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GAMESPOT GAME GUIDE:

HALF-LIFE: OPPOSING FORCE

BY DOUG RADCLIFFE

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INTRODUCTION

Gordon Freeman, the protagonist from Valve Software's Half-Life, has caused quite a stir. You portray Corporal Adrian Shephard, a military specialist sent to the Black Mesa research facility to locate, and eliminate, Gordon Freeman. As you'll soon discover, though, hostile aliens have overrun the research facility and other soldiers have mentioned the presence of the dangerous Black Operatives. Finding Gordon Freeman is the least of your worries - simply surviving could be your toughest mission.

Welcome to the Half-Life: Opposing Force game guide. Inside, you'll find everything you need to know to survive in the dangerous corridors of Black Mesa. Dive into this extensive guide and find:

☆☆☆ **Boot Camp and Enemy Guide:** No tour of duty would be complete without basic training. Here, you'll get some tips on how to survive against the hazards you'll encounter in Opposing Force, and you'll learn first-person-shooter basics, how to guide your fellow soldiers, and the best ways to combat the game's varied enemies.





☆☆☆ Weapons Arsenal: Look here for a complete list of the weapons in Half-Life: Opposing Force. Learn how to use these tools of destruction in the single-player game as well as against humans in online deathmatch play.

☆☆☆ Complete Walk-Through: The Opposing Force walk-through guides you through each of the eleven levels. Inside, you'll find solutions to all the puzzles, the location of health and armor power-ups, and proven strategies for defeating the aliens and Black Operatives you'll encounter.

☆☆☆ Cheat Codes and Easter Eggs: Do you want to explore Black Mesa without the fear of death or do you want unlimited weapons and the ability to walk through walls? Head into this section for Opposing Force cheat codes, as well as some nifty Xen locations you can visit with the use of Opposing Force's displacer weapon.



CHAPTER 1

Boot Camp

Before you dive into the weapons and walk-through sections, take time to study the basic techniques required for survival inside the intimidating world of *Opposing Force*. Here, you'll find some first-person-shooter basics, tips on guiding your fellow soldiers into action, and strategies for defeating the many enemies you'll face during your tour of duty.

FIRST-PERSON BASICS

Before you begin your adventure in the world of *Half-Life* and *Opposing Force*, there are a few first-person-shooter basics you should learn. Veteran players could probably skip over this section. However, if you had trouble with *Half-Life* or are playing *Half-Life* or *Opposing Force* for the first time, then continue reading.

The foundation of any good player is a good control setup. Get accustomed to the mouse and keyboard combo. Use the keyboard to move forward and back and to strafe left and right. Use the mouse to position your viewpoint up, down, left, or right. Configure the fire and alternate fire buttons to an easy-to-reach location (either the mouse buttons or keyboard). Additional keys of utmost importance are cycle weapons, crouch, jump, night vision, and use (action). Take time to run through *Opposing Force*'s training level (Boot Camp) and practice maneuvering, jumping, and climbing ropes.

Master the art of strafing, or sidestepping, left or right. During a battle, it's much easier to dodge projectiles with the sidestep key than it is to turn your view and run forward or backward. Knowing how to sidestep also lets you perform the pinnacle of first-person maneuvers: the circle strafe. Circle strafing involves using the sidestep keys in conjunction with mouse





look and direction keys to move around your enemy or opponent in a circular formation. While you move, you should keep the mouse pointed at the enemy at all times. Circle strafing not only makes you more difficult to hit, but it also makes it extremely easy for you to destroy a stationary or slow-moving enemy.

Staying alive in *Opposing Force* requires copious amounts of health and armor. During the single-player game, break all the wooden crates you come across in search of medical kits and armor power-ups. Don't waste ammunition on the crates; simply use the wrench or knife. Also, seek out stationary health and armor stations. You'll find these positioned on walls with easily recognizable designs. Walk up to the machines and use the action key to regenerate health or armor. Each machine carries a limited supply of each resource. In the single-player game you should use these as possible before moving on.

In a multiplayer game, you should take note where medical kits and armor power-ups respawn. Return to these areas if you've sustained damage. More important are the fixed health and armor stations. Locate these immediately on the multiplayer map. Keep in mind that the level designers usually place these powerful devices in highly vulnerable locations. While you're regenerating your health, your back will face the rest of the map and likely the barrel end of some opponent's weapon. Place trip mines behind you (if possible) for an early warning system that someone is on the way. When you use a health or armor machine in the multiplayer game, drain the device until there are only one or two notches of health or armor left. That way, when the next player comes to use them (hopefully in vital need of some juice), he or she will only get a minimal increase. Once the machine depletes in multiplayer, you must wait several minutes before the station returns online.

UTILIZING FELLOW SOLDIERS

One of the best new features in the *Half-Life* expansion pack, *Opposing Force*, is the ability to control three different types of personnel: the medic, the engineer, and the soldier. When you happen upon these helpful warriors, you can expect either to need the medic or engineer to pass a game puzzle or to need the soldiers to help in a huge confrontation with aliens or Black Operatives.





Use the medic to heal your wounds and even the wounds of fellow soldiers. Simply approach the medic and press the action key. He'll use his medical kits to patch up your damage and restore a good percentage of your overall health. Keep in mind that the medic doesn't carry an unlimited supply of medicine, so if you choose to use the medic on fellow soldiers, make sure your own body is healed and patched up.

Engineers are used to open sealed doors. Typically if there's an engineer nearby, you can rest assured there's a door close by that needs opening. Press the action button near the engineer and he'll follow your lead. Walk over to the sealed door, and the engineer will automatically approach and use his blowtorch. If there's a sealed door you must pass through, an engineer's death could mean the end of the game. As soon as the engineer dies, you're greeted with Opposing Force's equivalent of the "Game Over" screen. Protect him from attack and use the medic to heal him if necessary.

The bulk of the soldiers you'll come across are infantry equipped with either a shotgun, MP-5 machine gun, or M-249 SAW machine gun. When you locate these soldiers, a tough battle against aliens or Black Ops is usually just around the corner. Keeping these infantry soldiers alive can be difficult, especially when they decide to go vigilante once the shooting starts. The best way to use the soldiers is to keep them positioned at a choke point, such as a hallway or around a corner. Lure the enemy forces to that position and let the soldiers do their work. Don't stand in front of the soldiers, or you'll be in their line of fire (and they won't hesitate to take you out if it means busting up an alien horde). If you're feeling particularly evil, you can eliminate the soldiers yourself and grab their weapons. You should come across a soldier carrying an M-249 before you find an M-249 for yourself in a later level.





CHAPTER 2

Enemy Guide

Below, you'll find a list of the most common enemies you'll face while venturing through Half-Life: Opposing Force. Study the techniques described, and you'll increase your chance of survival during your difficult mission.

HEADCRABS

Sometimes referred to as "facehuggers" because of their resemblance to the critters from the Alien trilogy, headcrabs are the first alien you'll encounter in Opposing Force. If you've played through Half-Life, you certainly know how to deal with these pesky little beasts. If you've got a Glock pistol handy, you can easily eliminate the creature in a few shots. If you'd rather conserve ammunition, it's fairly safe to use the wrench or combat knife - as long as you avoid the headcrab's initial strike. Headcrabs enjoy launching themselves at your head. Watch them closely as they scurry across the ground; when they're facing you, be prepared to strafe left or right quickly. Dodge the headcrab, turn around quickly, and locate the critter. Swing a few times with the wrench or knife and eliminate it before it turns around to strike again.

ZOMBIES

Opposing Force offers two versions of Half-Life's zombie: the original and the new projectile version. The original zombie (which looks like a scientist, soldier, or security guard with a headcrab stuck on its head) features no projectile attack. It simply walks toward you and attempts to strike with its huge arms and claws. If you're concerned about taking damage, just use a pistol or shotgun to floor the beast easily. If you're more daring, you can use the wrench or knife and not suffer much damage. Just back off from the creature when it begins





to swing its arms. Opposing Force's new zombie is a much larger version of the original. It makes a projectile attack if you stay back and attempt to shoot it; plus, it carries jaws on its chest that strike at you when you attempt to approach and use a melee weapon. Attack the new zombie from a distance; work quickly with either the double-barreled shotgun or MP-5 machine gun.

ALIEN SLAVES

Alien slaves typically warp in from Xen (but sometimes from other locations) and attack with a lightning projectile. It's best to stay away from these guys and attack them from a distance. A single laser-sight shot from the Desert Eagle will floor the beast. Look for cover, either around a corner or behind a crate, and dodge its lightning blast. As it recharges for another salvo, eliminate it with your Desert Eagle or other weapon. Don't attempt melee attacks on the alien slave unless you can reach the beast before it charges for another lightning blast. It's best to stay away and attack from hidden spots behind boxes and walls.

HOUNDEYES

These four-legged little screamers aren't much of a threat, especially against the beefy arsenal that exists in Opposing Force. The biggest problem is their numbers, which could overwhelm novice players if they're not careful. The houndeyes typically charge out of a location, either from behind a wall or from within a cage, and approach as close as possible to you. The houndeye will produce an ear-shattering scream followed by an electrical discharge. If you're close to the houndeye when this occurs, you'll incur damage. Don't mess around with these little pests. A few shots from the Glock, Desert Eagle, MP-5, or shotgun are enough to eliminate the alien. As they run toward you, just keep backing up and firing your weapon. If they get too close for comfort, simply turn around and run into a new hallway or through a door and resume the attack.

