



PLANETPHILLIP

FINISHING HALF-LIFE IS JUST THE BEGINNING!

TIMELINE 3 WALKTHROUGH

by Silver Sorrow

Timeline 3 Walkthrough

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INTRODUCTION

Here is the third re-formatted walkthrough for Timeline, written by Silver Sorrow. This is for Timeline 3 and originally appeared on Hangar 16, which is now gone to the great server in the sky. It is re-published here with express permission of the author.

BASIC MOD INFORMATION

- Released: 03 February 2002
- Author: Ross Smith
- Link: PlanetPhillip.com

INTRODUCTION BY SILVER SORROW

I put together this walkthrough as a help for people who are irrevocably stuck. Remember that most of the fun is actually figuring out the puzzles yourself... so please refer to this only when you find it impossible to proceed. Reading it for other purposes - such as entertainment — is not recommended, since I didn't put that much funny stuff in there. Sorry about that. Okay, let's get it out of the way with a quote: **Crow T. Robot**: "*You rimp-risted Occidental roozer!*" [You have to say it out loud.]

There. Now on to the walkthrough... if I'm a little terse here and there, it's for clarity's sake.

GAMEPLAY NOTES

A door or a switch with a green light beside it indicates that you need a keycard to pass or use the object in question. Exploring for goodies is up to you, as is strategy. I usually mention enemies or items merely to establish a sense of place. How you kill or collect is up to you.

PROLOGUE

You're in a time machine (see [Timeline 2](#) for the reasons why). An alarm goes off. Watch cutscene. *Map Change*. Watch another cutscene.

PART 1: THE MACHINE

Walk up to the bars. A scripted sequence will play out, and the bars will open. Get out and follow the metal walkway around past the cells on the other side. Don't forget the MP5 under the dead Grunt by Barney! Grab the crowbar and break the crates for stuff. Go through the door and get to the elevator. Take the elevator up to a couple of Nazis guarding a door with a green light. The door will close as they see you. You need to get through this door, but you don't have a **Keycard** yet. Return to elevator and ride it up to a tunnel. Follow the tunnel — *map change* - until you come out onto a catwalk above a building.

Go through the other door in this room and find the elevator. You'll pass some metal crates (and Assassins) on your way. But the elevator won't work. There's an open hatch in the car, so you need to drag a tall crate and a short crate into the car. Get through the hatch and find the ladder in the shaft (it's really dark in there). Climb down - *Map Change* - to a ledge; jump to the closed doors and go through. You'll find a tram. Use it. You'll come to **Platform 16**; on the other side of the metal gates is **Platform 17**. Go through the gates and take the tram **forward** to the tram station. You're now on the upper track, so get off the tram, cross the walkway, and go through the red door with the **Green Light**.

You'll find yourself in a room with three glassed-in energy beams (and an elevator to the right; remember that, but you won't need it yet); one of them is damaged. There's a **Keycard** and a dead scientist - that's a HINT, son - by the damaged glass. You need to turn off the power, so go to the other side of the structure in the middle of the room and use the *Vent Access* hatch (you have to run into it before it will open); inside are three buttons. Push them all. Now go back out and pick up the **Keycard**. Get back on the elevator and get to the SatOpCom room. Push the button on the panel; the satellite will be activated and Nazis will enter. Go back to the elevator and the energy beam room. Take the other elevator and then follow the orange and white hallway (and over a catwalk) until the *map changes*.

Keep going until you find the Nazi time machine hangar. See the lift on the right? Take it down one level. Get on concrete walkway and take the second ladder on the right (careful!), to the time machine. Enter and follow the corridor - *map change* - and explore. You'll find a .357 and some other stuff around, but the main point is to find the room with the giant blue holographic globe. On a console is a **Red Keycard**. Return to the hangar and the elevator. Take it down to the bottom level. Get out and hoof it to the door - with a **green light** - at the far end. Go through and follow the corridor - *map change* - to a tall elevator shaft. Going up? John Romero would be proud.

