



PLANETPHILLIP

FINISHING HALF-LIFE IS JUST THE BEGINNING!

UNDERGROUND WALKTHROUGH

by Ad3

Underground Walkthrough

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INTRODUCTION

This walkthrough is for Underground, a Single Player Half-Life 1 Mod. It was written specifically for PlanetPhillip.com, and the author is Ad3.



BASIC MOD INFORMATION

- Released: 01 August 2007
- Author: ToTac
- Link: PlanetPhillip.com

THE START



After stepping out of the train, go into the Black Mesa Research Facility (no button behind the front desk, like in the original story), then go to the test lab upstairs.

NORTH BUNKER

Upstairs, nothing special. Downstairs, identify yourself to the guard, then witness a big explosion. You will find a crowbar near the dead scientists. Go through the door downstairs and break the vent bars and the crate next to it, pick up a Glock and crawl in the vent. But be aware that with no suit, you can't switch weapons.

OFFICE COMPLEX

The second crate has health, the 4th and 5th have ammo. On an eerie sound, crawl through the vent system, careful at the headcrab, then when you fall in a room with two zombies, run to the door to avoid losing health and ammo. In the hallway, kill the zombie and go in the room next to it and climb to another vent system. There's a crab breaking the bars. Kill it then go through. Don't waste your bullets on the bars on the left. As you walk by the tables, a crab crashes in. Kill it, then use the elevator. Be prepared for a slave inside it.



LABORATORY COMPLEX



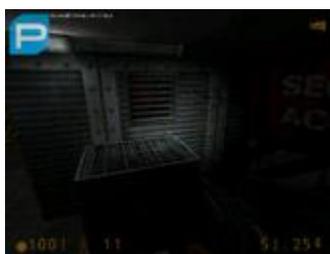
As the elevator doors open, 2 zombies are waiting. Don't let them wait any longer. Use the control access, go through the double doors, kill the zombie and avoid the bernacles. In the next room there are two zombies and a hev suit. If you ran out of ammo, run to the button to access the suit and use your crowbar to kill the zombies. Outside that room, a bernacle needs to be chopped down. After a pipe breaks, turn off whatever deadly gas was flowing through it, break the crate in your path, then go down the stairs. Under them, a crab is guarding precious ammo. Wack the bernacle.

ENDLESS DEEP

Again, weird noises. This time, it's electricity. The rat hints us that the floor's not safe, so turn off the electricity by pressing a red button. Crates with goodies, including a shotgun. Greet the 3 houndeyes with it.



Now, to go down a few levels you can either unlock the switch behind that force field and turn on the power to the elevator, killing the 3 houndeyes in the process, or you can spare their lives (and your ammo) by quickly evading them through the vent on the right.



As you go down, don't mind the suicidal crabs. 2 more houndeyes at the base of the ladder. And a beep.

First, I thought my health had critically dropped.. It's just a computer, which will not stop beeping even after reading the instructions on it.

Indestructible, too. The only way out of there is through the vent on the left of the access door.

CANALISATION

Kill the lonely bullsquid, break the crate, watch out for the crab when crossing, slave past the next door and another one round the corner. Those bernacles just slow you down, don't they? Do your thing in the next room. Coming up, lots of crates and 3 desoriented crabs. Open the hatch and climb down. Break the grate beneath you and swim forward, hacking the hev destroying worms. Grab the beautiful crossbow, swim across quickly (the water monster's timing is off) and make your way through the sewer.



More supplies. Before going down the ladder, break the crate near it. Through the wooden vent, careful at the end, the slave can harm you through the grate. Kill the bullsquid, the slaves above you and a forth one behind a silo. After breaking all the crates, turn on the water and climb on a barrel between the silos and go through the vent. Lots of crabs. Let them see you just a little round the corner and they will come up to you and you can crowbar them. Go left, then down. Turn up the gas, duck behind a pipe or barrel as the door explodes. Take care of the 5 inactive turrets and the crates (pic 7). Two more ahead.

OLD FRIENDS

Next comes up a tricky part. First, break the crates and pick up the Colt, also. Blow the lasers while ducking round the corner and rush into the next room, for the door closes. Grunts waiting. Throw in a grenade then start with the one on your right. After pick-pocketing them, observe the front way. A cutscene with Gman, an explosion.

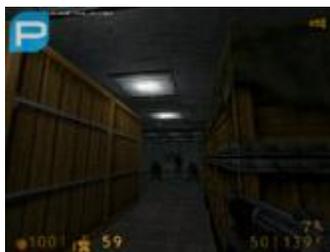
Your only way out, the vent in that room with two grenades on the shelf.

Make your way by breaking the crates. 3 crabs.