BULLSQUIDS

These noisy yellow creatures aren't too tough. Firing a fairly slow blob of yellow goo, the bullsquid should only pose a problem to players who lack rudimentary strafing skills. Don't bother getting close to the bullsquid. You'll just shorten the distance of its projectile, and, if





you get too close, the bullsquid will approach and attack with its... mouth area. Stay at long range and dodge left and right to avoid its projectile. Use the pistol, shotgun, MP-5, or Desert Eagle to easily kill this relatively harmless beast.

PIT DRONES

Featuring both a melee and projectile attack, Opposing Force's new pit drone could pose a danger for a player with maneuverability problems. These alien creatures are quick and usually attack in numbers. From a distance, the pit drone pulls off spikes from its cranium and hurls them at you (very tough to dodge). If you get up close, the pit drone will strike with its large spiked arms, causing insane amounts of damage and disorientation. As you do when encountering the houndeye, simply retreat when battling a pit drone. Don't let the creature get close, and attempt to dodge the thrown spikes. A few shots from the Desert Eagle and one blow from a double-barreled shotgun is enough to eliminate a pit drone. The shock roach also makes an effective weapon against the pit drone; while the little critters are fast, they don't dodge weapon fire very well, or at all.

SHOCK TROOPERS

The shock trooper, one of Opposing Force's tough new foes, comes equipped with a shock roach, deadly accuracy, and a squad-like mindset. Usually in packs, shock troopers employ flanking maneuvers like Black Operatives do and will typically take cover during a fight and even retreat when damaged. Plus, these guys are tough to take down. You'll need a tough weapon to eliminate the shock troopers, particularly if you can't afford to take much damage. Their shock roach weapon is extremely accurate, and if you hang out in the open for too long, the electric bolts will rip you apart. If you can spare the ammo, use a high-powered weapon like the M-249, rocket launcher, spore launcher, or MP-5 grenades. A shock trooper will also fall if hit by two well-placed sniper bullets; the shock trooper is a large target, so it's not too difficult to score a decent hit. If the shock trooper feels he has an advantage, he'll likely follow you through a doorway and down a hall. Use this to your advantage by luring the creature into a satchel charge or trip mine trap.





VOLTIGORE

Voltigores are big, fat, nasty, and deceptively quick. Don't mess around with these guys. To make matters worse, the primary place you find the voltigore in the single-player game is inside dark underground tunnels - not the easiest location to fight any creature! Conserve explosive ammo when fighting the lesser creatures so you can use the ammo against these behemoths. MP-5 grenades, rocket launchers, spore launchers, displacers, and satchel charges all work well. The voltigore fires a ball of purple electricity that causes heinous amounts of damage. When you see the voltigore charge up the blast (you'll see the purple ball forming), be prepared to dodge behind a wall or object. Don't get close to the creature, either; the voltigore possesses a powerful melee strike that pummels even an armored player in a matter of seconds.

BLACK OPERATIVES

Entering an area full of Black Operatives is perhaps the most frightening event in *Opposing Force*. Valve and Gearbox have crafted a devastating artificial intelligence for these black-clothed human enemies. Black Operatives move quickly and they typically work in numbers. While two distract you from the front, others flank from behind - before you know it, you're riddled with MP-5 bullets and reloading a saved game. Furthermore, Black Ops enjoy tossing grenades as you attempt to take cover behind crates. Fighting Black Ops takes almost as much skill as facing online opponents. Your best bet is to first prevent yourself from being flanked. If you're inside a large enclosed area, back yourself into a corner and maintain good peripheral vision. Don't let them get behind you. Use weapons that will take out the operatives quickly, such as the M-249, Desert Eagle (usually only one shot in laser-sight mode is necessary), MP-5 grenades, and even the rocket and spore launchers. Once you've gained the use of the sniper rifle, use its limited ammo almost exclusively in eliminating Black Ops taking cover behind crates, sandbags, and sentry guns.



CHAPTER 3

Weapons

Opposing Force adds to Half-Life's diverse arsenal of weaponry. Below, you'll find strategies and statistics for the weapons found in Opposing Force's single-player game. Some of the weapons below also appeared in the original Half-Life. Opposing Force's multiplayer maps include weapons from Half-Life as well as new weapons.

WRENCH

CLASS: 1

AMMO USED: None

MAXIMUM CLIP CAPACITY: N/A

MAXIMUM AMMO CAPACITY: N/A

BEST USED AGAINST: Grates, crates, windows, headcrabs, zombies

RANGE: Very short

ACCURACY: Extreme

DAMAGE POTENTIAL: Medium

The wrench replaces the crowbar from the original Half-Life. The crowbar dished out decent damage and struck the target so rapidly that it actually made a good weapon against slow-moving alien enemies and unsuspecting deathmatch opponents. The wrench moves a lot slower, however, and can be easily avoided in multiplayer as long as the receiver pays attention. If someone sneaks up on you, you could take quite a blow from this blunt object.

Like many other weapons in Half-Life and Opposing Force, the wrench carries two modes of fire. Press the primary fire button and the wrench swings at normal strength and speed. Press the alternate fire button, though, and the wrench swings more slowly but causes much





more damage. Use the wrench as your primary crate and window buster, because you don't want to waste valuable pistol or shotgun ammo just breaking windows and crates. When you use alternate fire, it only takes one or two swings at most to bust apart crates (which could save you some time).

When you fight alien creatures, the wrench only works well against the non-projectile beasts, like the headcrabs and zombies. Against the other creatures, you're likely to suffer extreme damage trying to get within wrench range. In multiplayer games, save the wrench for when you're out of ammunition or when you want to surprise an opponent from behind (though a double-barreled shotgun blast is equally fun for that).

COMBAT KNIFE

CLASS: 1

AMMO USED: None

MAXIMUM CLIP CAPACITY: N/A

MAXIMUM AMMO CAPACITY: N/A

BEST USED AGAINST: Headcrabs, zombies

RANGE: Very short

ACCURACY: Extreme

DAMAGE POTENTIAL: Medium

The knife is an Opposing Force melee weapon that operates like a cross between Half-Life's crowbar and Opposing Force's wrench. It's a much faster weapon than the wrench and is certainly useful against melee aliens like the headcrabs and zombies. Still, even with its speed of strike, you'll have a difficult time eliminating tougher enemies, especially ones with powerful projectile attacks.

Use the combat knife in multiplayer when you're struggling to grab ammunition or you want to surprise a fellow deathmatcher with a quick stab to the back. The knife possesses the quickness of Half-Life's crossbow so you can get successive blows in a short amount of time as long as you're positioned close enough to the target.





BARNACLE

CLASS: 1

AMMO USED: None

MAXIMUM CLIP CAPACITY: N/A

MAXIMUM AMMO CAPACITY: N/A

BEST USED FOR: Grappling hook

RANGE: Long

ACCURACY: Extreme

DAMAGE POTENTIAL: Variable

Opposing Force's barnacle serves primarily as a grappling hook to reach the otherwise unreachable areas of the single-player game or multiplayer map. As the scientist dictates during the single-player game, the barnacle must latch on to organic material. You should use the barnacle to grapple onto the green spore patches (where you grab the ammunition for the spore launcher). Look for these areas in the single-player and multiplayer maps, and use the barnacle to reach them. Simply press and hold the fire button until the barnacle's tongue latches on to the material. Ride up and drop down onto the available surface.

You can also use the barnacle as a weapon. It latches on to organic material, so there's nothing stopping you from using it against enemies in the single-player game and opponents in a multiplayer arena. The tongue fires out and latches on to the target and pulls the target toward the mouth of the barnacle. Once the enemy reaches the barnacle's jaws, the barnacle munches down a few times and eliminates the creature.

You likely won't have much success at this in a multiplayer game. An observant opponent will just fire off a few rounds into your vulnerable hide. In the single-player game, you can use the barnacle against the lower breeds of alien, like the headcrabs, zombies, and pit drones. Still, you're probably better off using a melee weapon, like the wrench or knife, if you're out of ammo, and should save the barnacle for grappling duty only.





DESERT EAGLE .357

CLASS: 2

AMMO USED: .357 rounds

MAXIMUM CLIP CAPACITY: 7

MAXIMUM AMMO CAPACITY: 36

BEST USED AGAINST: Alien slaves, Black Operatives, houndeyes, pit drones, bullsquids

RANGE: Long

ACCURACY: Very high

DAMAGE POTENTIAL: High

Opposing Force's new Desert Eagle .357 replaces the cumbersome version in Half-Life. While Half-Life's version offered sniper mode as its alternate fire, the Desert Eagle offers a laser sight. In standard mode, the Desert Eagle is a formidable pistol but lacks long-range accuracy and has a small clip capacity. Put the Desert Eagle in laser-sight mode, however, and you have one of the best weapons in the game against the Black Operatives and lesser alien enemies.

Simply press the alternate fire button to toggle the laser sight on and off. While on, the Desert Eagle fires more slowly but packs a bigger punch with pinpoint accuracy. You can often eliminate a Black Operative in a single shot. Don't waste Desert Eagle ammo on creatures you could easily kill with other weapons, and certainly don't use this .357 on the larger creatures, like voltigores and shock troopers. The .357 only holds seven bullets in a magazine, meaning you'll have to reload often. In a hectic firefight, this puts you at a distinct disadvantage.