You'll eventually come to a huge room with a sign proclaiming it to be the "**Primary Temporal Accelerator**". As you head towards the control room, note the escape shuttles on the left... you'll come back to those in a minute, so keep going. Go down the ladder at the end of the catwalk and into the control room. There's a Nazi teleporter here, so kill Nazis in between pushing the four buttons (and a couple of doors open and Assassins come in, so...). Go back to the catwalk and the shuttles. Get into the open shuttle. Push the buttons... *road trip*.

PART 2: THE CRY OF MANKIND

Open the shuttle door and leave the hangar. Get onto the weird elevator and "use" the peculiar, beeping light. Ride to the top, read the onscreen message, then go through the activated portal. *Map Change*. You're in a cool, funky room. Go through the portal on the other side of the room, indicated by the blinking light, which also beeps briefly. Once through, find the round door and go through. Follow the hallway - *Map Change* - to a large control room where a few things will be explained. Play with the holographic image buttons in the middle, noting their numbering. Leave through the door under the "**Lambda Reactor Complex A/5**" sign.

You're in a weird blue hallway. On your left is a wing leading to the Timelink Node 1 room, but take the right - *Map Change* - to get some health and the Gauss gun (don't forget to take the door at the far end for some eye candy). Return to the Timelink Node door and go through. You're informed that you're now at:

PART 3: RUINS OF THE FUTURE

The most logical way to go about this next bit is to go through the portals in a counter-clockwise fashion. I'll name them "1" through "4", with "1" being the rightmost portal. You can see by the screenshot. Go through "1". *Map Change*.

You're in London, 1899. Get down to the streets (careful - the fire escape will disintegrate under you) and follow them until you eventually reach the residence of one H.G. Wells. Go inside and follow the hallway - *Map Change* - to his laboratory. Grab the good stuff, kill the bad stuff, and get into the time machine. Use it. Watch the cool civilization shift. Now you're in the Thames Valley, at approximately A.D. 802,701. Now the time machine's broken.

Get out and enter the huge building. Follow the hall - *Map Change* - and then go down some stairs to an outdoor area with Houndeyes. Enter funky green building and go all the way to the back, where a Barnacle is guarding a display case. Break the glass and jump inside, collecting the "glass" rods. Now walk slowly back to the entrance; about halfway there, the floor will collapse. Drop down to a broken pipe, get inside and follow it to a leap of faith into some water far below. Jump. *Map Change*.

Get out of the water and take the only door; follow this path until you come to a large room with water in the bottom. Jump in - don't get eaten by the Ichty - and get onto the platform with the Headcrabs. There's a ladder on the left with a switch at the top, but ignore that for now. Go through the door to a room with energy nodes. Either hop down carefully to the floor and use the ladder or hop carefully onto a node to get to the other side. Push the three buttons in numerical order, then hop onto a node to get back to where you came in. Go back to the platform and take the ladder up - hitting the switch to open the ceiling - to a platform with an Alien Grunt and a tram. Use the tram.

You'll eventually be halted by a closed mesh gate. Get off the train and find a nearby valve - it's just inside a door leading to a cavernous room with a thin walkway. Don't try to cross; something bad will happen. Go back to the gate and hit one of the buttons by the gate. It will open. Get back on the tram and continue. You'll experience d?j? vu as you come to another closed gate. Repeat procedure as before; you'll notice that you're on the other side of the big room. Once the valve is turned, go back, hit the button, get back on the tram and ride.

After a somewhat eventful ride, you'll come to a place where the track is damaged. Hop off and take the tunnel that is ahead on the right. *Map change*. You'll come to an opening; you're near the bottom of a well. Carefully get on the ladder (that liquid down there isn't too friendly) and climb for seven or eight hours. Ta-da! You've just climbed out of the well by the huge building near your starting point in this era. Go over to the structure with the sphinx on top; it will open, revealing another time machine. Aliens will teleport into the area and will keep teleporting. Get into the time machine, hit the button (*you did get those "glass" rods back in the funky green building, right?*). *Map Change*. Watch the show.

