the two locked gates in the tunnels you passed earlier.

Going back to the two-level chamber, you can't get back to the upper level because the hatch is locked. The partly water-filled tunnel is your only way out. Eventually it dives completely under water, and you swim out into a vast water-filled chamber occupied by two ichthyosaurs. If you can avoid them, there's a ladder on the far side, leading up to a bridge.

The door at the near end of the bridge leads to a lift shaft, which will take you down to the Nazis' main command bunker (see below). The one at the far end leads back up to the main tunnel, which leads out onto the big portal platform you glimpsed from the window of the control room. A switch on the far side will activate this (it won't work if you didn't pick up the security card in the previous map).

Nazi base in Xen - [map ice25a]

The lower command room is just there to give you some information. A switch on the control panel on the centre right will activate several computer displays that will tell you what's going on. Now that you know, you can



take the lift back up to the previous map.

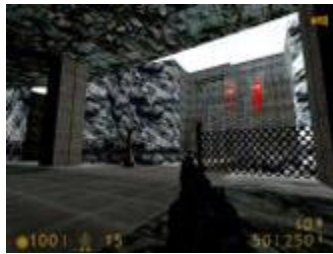
Cable car - [map ice26]

The Nazi portal takes you back to the Ice Age world, near the Nazis' secret base in Castle Wolfenberg, somewhere in the Swiss Alps. The Nazis haven't been getting things all their own way; there are dead stormtroopers and live aliens here.



The door on the right leads to a lift, which will take you up to the edge of a wide, rugged valley, crossed by a cable car. Cross the plank bridge (careful — it's fragile) to the cable car. The car will start automatically once you're inside. (Once started, it will continue to shuttle back and forth across the valley indefinitely.)

Castle Wolfenberg - [map ice27]



The tunnel from the upper cable car station will take you through a maintenance room full of stormtroopers, and then up to the side of another valley. Across the bridge, you can see Castle Wolfenberg, the Nazi base. Unfortunately they know you're coming; as soon as you step onto the bridge, an alarm is raised and the drawbridge swings up. You'll have to get in another way.

At the far end of the ledge, past the bridge, you'll find a door that leads to a storeroom, and then out onto a small, icy ledge that will lead you past the waterfall at the end of the valley and around to the front of the castle.

The main entrance is locked, but on the tower to the right of it there's a door, from which you can climb up to the ramparts. From there you can jump down to the smaller tower on the left; another door from there gives you access to the interior of the castle.

Castle Wolfenberg - [map ice27a]

The first room you come to is a storeroom, guarded by a couple of turrets. Take them out and stock up on ammo. The exit from there leads to a T junction, but the passage on the right will lock itself as soon as you try to go that way. The other way leads to a larger storeroom with several containers and crates, and a massive door at the far end. (Watch out for falling objects!)



Beyond the door is a curving tunnel, with two more similar doors along the way. It passes over a bridge above a mysterious whirling Time Vortex thingy. At the far end of the bridge the door is locked; this turns out to be a trap, as the door you came in through also seals itself, and the one ahead then opens to reveal a Nazi ambush.

When you get past that, you'll come to an enormous freezer chamber. This is the heart of the Nazi base. Imprisoned in the centre of it is a mutated, cold-adapted Big Momma; she can't get out at you (yet), but she has the power to teleport in an endless supply of greenies to attack you. You'll need to make your way across the icy floor of the chamber, dodging lightning bolts, and climb the ladder to the control room on the far wall.

In there you'll find a big red switch, covered by glass and guarded by ninja babes; once you throw it, power is cut to the systems imprisoning Big Momma. Climb back down to the main floor and run for your life. Some stormtroopers will show up to deal with the trouble, but the aliens will make short work of them, and you'll have to deal with Big Momma and her children yourself. Keep attacking her, and either lead her or follow her into the tunnel leading back to the vortex chamber. Eventually she'll make the mistake of crossing the bridge. It wasn't built to support her weight, and the centre section will collapse, dumping her into the vortex.

All hell breaks loose. Big Momma is dead and the vortex is malfunctioning; explosions blast holes in the walls. One of these is your way out. There's a hole in one wall down below the bridge, on the far right from the point of view of someone coming from the freezer chamber. If you were ahead of Big Momma on the bridge, you're already above it and getting to it will be easy. If not, you need to jump down onto the sloping wall and very carefully edge your way around to it.

The hole gives access to a maintenance shaft, leading up to a corridor on the top level of the castle. One of the other doors out of the corridor (the others are all locked) leads to an aircraft hangar.

Escape flight - [map ice27b + ice27c]



There's not much for you to do here. Jump into the waiting plane and start the engine. As you fly out, the destruction of Castle Wolfenber continues behind you, marking the end of the Nazi plan to conquer parallel universes.

But they're not quite finished yet. As you escape down the valley, a Nazi fighter takes pot shots at you. Gordon isn't a very good pilot, and his frantic attempts to dodge aren't successful for very long; eventually the plane is forced down.

Ski resort - [map ice28]

You come to rest in the grounds of an abandoned Swiss ski resort. Get out of the plane quickly — that fighter pilot is going to be back to finish you off!

The road tunnel at the far end of the grounds is no use (it's booby-trapped, and will be blocked as soon as you try to use it). Go into the resort building and climb up two floors, where you'll find a spiral staircase leading up to the roof. Partway up the stairs, there's a door leading into the building's services level. Hidden in there — but not hidden well enough, since the Nazis obviously found him — was a British secret agent. His radio transmitter is still intact, and activating it might summon help.



There's a bridge leading from the second floor (third if you're American) to a small building on the side of the valley where spectators watched bobsled races. If you looked here first you'd have found it locked, but now the stormtrooper who was hiding in it has climbed out. After taking care of him (the last enemy you'll meet in this game), climb down into the bobsled shed. You'll have to work fast — the place is booby-trapped, and a large quantities of explosives are going to go off in a few

seconds. Climb onto the sled and move to the front; this will set it going. (Watch out for low tunnels!)

Ski resort - [map ice29]



On the way down the bobsled run, that Nazi fighter will be back to take a few more shots at you. But help is on the way — just as he's lining up for the final attack, a British fighter comes to your rescue and shoots him down.

At the end of the ride you find the Royal Air Force, summoned by your transmission from the agent's radio, and some more familiar faces - Barney and the Man in Blue, arrived in their own time machine to take you home.