In multiplayer games, the Desert Eagle is powerful, especially when you're coming upon unsuspecting foes. Realize, however, that you reveal yourself anytime you switch the laser sight on. It's a bit of a drawback; if you're attempting to sneak up on a target, the target will likely spot the laser sight and adjust its defensive position accordingly.





GLOCK 9MM PISTOL

CLASS: 2

AMMO USED: 9mm rounds

MAXIMUM CLIP CAPACITY: 17

MAXIMUM AMMO CAPACITY: 250

BEST USED AGAINST: Headcrabs, houndeyes, zombies, bullsquids

RANGE: Long

ACCURACY: Medium

DAMAGE POTENTIAL: Low

The original pistol returns from Half-Life and makes an appearance in Opposing Force's single- and multiplayer games. In standard mode, the pistol fires normally - relatively quick with decent accuracy. In alternate fire mode, the pistol fires more rapidly but loses accuracy. Like the Desert Eagle, the pistol doesn't hold much ammunition in a single clip (only 17 bullets), which means you'll often have to reload as the action starts.

Using the pistol in the single-player game is a little tricky. It's good to use it against less-powerful aliens, like the headcrabs and zombies, but keep in mind that the more powerful MP-5 shares the same ammo pool as the Glock pistol. Each time you waste ammo with the pistol, there's less you'll be able to use with the more powerful MP-5.

Save the pistol for last-resort situations and look for a more powerful weapon as soon as possible. Use the pistol against headcrabs and zombies when you're low on health and don't want to risk getting close for a wrench or knife strike.

ASSAULT SHOTGUN

CLASS: 3

AMMO USED: Shotgun slugs

MAXIMUM CLIP CAPACITY: 8

MAXIMUM AMMO CAPACITY: 125

BEST USED AGAINST: Pit drones, alien slaves, houndeyes, zombies, bullsquids

RANGE: Short

ACCURACY: Low

DAMAGE POTENTIAL: Medium for single shot and high for double shot.





Half-Life's shotgun returns and remains a useful weapon for both single- and multi-player games. It's a versatile weapon. In standard mode, the shotgun fires a single slug that inflicts a decent amount of damage (as long as the target is close enough). In alternate fire mode, the shotgun fires two slugs (at the expense of two slugs of ammunition, naturally) for a much more powerful blast. The double shot can take down pit drones and zombies in a single blast and will likely significantly wound a multiplayer foe.

The biggest issue with the shotgun is its sluggish recovery time, especially in alternate fire mode. When fighting against a quick alien or speedy multiplayer foe, you'll likely have trouble maintaining the target and getting off decent shots - especially if you're under fire yourself. Get as close as possible to the target before discharging. Circle-strafe your way to the target and get off a few single shot blasts as you approach. When you're close enough, blast away with a double shot.

The shotgun reloads slowly; you only put in one shell at a time. If you've exhausted the chamber, yet still have more shells, it's probably wiser to immediately switch weapons instead of waiting for the shotgun to reload. Time is precious in a deathmatch combat situation. The more time you're spending not firing is more time the enemy is firing at you. If you must reload, look for safe areas and duck around corners or crates to buy extra time.

MP-5 MACHINE GUN

CLASS: 3

AMMO USED: 9mm rounds, MP-5 grenades

MAXIMUM CLIP CAPACITY: 50, N/A

MAXIMUM AMMO CAPACITY: 250, 10

BEST USED AGAINST: Black Operatives, pit drones, shock troopers, houndeyes, zombies, bullsquids

RANGE: High, medium

ACCURACY: Low, high

DAMAGE POTENTIAL: Medium, high

Half-Life's MP-5 machine gun is another finely balanced weapon. Its primary fire mode pumps out rounds at an extreme rate, but the accuracy is poor, especially at long range. The MP-5's alternate fire mode, though, is indeed powerful - and accurate. The machine gun



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doubles as a grenade launcher. When you press the alternate fire button, and have an MP-5 grenade (not a fragmentation grenade) in your inventory, the weapon launches a grenade that explodes on impact. The trajectory of the grenade depends on the angle of the launch.

A good technique with the MP-5 is to weaken your opponent with a grenade, then rip into him or her in the primary fire mode. The MP-5 is the ultimate circle-strafe weapon. Circle around your opponent while holding down the fire button, and maintain a target lock on your opponent at all times while you continue to fire and reload. The MP-5 expends bullets quickly, but its reload time is fairly short, and you can resume the carnage with only a brief pause.

MP-5 grenades are a delicacy in multiplayer games. Seek out their location and grab as many as you can. It's one of the easiest deathmatch kills around. Just point the gun near your enemy and press the alternate fire button. If he's still alive and kicking, launch another grenade or use the MP-5's primary mode.

LASER-GUIDED ROCKET LAUNCHER

CLASS: 4

AMMO USED: Rockets

MAXIMUM CLIP CAPACITY: 1

MAXIMUM AMMO CAPACITY: 5

BEST USED AGAINST: Anything tough

RANGE: Long

ACCURACY: High

DAMAGE POTENTIAL: Very high

A popular weapon in both Half-Life and Opposing Force (as well as countless other first-person shooters), the laser-guide rocket launcher is powerful and quick. Its significant weakness is that it must be reloaded between each shot, and you can only carry five rockets in your inventory (plus another in the chamber) at any one time. Reload time is slow, as well, so you had best take cover during the downtime to avoid enemy fire.





The rocket launcher's chief thrill lies in its alternate fire mode. Press the alternate fire button to toggle the laser sight on and off. With the laser sight activated, the launched rocket will seek the targeted point. You can even change the rocket's direction in mid-flight. Simply launch a rocket and move your view to anywhere on the screen, and the rocket will follow. This is especially useful if you're chasing an enemy and he ducks into a hall. Fire the rocket and move the laser sight toward the hall so the rocket maneuvers into the room and, hopefully, detonates near the opponent.

Like Half-Life's other explosive weapons, the rocket launcher causes splash damage, which means that even if you don't score a direct hit, you'll still cause some damage if the rocket impacts near the enemy or multiplayer opponent. Therefore, don't aim for the enemy's body. Instead, fire at the ground or wall just near the enemy so you're guaranteed to at least cause some damage. If you believe you have inflicted significant wounds, switch immediately to a machine gun or Desert Eagle and finish off the enemy with a well-placed bullet.

FRAGMENTATION GRENADES

CLASS: 5

AMMO USED: None

MAXIMUM CLIP CAPACITY: N/A

MAXIMUM AMMO CAPACITY: 10

BEST USED AGAINST: Anything tough

RANGE: Variable

ACCURACY: Variable

DAMAGE POTENTIAL: High

The trusty fragmentation grenades return from the original Half-Life experience. As you might expect, it's not a perfect weapon. Once you press the fire button, you have roughly five seconds before the grenade detonates. You can hold down the fire button longer to throw the grenade farther. It's tough to judge distance and ricochets when tossing grenades. You'll miss often, and your enemy will simply dodge the bouncing bomb.

In the single-player game, try to lure enemies into choke points (such as around a corner or in a tight hallway) and toss the grenade inside. The force of the blast usually kills less-dangerous aliens in a single explosion, but creatures like the shock trooper and voltigore require multiple grenades.





During multiplayer contests, toss grenades into rooms containing several combatants. As they battle each other, they'll likely ignore (or not even see) the explosive you've just tossed inside. Stand back and watch the explosion.

SATCHEL CHARGES

CLASS: 5

AMMO USED: None

MAXIMUM CLIP CAPACITY: N/A

MAXIMUM AMMO CAPACITY: 5

BEST USED AGAINST: Anything tough

RANGE: Variable

ACCURACY: Variable

DAMAGE POTENTIAL: High

Satchel charges work like proximity bombs, except you control the trigger. Use the satchel charge in the single-player game as you would the grenade. Lure aliens and Black Operatives into your satchel traps. Drop some in a hallway or just around a corner, and when you see the enemy arrive, detonate the device.

You can find several mischievous uses for the satchel charge in multiplayer games. Drop some satchel charges near heavily traveled areas of the map and wait for opponents to arrive. Place some charges underneath a weapon spawn point (the rocket launcher spawn point works extremely well). Often your opponents won't see the green charge concealed under the weapon and will approach unsuspecting. Just as they grab the weapon, pull the trigger and detonate the device - and blow up your opponents.

Another amusing way to use the satchel charge is in combination with the trip mine (described next in this section). After placing a trip mine at head level, put a satchel charge just underneath it. When enemies arrive and see the trip mine, they'll likely just crouch and crawl underneath. As they do, detonate the satchel charge, which will also set off the trip mine's charge, causing a large explosion and making for an easy kill.





TRIP MINES

CLASS: 5

AMMO USED: None

MAXIMUM CLIP CAPACITY: N/A

MAXIMUM AMMO CAPACITY: 5

BEST USED AGAINST: Anything tough

RANGE: Very short

ACCURACY: Extreme

DAMAGE POTENTIAL: High

Though satchel charges can be a lot of fun in multiplayer, they're probably not quite as enjoyable as an old faithful - the trip mine. In the single-player game, use the trip mine as you would a grenade or satchel charge. Position the trip mine inside a hall or choke point and lure the enemy inside. Place the trip mine low on the wall so the enemy can't avoid the laser detection (if you put it too high, the creature might walk underneath). You can also place several trip mines in a single area and cause additional explosive damage.