You land with a bone-shattering crunch in what looks like a lava crater... that sun sure is big, isn't it? The time machine's wrecked, and you're in A.D. 5 Billion. Leave the time machine and approach the elevator structure. The Nazis on top will cause the bridge leading to another teleporter to explode. Ignore that for now, but note that there's a wire of a sort suspended between some poles. Use the elevator and take the tunnel at the top. *Map Change*. You'll come to a broken bridge with a gap that's too far to jump. As you enter, to your immediate right is a ladder going down. Take it. There's a tunnel down there. Take that, too.

You'll encounter a broken catwalk, a long ladder, another broken catwalk and a tunnel leading to a room with a breakable floor grate and some Vorts. Break the grate and hop into the pipe. Proceed until you realize that you're overlooking the broken bridge from the side. Ledge-hop down until you're on the bridge. Now you're on the other side... a roundabout way of doing things, yes. Take the tunnel - *Map Change* - until you come to an outdoor area featuring a catwalk leading to a building on stilts with a curious drill-like device in the center. (*oh, yeah... I'm eloquent*) Get to the top room, then find the round hole with the ladder. Use it.

After a long descent, follow the tunnel at the bottom - *Map Change* - and go down a ramp. You'll enter a cavern with lava and one of the generators. Use the catwalk to get to the platform with the Nazis. They'll swarm you, but as you reach the platform, the door will close. Don't hit the button yet... you have to be ready. Are you ready? Hit the button and run like your hair's on fire and your ass is catching back over the catwalk and up the ramp. Now that you've escaped the lava, here's what to do next: go all the way back to the broken bridge.

You'll notice that there's some rubble here; use that advantage of elevation to make the slightly difficult jump to the other side. Now go all the way to the elevator structure. Now, since the bridge is dead, you can't cross normally. Without getting onto the elevator, send it to the bottom. Now activate it again, but jump on top of the cage. Now with another hop, you're on top of the structure. Walk on the wire - part of it will explode and drop to the ground so you can get down safely - but don't get shocked when you get down. Use the teleporter. *Map Change*. You're back in the Timelink Node, just coming out of **Portal #3**. You don't need to use that one again.

Now visit the health and ammo rooms if you need to, then use **Portal #2**. *Map Change*. You're in Sydney, Australia in 2019 A.D. It's pitch black, so turn to your right and leave the room. Break open the cracked wall and make your way across the wooden walkways to a building, over which a zeppelin is moored. Use the hole in the building to get inside and climb the ladder. Climb another ladder into the zeppelin. *Map Change*. Leave the room and kill the Nazis **carefully**, as explosions can make bad things happen. The Nazis don't care about this, so it's best to kill them quickly - the crossbow works nicely. Get into the control room and hit the autopilot button. Fade out. *Map Change*. You're now standing on a wooden platform leading past a building and up to a tunnel. Enter the building - a Nazi teleport is beside it - and turn off the radio. I'm not too sure what that does, really, but at least it's interactive. Now go outside and follow the walkway to the tunnel,

and then until you come to a lift. Take the lift down and follow the hallway. *Map Change*.

You'll come to a large outdoor area with a sign saying "**Welcome To Bartertown**". There's a tower in the middle with a ladder and a locked hatch, but ignore that for now. Go to the Jail, where you'll be locked in. Move the cot, break the grate, and jump down. Now you're underneath the town. Notice that there's a ladder with which you can enter the tower for goodies. There's a building down here with an "*Authorized Personnel Only*" sign. Enter the building and take the ladder down to a hallway. Follow it. *Map Change*.

You'll come to a couple of huge rooms with four large vats. **Note the Contents:** yellow-orange liquid = bad, brown liquid = good. Find the vat filled to the top with brown liquid. Dive in, break the grate and go for a swim. You'll surface in a room marked "*Sump Control*". Get down, then climb the ladder up to a hallway - *Map Change* - that leads to a room with Assassins and a semi truck (18-wheeler, diesel, whatever you call it in your country of origin). The truck won't turn on, so find the metal floorplate that's been moved aside. Jump down, crawl through a short tunnel to a fuel valve... you should be under the truck. Turn it, then go back and climb up. Get in the truck and use it. The door will open, the truck will start, and the ride begins.