Duck right at the third crate and left at the fourth.

Pull the lever, go through the pipe onto another interesting part.

After breaking all the crates, blow up the Garg (pic 8).



Turn on the power for the two silos. The oxy and fuel are up the ladder which breaks, but you can still reach them by hugging the wall. Turn on the power, open the big door. Get the scientist as far as possible from the next door. Blow the lasers. 3 grunts, the last one hiding behind tall crates. The first turret doesn't come up every time. Break the crates, administer health and bring back the scientist to shut down the detecting lasers, otherwise you will have to deal with a turret per square meter. More crates. As you pass the closed door, the elevator reveals 3 grunts. Launch a grenade on them and take the elevator.

RADIATION

Crab behind the first crate, another behind the last ones. Jump through the broken window. 2 crabs up on the computers, 2 slaves round the corner. Access the computer to open the door outside. 3 grunts waiting. A hev boost and on to the toxic waste chamber. Personally, I used the pipes and the barrels to walk through without a scratch. Double doors. Blue surroundings.



CORE

Read the report on the floor. As you look out the window in the Lambda Reactor Core, you can see the awaiting enemies and a possible route. You have to pull

some switches in a specific order, while attacking the slaves and the never ending alien controllers above. The gold may be in front of you, but you have to go around to reach it. Now, push the button and descend.



Take a good look at that drawing, because it tells you the exact order of your actions. Behind that door, 3 slaves and a controller to your upper right. Two more at the end of the room, on the left. Move quickly (the creatures keep coming), but carefully (lots of radiation on the floor) to your left.

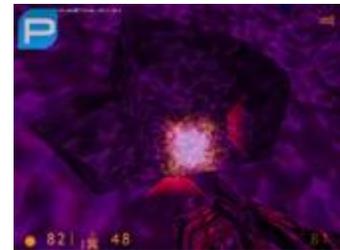
Pick up the module, kill another creature. The crates at the end are unbreakable, so climb the ladder. Kill another creature and two slaves as you cross over. Pull the first switch, then the second one, kill 3 creatures and climb the small ladder. Activate the switches: right, then left and protect yourself from more creatures while the portal opens.

UNKNOWN DIMENSION

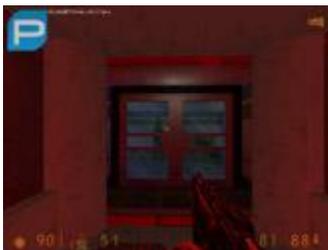
As you go round the big rock, 2 slaves.

Cross the bridge, another 2 waiting and a creature; careful not to fall in those holes.

Through the middle, pick up the Hornet, kill the slave then climb up to find a portal.



UNDER HEAVY FIRE



The first 2 alien grunts are static, kill them with the hives from the right angle behind the glass. I used the grenade launcher for the next 2. Activate the panel in front, then use it to open the door. Another alien grunt. These guys have no life of their own! Another one round the corner (offer them a grenade each). Health and grenades next to dead Barney; take the elevator, then the vent. After a small explosion, wait for the snarks to blow away and take the weapon. Use the elevator again.

Grunts. First one tries to run, second one's on the right, left - in the hole in the wall. Go through the tunnel.

TO THE SURFACE

Using the Colt, shoot the explosives in the middle, luckily, you'll kill all the grunts. 2 more below. HEV & Health; break 2 crates for a full recharge. Go back up; open the cabinet on the left; pull the switch to open the big door.. Turrets and grunts. The tank will blow you once you're in that room. After the ones in front are gone, proceed to the left. Kill the turret and grunt above; pick up the RPG; throw a grenade to the elevator with the 3 grunts then run behind it (actually, to its right). From there you can blow up the tank with 4 or 5 grenades thrown under it (or you can use the RPG). Clean up the place; pull the switch above; take the elevator.



SURFACE



Pick up some bullets, darts and rockets and open the huge door (switch on the right, as usual). Grunts, turrest and 2 choppers. First, take care of the 3 visible grunts, turret on the left and one on the right guarding a switch and on the upper right, a grunt in the tower (use the crossbow). Now you can take the choppers down, taking cover in the previous room. Go left, shut down the alarm and push the red button. From here, shoot the second grunt in the tower. In the corner where the fire was shot, a grunt and turret. Pick up what's left, check the crates, enter the barred door. Turret. Check the crates, climb the ladder, walk the pipes and jump to the blown red crate (pic 15).

Throw a satchel in to blow an exit, then go in, throw another satchel, exit and blow it. A door opens; kill the 3 grunts; go in the back of the truck. Mission completed. Watch the Outro.

The End.

Ad3 - September 2007