A trick in the multiplayer game is to place the trip mine in a large area or down a long hallway, then retreat to a safe distance but within view of the trip mine. Use the sniper rifle or Desert Eagle to detonate the device when an enemy nears the trip mine. Place trip mines at the top of ladders, immediately around doorway corners, and on the last step of a staircase. Mines in these places are often undetected until the enemy's almost right on top of them. For an especially rude kill, place a trip mine at a multiplayer spawn spot. As soon as the deathmatch player materializes in the level, the player will trip the mine and explode into bits.

SNARKS

CLASS: 5

AMMO USED: None

MAXIMUM CLIP CAPACITY: N/A

MAXIMUM AMMO CAPACITY: 15

BEST USED AGAINST: Black Operatives

RANGE: Variable

ACCURACY: Sporadic

DAMAGE POTENTIAL: Medium





Snarks are small alien creatures, almost like fleas, that you can drop off in any location, and they'll chase down an enemy or multiplayer opponent - as long as the snarks see the target. If you drop the snarks, and they don't home in on another player, they'll likely turn their pesky little jaws on you. In a multiplayer game, save the snarks for a large room of opponents, especially opponents distracted by a battle. Drop the snarks and let the little critters do their work.

You won't find many snarks in Opposing Force's single-player game. Save them for the large rooms full of Black Ops. Drop them inside the warehouse areas, particularly down dead ends, and let them eat away at the trapped operatives. You'll notice that the snarks won't stay around forever. After they've chased their prey for a while, they'll simply give up and explode. You can defend yourself against the snarks by simply firing a weapon at them or running wildly to avoid them.

M-249 SAW LIGHT MACHINE GUN

CLASS: 6

AMMO USED: 5.56mm rounds

MAXIMUM CLIP CAPACITY: 50

MAXIMUM AMMO CAPACITY: 200

BEST USED AGAINST: Voltigores, shock troopers, Black Operatives

RANGE: Long

ACCURACY: High

DAMAGE POTENTIAL: Very high

When the MP-5 just isn't cutting it anymore, turn to Opposing Force's new M-249 Squad Assault Weapon (SAW) light machine gun. It holds 50 rounds with a maximum capacity of 200, but ammunition for the M-249 SAW is scattered and scarce in the single-player game. Once you've obtained the powerful gun, use it exclusively against the tougher enemies, primarily the voltigores and shock troopers.

Though simply a point-and-shoot weapon, the M-249 does feature a few unique properties. For starters, the weapon becomes more accurate if you crouch while firing. If you're standing or moving, the M-249 possesses a fairly violent kickback that disrupts the weapon's accuracy. Against larger enemy targets, especially the voltigores, the variable accuracy and kickback shouldn't matter much.





Unlike the MP-5, the M-249 SAW should be used from a stationary or crouched position in multiplayer games, if possible. The hectic pace of deathmatch sometimes prevents such maneuvers, but you'll find the increase in accuracy can really balloon your kill score. Keep in mind that you'll be in a highly vulnerable position; it's much easier to strike a crouched opponent, especially with an explosive weapon like the rocket launcher.

M-40A1 SNIPER RIFLE

CLASS: 6

AMMO USED: 7.62mm NATO rounds

MAXIMUM CLIP CAPACITY: 5

MAXIMUM AMMO CAPACITY: 15

BEST USED AGAINST: Black Operatives

RANGE: Extreme

ACCURACY: Extreme

DAMAGE POTENTIAL: Extreme

Fans of Team Fortress Classic should feel right at home with Opposing Force's new sniper rifle. With a low clip and ammunition capacity, the sniper rifle becomes a specialty weapon in the single-player game. Save the sniper rifle for specific situations, especially in areas later in the game where Black Operatives take cover in towers, behind sandbags, and behind sentry guns. Against Black Ops, the sniper rifle is a single-shot-kill weapon, as long as you get a clean strike (aim for the chest area). Use the sniper rifle behind cover, because the weapon's recovery and reload time are quite slow.

Campers everywhere will flock to the new sniper rifle. Though it works basically like Half-Life's crossbow, the sniper rifle seems to pack a bigger punch and will likely take out multiplayer opponents in a single hit. Look for special areas in the multiplayer areas to use the sniper rifle - inside towers, behind bunkers, and down long halls. With the view zoomed in, you'll be highly vulnerable to side and rear attack. Listen for footsteps and other ambient noise to clue you in that someone is coming or is just around the corner. Immediately switch to another weapon and defend yourself against the enemy target.





DISPLACER CANNON

CLASS: 6

AMMO USED: Plutonium

MAXIMUM CLIP CAPACITY: N/A

MAXIMUM AMMO CAPACITY: 100

BEST USED AGAINST: Anything tough

RANGE: Long

ACCURACY: Medium

DAMAGE POTENTIAL: Extreme

If you need to get rid of an opponent by the fastest means possible, Opposing Force's new displacer cannon has no equal. Operating somewhat like the BFG in Doom and Quake II, the displacer fires off a huge orb of energy that damages anything it passes by and completely obliterates anything it hits directly. There's not much thinking involved with the displacer; simply point and shoot. However, the more accurate you are with the glowing orb, the more damage you'll inflict on your foe. The displacer uses 20 points of plutonium with each shot in primary fire mode (it can carry a total of 100).

The displacer does have a few unique uses. In the single-player game, the alternate fire mode acts as a gateway to Xen. Once you press the alternate fire button, the displacer cannon, using 60 points of plutonium, will instantly transport you to the alien world of Xen. Unfortunately, it doesn't work in all areas of the game. Furthermore, sometimes you'll appear in a very undesirable spot inside Xen (such as in midair with nothing underneath you). Other times, though, you might find yourself next to a healing pool (a small blue pool) or even next to a trapped scientist. Always save your game before using the displacer's secondary fire mode.

In a multiplayer game, the alternate fire button serves to teleport the user around the map. If you're under fire from several enemy players, and if you've got at least 60 points of plutonium in storage, just load up the displacer and press the alternate fire button. You'll appear somewhere else on the map. Keep in mind you might teleport to an equally dangerous location.





SPORE LAUNCHER

CLASS: 7

AMMO USED: Spores

MAXIMUM CLIP CAPACITY: 5

MAXIMUM AMMO CAPACITY: 20

BEST USED AGAINST: Anything tough

RANGE: Long

ACCURACY: Medium

DAMAGE POTENTIAL: High

A new alien-based weapon for *Opposing Force*, the spore launcher operates like a combination of rocket launcher and grenade launcher. In primary fire mode, the spore launcher launches a deadly alien spore. These are found in the spore patches scattered around the levels (the green-yellow blobs). Once you pick up a spore, if you wait a few moments, another will grow in its place. Though the spore launcher lacks the projectile speed and laser-tracking ability of the standard rocket launcher, it holds more ammunition, and that ammunition is readily available.

In secondary fire mode, the spore launcher operates like a grenade launcher. Instead of the projectile shooting straight forward, the spore is lobbed much like a grenade from the MP-5. It doesn't explode on impact, though, and bounces extremely fast and haphazardly, so you'll have to time your destruction well.

The spore launcher works wonders against *Opposing Force*'s tougher enemies, especially the shock troopers and Black Ops. Nearly every creature will explode into bits from just one spore launched into its torso. Fire the spore launcher in grenade mode down tight hallways, and watch enemy players attempt to dodge *Opposing Force*'s version of the "super bouncy ball."

SHOCK ROACH

CLASS: 7

AMMO USED: None

MAXIMUM CLIP CAPACITY: N/A

MAXIMUM AMMO CAPACITY: 10





SHOCK ROACH CONTINUED

BEST USED AGAINST: Pit drones, Black Ops, zombies, headcrabs, alien slaves, bull-squids

RANGE: Long

ACCURACY: High

DAMAGE POTENTIAL: Medium

Another new alien-based weapon, the shock roach jumps into your arms after you eliminate your first shock trooper in the single-player game. The weapon operates much like the hornet gun in the original Half-Life. The shock roach carries an infinite amount of ammunition, but it must recharge once depleted. The weapon holds ten bolts of electricity; once you reach zero, its power slowly recharges back to ten. You can fire the weapon as long as there's at least one bolt in the chamber.

Though the shock roach fires quickly and its projectile travels fast (for pinpoint accuracy), its damage potential isn't that great, especially against tougher enemies. Further, once the ten shots are depleted, it takes some time to recharge another, leaving you in a highly vulnerable position. In the single-player game, once you've obtained the shock roach, use the weapon against easier aliens, like the pit drones, zombies, and headcrabs, so you conserve your other weapons' valuable ammunition. Don't even attempt to use the shock roach against shock troopers, who appear especially immune. By the time your ten shots are up, you'll have barely dented the beast.

Because the shock roach uses electricity, don't fire the weapon underwater. It's instant death. Also, you can fire the shock roach at the bounce pads located in many single- and multiplayer maps. The electricity bolt will bounce off the pads and head in another direction. It's not entirely useful, but it could come in handy when you least expect it.





CHAPTER 4

Level Walk-Throughs

In a parallel story to the original Half-Life, Gearbox's expansion, *Opposing Force*, places you in the role of Corporal Adrian Shephard, a marine literally in the wrong place at the wrong time. After your chopper crashes just outside the Black Mesa facility, a scientist rescues your battered body and patches up your wounds. Your adventure begins as you search for a radio near the crash site to contact your comrades. Through the course of trying to find a way out, you'll battle aliens, fight Black Operatives, visit an alien world, defuse a bomb, and cleverly defeat two gigantic creatures.