Enjoy it, but remember that you need to bail out when you cross the bridge... otherwise, you'll die a fiery death. Swim into a pipe and climb a ladder to a grate - which only seems to break with the crowbar? You're in a room with the burning wreck of the semi truck. Go through the damaged door opposite and down a ramp - *Map Change* - until you come to a hallway with chainlink walls, through which you can see a huge generator. Find the door - on the left, past the view - with three signs by it. Go down the ladder inside and enter the generator room. Head for the doors with a sign telling you that you're approaching the "*Control Systems*". You'll pass a computer panel with a button marked "*Danger*". Remember that, but don't mess with it yet. Enter the control room and find the computer panel with a button marked "*Security Override*". Push it, then go back and push the "*Danger*" button. Stand back a little. The explosion makes a huge hole in the floor.

Go to the hole and drop down onto a broken pipe. One side has an unblocked tunnel... obviously, you should take that one. Follow the tunnel until you come to a grate with a "*Storm Drain Hatch*" sign. Break the grate, drop down and break the hatch, then go for a swim. *Map change*. You'll eventually get to a flooded room with an elevator shaft. Enter the shaft and climb for six weeks up the ladder. Near the top is some open doors. A tricky manouever later, and you're in a tiny room with only one working door. Take it. Hey... you're back at where you entered this area! Use the teleporter and return to the Timelink Node.

Use the facilities of you must, then enter **Portal #4**. Now you're in an unknown location in A.D. 20 Billion. Wow, it's cold... and slick. Leave the pyramid you're in and get to the tower. Go inside. *Map Change*. Find the lift - you'll have to hit the button so that it comes up to your level - and ride the lift up. Break the three

yellow crystals. Return to the lift and ride it up. Break the three blue crystals. Return to the lift and ride it all the way down - **do NOT go into the water!** - and exit the tower. Return to the pyramid and the teleporter.

Back in the Timelink Node, return to the central room where you were briefed. Nazi teleports will appear, and here come the Nazis. Return to the Timelink Node - the Nazis won't enter this room - and wait for the onscreen instructions. After that, a teleport will activate in the middle of the room. Hop in. *Map Change*.

PART 4: PARADOX TIMELINE

You're at Black Mesa... on October 31, 1998. It's three hours before the Resonance Cascade Event. You're standing by Barney and a scientist, who take no notice of you. Close by is a ladder and a metal hatch. Approaching the hatch will cause it to open. Go down the ladder inside. Follow the hallway - *Map Change* - take a left at the intersection and take the door marked "*Maintenance Access*". Keep going until you come to some sort of giant crate transportation system.

Two crates are moved at a time; jump on the nearest crate as it passes, then hop to the other crate (it helps to be at the front of the first crate) without falling to your death. Jump down to the other platform. It's easier said than done. Take the red door and follow the track that ends at a red door. On your right is an alcove with a ladder leading up. Take it - *Map Change* - and you'll emerge in a rocky tunnel with a track overhead. Follow the tunnel out to a large outdoor area with two Barneys. Looks familiar, doesn't it? Get down to the ground - I suggest using the concrete frame by the metal door - and crawl under the partially-closed door. Take a right at the signs - *Map Change* - and you'll eventually find yourself at "*Train Hub 'D'*". Jump (**carefully!** *Those signs say "Danger" for a reason!*) over the track on the right and go through the red door. Follow the hallway to a room into which some Nazis will rappel.

In this room is a hole in the floor with a button and a sign beside it. The sign says "*Anom. Mat. Test Chamber Sample Delivery System*". Hit the button. Oops. The lift is broken, so you'll have to hop down using the ribs in the shaft. Follow a hallway to more Nazis and a room with a large yellow crystal in a machine. Destroy the crystal. Fade out. *Map Change*.

You're dropped into a pool of water on an island surrounded by a void. Get out of the water and enter the only building. The G-Man and his Nazi counterpart are in a teleporter. The G-Man says something, then they dematerialize. The transmitter - it looks like a radar dish - breaks. Hit the button under a monitor on the control panel and read. You have two choices: either go outside and jump into the void numerous times to see some examples of hopeless endings - Vietnam, Pearl Harbor, Titanic, 9/11 - or simply walk up to the transmitter and touch it. A "*tink!*" will sound, and the transmitter will work (*now aren't you glad you picked up those "glass" rods?*). Step into the teleporter. *Map Change*.

PART 5: JUDGEMENT

You're now in a large circular room. You're in Berlin, Germany in A.D. 2002. Leave the room when the door opens - the Nazis will say some choice words first - then go left at some signs to the "*Sample Delivery Room*", which features a lift. Use it. At the top, take the red door and hook a left at the signs, going into the Control Room. There are two buttons, but they don't work yet. One has a **Green Light**, which means that you'll have to find a **Keycard**. Out in the hall, a door with Assassins behind it will open. Go through this door, take a left and follow the hall - *Map Change* - to a lift. Use it.

You'll find yourself in a tram station. On the platform above you is a door with a **Green Light**, needing a **Keycard**. Remember this door, but ignore it for the moment. Get on the tram that lets you activate it. Use it. Stop at **Platform 17** (if you keep going, you'll just end up back in the tram station); notice that the metal gates on either side have switches on the far side. Okay. We'll come back here later. Go up the stairs and through the door. Follow the hallway - *Map Change* - to an outdoor area with a power plant of sorts and an Apache chopper. Hopefully, you picked up the RPG or Gauss Gun way back. If you're lucky, you can time the destruction of the chopper so that it crashes into the power plant. If not, you'll have to destroy it yourself.

With the power dead, the door to the building marked "*Sec. D Admin. 1*" will open. Go inside and find the lobby; there's a **Red Keycard** on the computer desk. Go through the door behind the desk and follow the hallway; take a left at the signs - *Map Change* - and go through the red door. You'll enter a room with Nazis and computer panels. Go through the doors and outside; kill the chopper. Head straight ahead to a large-scale version of the transmitter from the void. There's a sign above the door - "*SATCOM*" - enter and go down the stairs to a room with a lift. Use it. The first stop will reveal goodies and Nazis. Get to the top floor and take the glassed walkway to Data Control Operations. (There's a Maintenance Access ladder that will take you down to a hallway leading to a room with stuff, then on to the first room with Nazis and computer panels.)

Follow the hallway to a room with a weapons supply room on a lower level and two turrets flanking a door on the upper level. (You can open the blocked doors to the weapons room by blowing up the explosive crate.) Go through the upper level's doors and continue on until you come to room with a Gargantua. On the left in this room is a Maintenance Access door; enter and hit **Door Lock #2** (#1 is broken).

(If you like, you can climb the ladder in this room and go on a short side-trip to the very beginning of this mod... Barney's still in front of the cell door release buttons. There's nothing to be gained here materialistically, though.)

Go back into the Garg room and go through **Door #2**. Do you know where you are now? Find the lift, take it up and get to the Control Room. Hit both buttons on the panel. Now go to the round room where you began in this time. Carefully

approach, as the walkway will explode. Perform a somewhat tricky jump to the platform and enter the teleport field. *Map Change*.

Now you're back at Black Mesa on Oct. 31, 1998 again... but now it's ***six*** hours before the Resonance Cascade Event. Follow the same route as before until you get to the crate transport room. This time there aren't any crates moving. To the right, a red door is held open by a crate or two. Crawl through and find the door with the ladder inside. Down you go. You'll cross a metal catwalk to the other side of the crate room. Up the ladder and into a room with goodies; past that is a room with a robot. Flip the switch by the metal door; go through the door and you're finally on the other platform. Now you're back on your original path.

Proceed all the way to the Sample Delivery System lift, as you did before. The lift works now, so use it. Get to the same room as before. This time, the G-Man is standing by the newly-unpacked sample. Destroy the sample, and the G-Man will disincorporate with a scream. *Map Change*. Sit back and watch the ending.

LASTLY

If you still have questions after reading this walkthrough, please feel free to put a large orange in a tube sock and use it to thwhack yourself in the crotch until you lose consciousness.