This walk-through for *Half-Life: Opposing Force* takes you through each of the expansion's eleven levels. Follow the walk-through to learn how to solve each puzzle, how best to fight the tougher foes, and where to find health and armor power-ups.

WELCOME TO BLACK MESA

OBJECTIVE: After receiving medical attention, locate a weapon and find a way outside and to the radio located somewhere in the camp. Then, discover a way to the transit system to reach your comrades.

Listen to the scientist attempting to revive the soldier. Continue to listen as he stands up and explains that you might find a radio up on the surface. It's a good plan. Search the room, but you'll find nothing of significance. Even the health machine isn't working properly. Head out the door. To the left you'll spot a door barricaded by a huge chunk of debris. Turn right until you reach an intersection. You can't get through the door that lies ahead, so turn to the left and spot the double doors. Head through and watch the scene of two scientists carrying a





soldier on a stretcher. Take a left and go all the way down the hall, past the overturned table, into a room with two scientists. Listen to the first scientist, who's examining a headcrab inside a small cage. Approach the other scientist and grab the powered combat vest (PCV) resting here.

Return to the main hall and take the first left. Continue through the winding corridor until you spot a scene on your right. A zombified soldier attacks a poor scientist in a radiation suit. Watch the scene and look out for the zombie once he makes his way to your location. You don't have any weapons yet, so you simply need to avoid the beast by running around. Don't worry, the thing is incredibly slow and easily dodged. You can investigate the room with the CAT scan if you wish, but you'll find nothing of significance.

Head back to the main hall and turn right, continuing through the winding corridor. You'll make a few left and right turns and pass a deceased security officer in the middle of the floor. Turn and spot the staircase leading to the right. Watch the security officer take out the zombified scientist. Walk down the stairs, turn left, and speak with the security officer by using the "use" key. He'll comment on your PCV (if you don't have it, you'll need to return and retrieve it) and mention that he hopes your soldiers will come rescue the innocents left down in Black Mesa. After he finishes, he'll approach the retinal scanner by the door and let you through.

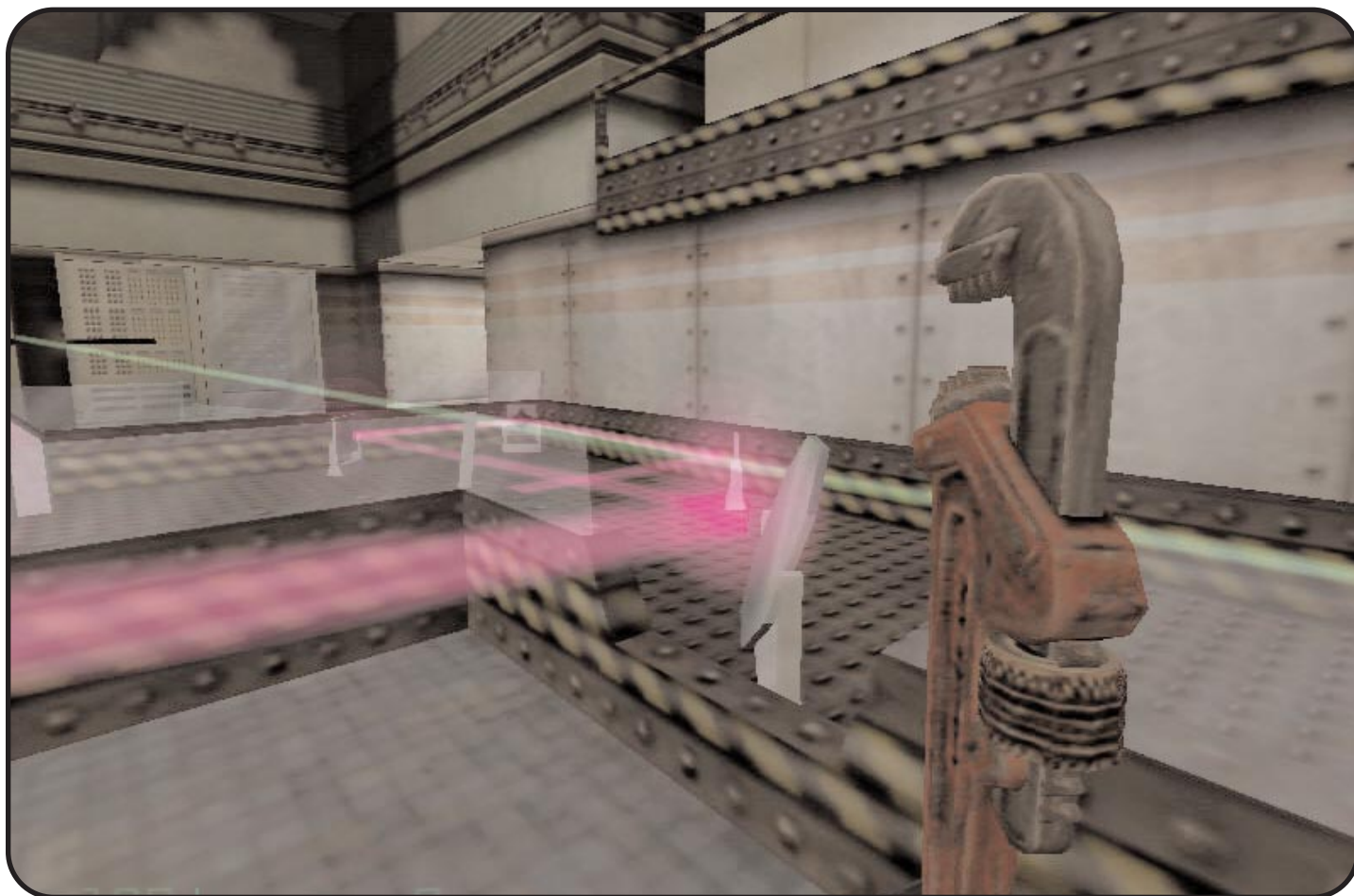
Follow the path to the left and pick up the wrench resting to the right of the toolbox. Avoid the electrical wire dangling wildly from the ceiling to the left of the toolbox. When you grab the wrench, it will automatically become your default weapon. Keep moving forward, following the hall to the left. Approach the next room and duck under the green laser beam shooting across the room. You'll notice some stairs on the right side of the room. This is your exit. The problem is that a purple beam crosses the center of the stairs. Don't bother attempting to jump over the purple beam; it's far too difficult, and one touch of the beam will kill you instantly.

Instead, follow the purple beam to its origin on the left side of the room. You'll notice some sort of reflector device firing the purple beam from this location over to the stairs. Use the wrench and break the device, eliminating the purple beam. The lights will switch off, and emergency lights will come on immediately after. Ascend the steps and follow the corridor to the left and then to the right. As you approach, the ceiling breaks apart dropping headcrabs. Eliminate these pests with your wrench. The best way to kill these critters is to entice them





into leaping at your head and then quickly dodge left or right. As they rest on the ground trying to turn their oddly shaped bodies around, you'll have a few moments to strike them with the wrench. It doesn't take many hits to kill them. Once you're done, continue down the hall.



Break the mirror reflecting the purple beam in order to ascend the staircase.

You'll notice some toxic sludge up ahead. More headcrabs lurk here in corners. Try to lure the headcrabs out and eliminate them with the wrench. When you're ready, run and leap over the narrowest portion of the sludge. Take a right at the end of the room and spot the stairs ahead. Walk past the stairs on the right and peer through the door. You'll see Half-Life's G-Man speaking with a security guard. Look under the stairs for some boxes. Use your wrench to bust apart the boxes, then grab the PCV charge (it adds armor to your suit) and the health pack, if you've been damaged. Ascend the stairs.





Go up two flights of stairs and open the door at the end. You're in a new hallway with loads of crates. Follow the hall to the right and start busting crates with your wrench. Inside one of the crates you'll find another health pack, in case you've been damaged. Turn to the left and spot the door. Proceed through the door and emerge outside. Turn right and walk down the catwalk. You can't make the leap to the upper catwalk ahead (the one with the health pack), so aim for the mountain path just below it. Continue down the path, leaping over two small gaps, and follow the path to the left. When you reach the railing, turn left and look over the gap to find another mountain path. You can make the jump. Leap over the gap and turn right into the concrete surface.



The radio lies just beyond those destructive blue beams. Locate the switch box to turn off the power.





Approach the dead alien and grab the combat knife from out of its back. Turn right and spot the gap in the bridge. Jump over the gap and head inside the next structure. Look out for the headcrab waiting inside. When you've eliminated the pest, locate the crawl space at the far right end of the room. Switch on your night vision, then crouch and crawl inside. Follow the path outside once again and down some pipes until you reach the downed aircraft.

If you turn to your left, you'll notice that a charge of electricity blocks your path past the aircraft and to the radio located inside the camp. You must figure out a way to switch off the electricity and gain access to the radio. Turn right into the large hangar and head through. Along the way you'll find some pesky headcrabs. Take them out with the wrench or combat knife. Go through the door on the other side, and you'll emerge outside, next to the electric station, which is on your left.

Bust all the crates out here with your wrench to locate some Desert Eagle ammunition and a few health packs. Continue to the far wall and spot the vent shaft leading into the structure. Duck down and proceed inside. Turn on your night vision if necessary. You'll emerge inside a room filled with electricity beams. The safe way to the next vent shaft lies to the right of the entrance you just came through. Time your advance for when the beams aren't protruding from the central object. You'll have to pause in between live beams and wait for them to die out. Continue until you can move through the vent that will now be on your right.

Move through this vent until you get to the grate. Bust open the grate with your wrench. Emerge inside the electric station and stay on the left path (you'll see the security guard at the end). Don't touch the fence, or you'll suffer extreme damage. Pick up the Desert Eagle weapon lying in front of the soldier. Move all the way to the opposite side of the station and find the switch labeled "Generator Control." Press the "use" button at the switch to turn off the electricity. Exit out the gate near the security guard and resume your course back through the hangar doors.

As you move through, aliens will warp in. Take them out easily with the Desert Eagle. You'll also find another headcrab. Use the melee weapons so you can conserve ammo. Head back outside and go to the left side of the downed aircraft. Pick up the armor and health power-ups and approach the radio. Press the use key to activate the radio. Listen to the officer mention getting to the transit system.





Once the transmission is completed, use the wrench on all the crates in the area to pick up some Desert Eagle ammunition and a health power-up. When finished, locate the ladder leading down just to the left of the radio. Proceed down. Go down another ladder and land on a catwalk inside a darkened tunnel. Look out for the barnacle aliens in this area. You'll see what looks like ropes, but they're really the tongues of these vile beasts. If you get stuck on one, just use the Desert Eagle to shoot the organism at the ceiling-end of the tongue and you'll drop to safety.

Follow the catwalk around to the left. You'll notice another ladder leading down on the right. You can take this if you wish and locate some more Desert Eagle ammunition. Either way, continue forward, back outside, through the door. You'll see another door ahead; move through it. Follow this corridor around to the right and then the left. You'll spot an alien over a soldier's body. Take it out with the Desert Eagle. Approach the slain soldier and grab the shotgun. There are two more aliens on the catwalks below you; from the safety of your high position, take time to eliminate them (use the Desert Eagle).

When you're finished with the aliens, descend the ladder at the end of the catwalk. Pass the dead alien (avoid the steam) and go down another ladder. Look out for the barnacles here. Continue down the next catwalk until you reach the door. Follow the hall to the right into an area with crates and a lift to the left. As you enter, the lift comes down with two aliens. Take them out. Bust the crates here for armor and health power-ups. You can't do anything with the lift, so follow the hall on the left.

You'll emerge just in front of a room filled with toxic sludge. Though this room is about to fall apart, you must enter. Leap over the first bridge and approach the door to trigger the explosions and destroy the room. As soon as the explosions begin, retreat to the back left corner of the room and wait them out. Eventually, a catwalk to your right will fall down from the ceiling. Leap onto it and climb up to the top. Spot the G-Man in the window ahead. After a few moments, the door ahead of you (with the red light) will open. Carefully move across the ceiling beams and through the door.

Follow this hallway to a lift. Use the button on the back wall to send the lift down. Continue through the corridor until you emerge into another crate-filled room with toxic sludge running down its center. Some of the crates in here are breakable, so feel free to smash them with your wrench and grab the revealed goodies. To get the Desert Eagle ammo to your immediate left, leap over the sludge ahead and hop onto the small crate. Turn left onto the larger crate and leap over the moveable ledge and finally onto the crate with the ammo.





**Position yourself in the back left corner of the room and wait out the destruction.
When the catwalk to your right falls down, climb on up.**

Jump back over to the other side and look out for several headcrabs crawling around. Go up the stairs on the left and find the control room for the moveable ledge. There's a health station in here if you need its services. Approach the controls and move the ledge to the center of the room, just in front of the crates to the right of the door. Return to the main room and leap up the crates on the right (use the small one you used to get the Desert Eagle ammo).





Hop to the moveable ledge and then to the other side, just to the right of the door. Leap over the sludge to the crates to your left and press the door switch. Hop up the boxes here and grab the PCV charge. Leap back over to the other side. Hop on the crates once again and cross the moveable ledge. From the crates on the other side, jump to the walkway through the door, just over the toxic sludge (leap over the narrow part of the sludge).

Follow the tunnel and open the gate with the button. Go left and locate the broken pipe at the end of the room, on the right. Hop inside. Flow down the current into the large room. Swim underwater until you spot the ladder. Ascend and follow the catwalks through several rooms (look out for barnacles!). You'll emerge at an intersection. Look to the left and grab the grenade and Desert Eagle ammunition. Continue to the left until you reach the door. Head through.



Move the gurney in front of the tram. Leap onto the wooden plank and hop inside.





Immediately after entering, you'll spot a robot lifter on the left. It looks like he's stuck. The signs in the room say that ladder access is only permitted when the loader isn't working. Somehow you must get that loader to finish his job. Shoot the orange explosive crates just in front of the loader. The robot will be able to move and finish his job. The ladders will become accessible. Descend the ladder that leads down to the crate (the ladder opposite the one you started next to).

Leap over the sludge via the crates and land near the sewage-overflow control switches. Press the switch to drain the room. Once the room is drained, find the exit (the door with the switch on its right). Press the switch and proceed through to the lift. Use the button at the lift and ride up. Take out the aliens scampering around this area and follow the ramp up to the left. You'll spot the tram, but it's positioned too far away to jump to. Turn to the right and locate the moveable gurney. Position the gurney just next to the tram so you can leap across onto the board and into the tram's entrance. Hop inside the tram to complete the level.

"WE ARE PULLING OUT!"

OBJECTIVE: With a little help from a security guard, traverse the lower section of the Black Mesa facility and locate the airfield. The soldiers are pulling out and you had best get with them if you hope to survive!

Ride the tram through the tunnels. Along the way you'll spot a few alien slaves roaming the catwalks, chasing scientists, or riding trams. Take them out with your laser-sight Desert Eagle. When the tram completes its run, hop off and grab the pistol and ammunition that lie ahead of you. Enter the doorway on your right and head through. Locate the security guard trying to loot the vending machine. Wait until he's finished and speak with him - he'll join you. Walk slowly through the next door and trigger the zombie to the left. Kill it yourself or let your new security pal do the dirty work. Head up the stairs.

Continue following the staircase up to the left. You'll find more targets of opportunity for you or your security bud. Let him do the dirty work so you can conserve your ammunition. Go into the dark tunnel and take a left. Ahead you'll find a locked door and a window to the right. Through the window you can see a scientist and a security guard talking about the





aliens. A new breed of alien, a shock trooper, warps in and kills both men. The resulting carnage breaks the window. Hop inside. Grab the pistol left by the deceased guard and open the door on the other side to let your pal through.

Lead him around the corner and to the security door on the right. Inside you'll find ammo and grenades for the machine gun, which you don't yet have. Break the window on the left with your wrench and speak with the scientist if you wish. Ahead in this corridor you'll spot an elevator. Look out for the headcrabs that fall down, and use the button to ascend.

At the top you'll hear a firefight between a soldier and some alien slaves. Get ready; as soon as you reach the top, the alien slaves will attack. Use the Desert Eagle against them in laser-sight mode for quick and relatively painless kills. Grab the dead soldier's machine gun, pick up the shotgun ammunition, and use the HEV machine to power up your armor. The security door in the room is locked, so you'll need to exit through the vent shaft just above the HEV machine. Leap up and break the grate with your wrench. Hop on the boxes to the right and onto the top of the HEV machine. Jump and duck inside the shaft, switch on your night vision, and crawl through.

Once through, locate the ladder and ascend all the way to the top ledge. Break the grate with your wrench and hop out into the room overlooking the aircraft. Use the health station on the right and break the crates with the wrench if you wish. Proceed through the next door. Talk with the officer manning the radio. Grab the satchel charge and grenades on the box located on the left side of the room. Use the radio with the action button. Proceed through the closed door on the right (the left one is locked).

Approach the soldier bullying the scientist. After the soldier kicks the scientist down, grab the armor power-ups on the top of the shelf. Find the vent entrance at the bottom of the room. Break the grate with your wrench and crawl inside. Switch on your night vision if necessary. Hop out at the end and bust the crates with your wrench to collect some goodies. Don't go up the stairs here; they just lead back up into that room you were just in. Instead, follow the other available exit.

Follow the corridor toward the left and spot the exit onto the airfield. Run toward the door, but it will close before you reach it. Once again you see the G-Man; that guy is becoming a serious pest. After the aircraft takes off, turn around toward the other hangar door. After a





few moments, the wall on the left will break apart and an alien slave will emerge. Battle the slaves (watch out for the one behind you), proceed through the broken wall, and follow the corridor to complete the level.

MISSING IN ACTION

OBJECTIVE: Traverse some dangerous elevator shafts and dodge some devious box handling to meet up with fellow soldiers. You'll need them to help you get through some sealed doors and fight a tough battle ahead.

Follow the corridor that is filled with pipes on the left wall. Look out for the steam; just pass by when it's not firing. Duck below the pipe at the end and continue moving forward. Shoot the headcrab waiting for you at the end. Enter the large room on the right and defeat the alien slaves that warp in. Pick up the shotgun and ammo that rest on a crate to the right of the entrance. Break the crates in the corner of the room to grab some armor power-ups. Return to the room's center and locate the three blue pipes with a vent at the top. Climb up the pipes, break the grate, and crawl into the vent.

When you are over a grate on the bottom of the vent, break it with your wrench and fall inside. Work your way through this red-tinted room until you fall into the room below. Leap onto a counter or box to avoid the electrified water. There's a health station and some armor pickups scattered around the room if you need replenishing. Work your way to the fallen vent shaft at the end of the room and crawl up. Be careful when you get to the top, because the floor here is weak. Hug the left side of the first turn and the right side of the second to prevent yourself from falling back into the room.

You'll enter a large room with two giant fans. Leap onto the railing just above the fans. It's very narrow, but you shouldn't have trouble staying on top. Your view will shake, but don't worry - you shouldn't fall off. Turn toward the second fan and leap to its railing. Hang a right and jump to the catwalk ahead. Turn right and begin moving into the next area. Watch out for the steam bursts here.

Follow the catwalk to the left into a room with more fans. There's nothing to stand on here. Instead, duck down and crawl between the two fans. There's just enough room for your body between the two blades. Once on the other side, head down the ladder on the left into a





room with two more fans. Notice the one on the right is broken. Walk over to it and time it so you crouch and hop down into the hole before the fan's single blade can strike you. Fall down into the dark room and turn toward the grate with the fire behind it. Break the grate with your wrench and head into the room.

Watch the pattern of the flames. The first flame is much easier to pass. When there's no flame headed down the tube, jump across and stand in front of the second flame. After the bulk of the flame passes, jump across. Immediately prepare for combat. A headcrab and a new kind of zombie (a faster one with a projectile attack and more powerful melee attacks) lie to the right. Eliminate the aliens and look on the left wall for a grate. Break it with your wrench and crawl inside.

You'll enter a room with two more flames. Simply run past the first and approach the second. As you'll see, only a wall lies behind the second. Instead, time the flame so you can run into its tube facing left. Follow the tail end of the flame and jump out to the left into the new room. Be ready immediately. Inside you'll find two "superzombies" and a few plain-old regular zombies. Defeat them with your weapons. There are lots of explosive boxes in the area. Take care not to shoot the explosive boxes when you're fighting the zombies. Grab the grenade off the box on the right and approach the white crate marked "explosives."



Push the explosive box in front of the test flame to open a hole in the floor.





As the signs in the room indicate, you aren't supposed to obstruct the test flame. Well, let's do it anyhow. Push the white explosive crate to the tube on the left side of this section (between the two warning signs). Push it against the circular wall on the right. When you're ready, run up the stairs on the right and approach the controls. Press the button and run to the back right corner of the room.

The resulting explosion blows a hole in the floor. Dive in. Take out the superzombie and several headcrabs awaiting your arrival. Follow the path until it leads to a broken vent on the right. Turn left inside and follow the dark shaft to another grate. Break it and emerge overlooking a ramp. There's a locked hangar door to the left and a truck (with a wounded soldier) to the right. Head toward the soldier. Listen to his warning about the aliens.

Jump into the back of the truck and break the crates for some shotgun ammo and a satchel charge. At the intersection just after the truck, head left. Enter a room with a ton of crates on the right. Break them to find some health. Spot the two garage doors on the left. Before entering, follow the dark tunnel to the right. There's a new kind of alien here, the pit drone. Eliminate it with projectile weaponry and grab the health pickup near the dead soldier. Rob the crates for some armor power-ups. Return to the garage doors.

Press the button and enter the door to the right. Some pit drones emerge and attempt to hack you to pieces. Kill these pit drones (there are several of them) and explore the garage. A crate in the back of the truck contains a trip mine. Grab the armor pickup on the left side of the room and break the crates on the right side for a satchel charge and rocket launcher. Locate the steps here and follow them.

Follow the tunnel to the lift and kill more pit drones. Break the crates here if you wish. You can speak with the scientist at the end, but he won't be much help. Approach the door overlooking the elevator shaft. Your goal is to find a way onto that electric wire, but you'll never survive the shock while the electricity remains on. Leap onto the ledges on the left and make your way down to the ground via the ladders. Once on the ground floor, enter the broken elevator and climb through the top vent (use the grate that's open as a ladder).

Locate the path into the hall; simply jump to it from the top of the elevator. Once inside the hall, take a left. Attempt to avoid the live wire hanging over the water. It'll be tough since the water is quite slippery. Break the crates so you have more maneuvering room. Once





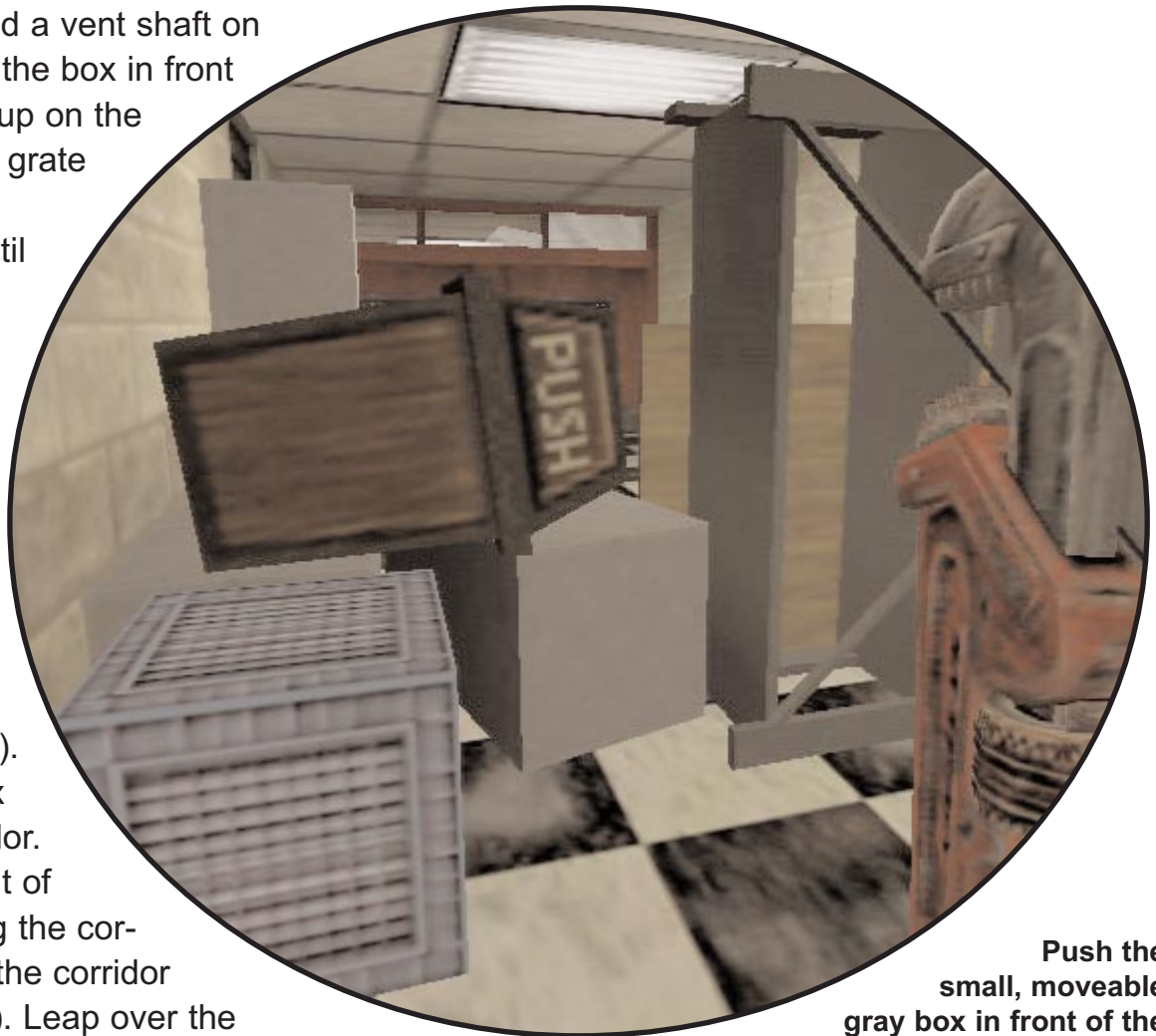
through, continue over the green crates and through a chain-link fence into a room marked Unit 2 Power. Press the "use" key at the power control to switch off the electricity. Return to the elevator shaft.

Climb up two ladders and face the wire, which is no longer conducting electricity. Leap to the wire and recall your rope training from boot camp. Ascend the wire by pressing the up directional key while looking upward. Get near the top and face the elevator positioned high up here. Swing on the rope; use the up and down directional keys while facing the elevator. At the height of your swing toward the elevator, press the jump key to let go and fall on top of the elevator. Fall into the dark elevator for some armor power-ups. Go back out by using the open grate. Enter the corridor and turn left (a locked door is to the right).

Follow the hall until you spot some water, a small gray box, and a vent shaft on the left wall. Push the box in front of the vent. Jump up on the box and break the grate with your wrench.

Follow the vent until the shaft crashes down into the water. Proceed forward and take the first right into another corridor. Turn right after entering the corridor and open the door at the end (it was locked before).

Move the gray box into the new corridor. Put the box in front of the debris blocking the corridor on the right (the corridor with the trash can). Leap over the box and the debris.



Push the small, moveable gray box in front of the debris to leap over the debris.





Grab the grenade on the right. Spot the orange explosive crate inside the room on the right. Blow it to bits either with the grenade or with any firearm. It blows open two doors: the one leading in and the one leading out of that room. Return to the hall with the box (just in front of the debris) and pull the box through the opened room and under a vent on the left wall. Leap onto the box and break the grate with your wrench. Crawl through, looking out for the headcrab waiting on the right. Fall into the next room after busting the grate. Exit via the right doorway. Look out for another headcrab that falls from the ceiling here.

Follow the hall past the hole in the floor to get a health pack. Return to the hole and fall inside. Grab the armor pickups and speak with the scientist. He'll follow you, but he won't be able to go very far. Pull the lever at the end of the room and locate the now non-electrified wires above you. Climb up. Head toward the radio, snag the ammunition and satchel charge, and break the crate for some health. Use the radio to contact other officers; they're just in the next room, and they're coming through the maintenance door. Stand back and wait for them to arrive.

Once the door breaks open, go visit the soldiers. Press the "use" key next to them and they'll follow you. In the next room, lead the engineer (the one with the cigarette) over to the door marked "elevator" and he'll open the door with his blowtorch. Head through. Coax the two soldiers into the elevator. Once they're in position, press the elevator button and begin your descent to the next level.

FRIENDLY FIRE

OBJECTIVE: After meeting up with the soldiers, discover that the aliens aren't the only threat roaming the Black Mesa facility.

As you ride up the elevator, be prepared for some serious combat. When the door opens, walk into the lobby area and fight off several alien slaves that warp in. Your fellow soldiers should assist. Once you're finished with the fight, lure the engineer over to the door labeled "Exit," and he'll use his blowtorch to open its seal. Walk outside and locate the security door. Grab the armor power-up, shotgun, and trip mine located within. Return to the lobby and head up the stairs.





Make sure your soldiers are trailing after you. Take out any alien slaves that remain on this floor. You're likely to find one in the office on the right. Grab the health pack and ammunition from inside the room. Go through the red door at the end of the hall, and again, make sure your soldiers follow you into this new area.

After you enter the room, some alien slaves and an alien grunt fall from the ceiling. Dispatch them with your weapons. The door ahead is locked, so approach the double doors on the right. Head into the boardroom and take out additional alien slaves. Pick up the health power-up in the room and walk up to the left wall. It will bust apart when you get close, revealing more alien slaves. Eliminate them. Go to the left and take your first right (look out for that big burst of steam). Proceed into the office and through the broken portion in the back corner.

Climb up the pipes and over the metal vent. Locate an armor pickup in the room here. Locate the ladder and ascend. Follow the catwalk and leap over the small gap. Open the door at the end. Watch out for barnacles in this area! When you move through the door, you'll enter a large electricity-filled room. A few alien grunts wander along the platform on the far side of the room. To eliminate them easily, shoot the explosive orange crates just behind them.

Your goal here is to cross the gap via the electric wires, but you'll need to deactivate them first. At the ledge, turn slightly to the left and notice the switch box. Use any projectile weapon and destroy the box. With the electricity off, you can safely traverse the wires. Jump to the first wire and climb up a bit. Swing to the next and finally onto the ledge on the other side.

Follow the catwalk to the right and pick up the grenades, machine gun clip, and Desert Eagle ammunition from the crates. Continue following the catwalk. Enter the room at the end and grab all the power-ups and goodies. Look out for the houndeye that charges from the hall. Use the radio on the crate to hear an officer describe a battle with the Black Ops. Exit through the hallway to the left of the radio and fend off more houndeyes.

At the end of the hall you'll spot a fallen girder. Ascend the girder and go back outside. Find the medic hanging about and speak with him. He'll mention a sealed door that requires an engineer. Use the medic to heal up if necessary. Walk over to the left side of the area and





spot the broken vent shaft. Crawl inside and hang a left. You'll emerge just outside a grate. Through the holes you can see and hear Black Operatives speaking about the situation. Unfortunately, these guys aren't your friends - they are your new enemy!

Break the grate quickly with a wrench and eliminate the operatives with your Desert Eagle. There are several more operatives in this hangar, some to the left and one to the right. Eliminate them all. Alternatively, you can enter the hangar through a door across from the vent shaft, but you might endanger the medic (and he must survive!). Search the crates for some health and ammunition and be sure to collect the weapons left behind by the operatives.

Locate the purple hangar door at one end and press the switch to its right to open it up. Make sure the medic is with you, then enter. A wounded engineer rests inside. Use the medic to heal the engineer (just get the medic close to him). Break the crates in here for some ammunition and health, then retreat through the door on the opposite side of the hangar (the one with the board in front of it) to exit. Be sure to eliminate the trip mines from a safe distance. When back outside, guide the engineer to the locked door labeled "Secure Access," and he'll open it right up.

Unfortunately, the engineer will run inside and likely get annihilated by the sentry gun. Take out the gun yourself and follow the hall. Pick up the satchel charge and destroy the trip mines. Head down the stairs until you come upon two soldiers, one carrying the powerful M-249 machine gun. Make them follow you into the warehouse and get ready for a serious fire-fight.

Inside the warehouse you'll find more than a half dozen Black Operatives. These guys are quick and will hide behind and even jump atop boxes to avoid your fire. Eliminate them. Take cover behind boxes and use grenades or satchel charges to lure them from their hiding spots. When you're finished, walk to the back area of the warehouse and pull the switch at the end of the stairs. You'll see a door opening labeled "Secure Access." Proceed through. You're now on the transit track - but you're not safe yet!

Stay to the left and enter the first alcove on your left to gain some health and ammunition. When you're ready, cross the tracks on the right (be sure not to step on them) and be prepared for many more Black Ops. Move slowly and try not to be in front of your soldier





friends, or the level's name, "Friendly Fire," will have new meaning. Eliminate the operatives as you move through the corridor. Break crates and enter a storage room for health and additional ammunition. There's another storage room on the right with an armor recharge station.



Shoot the switch on the right side of the tracks, and the tram will move to the right.

Ascend the stairs at the end of the storage room and pull the switch. This opens another secure-access door. Return to ground level and hop on the tram. Use the action key on the tram to get it moving. Back it up past the switch on your left (the red arrow key). Turn around and spot the switch now on your right. Shoot the switch with your pistol to change the direction on the tracks. Move the tram toward the switch and it will now follow the track to the right.





While riding the tram, beware of the electric wire dangling in the center of the track. At the end, you'll find an operative behind some sandbags on the left. Eliminate him and hop through the broken glass into the room on the left. Grab the rocket launcher and ammo from the shelves on the right side of the room. Move the small white crate against the barrel and leap onto the pipe crossing through the center of the room. Climb the pipe and jump into the ceiling area. Break the grate, crawl through the vent shaft, and the level ends.



Leaping up on this pipe is tricky. Position the moveable box near its base and jump onto its left side.





WE ARE NOT ALONE

OBJECTIVE: Take a brief trip to Xen and understand the magnitude of the situation at Black Mesa.

After emerging from the vent shaft, locate the armor and health stations on the right. Fill up if needed. Head through the corridor to the left until you reach the door. You should hear a scientist barking orders to Freeman just on the other side. Press the switch to the left of the door and the door will open. Watch Freeman jump into the teleporter (just as he did in the original game). You can follow him if you wish, but you won't survive.

Instead, as the carnage occurs all around you, spot the ladder to the right and ascend. Take out the floating alien beasts with your machine gun and watch for a gurney on the right side of the room to plummet to the ground. Jump to it either from the ground or from the higher platform and ascend until you reach the teleporter. Dive inside to travel to Xen.

When you land on the platform, look to the left and leap to the platform with the dead body and backpack, then bounce to the platform ahead. Leap to the next platform straight ahead. During the leap you should hear a warp-in noise as well as a man screaming. Get to the forward edge of this platform to avoid the scientist dropping from above. Grab the displacer weapon he leaves behind.

Turn around and use the bounce pad to land on the platform a little to the right of your position (and very high up). It's the one to the right of the platform with the houndeyes. Eliminate the houndeyes with your pistol and leap to the platform they occupied. Use the bounce pad to reach the high platform just to the left of the rocks and the teleport bubble that leads back to the real world.

Face the teleport bubble and leap to it. When you land on top, you'll be whisked away from Xen and returned to the equally dangerous world of Earth.



CRUSH DEPTH

OBJECTIVE: Operate the transporter devices and make your way through several tanks occupied by aquatic beasts.

Use the lift located just ahead of you to descend to the next floor. Upon exiting, you can search the rooms on the left, but you'll find a retinal scanner that you can't yet get past. Instead, proceed to the right and through the doors into the area labeled "Hydrofauna Studies Laboratory." Break the glass door by simply walking through it.

In the next area, you'll see a trapped scientist on the right (through some glass and he's underwater), some pit drones on the left, and health and armor stations ahead. Deal with the pit drones, then heal any wounds with the stations. Approach the control panel where the pit drones were hanging out and press the button. The trapped scientist will be teleported into your room and will offer help. Lead him back to the retinal scanner to the left side of the elevator you entered from.

Go through the doorway and ask the scientist to follow. Kill the bullsquid hanging out in this hall. Pick up the packs of plutonium on the right side of the room. You can guide the scientist to the next retinal scanner if you wish, but an electrical discharge will kill the poor guy. Instead, return to the area where you found the bullsquid and approach the water tanks. The middle tank is broken, revealing a ladder. Hop inside and ascend.

At the top you'll find a dimly lit room with several pit drones scurrying around. Eliminate them with some explosives and hop to the upper level via the open crate. Approach the end of the room, and a hole will appear in the right wall and the ceiling, revealing more pit drones. Take them out, then follow this upper level to the end, where you'll spot an open vent shaft (you might need to use night vision to see here). Crawl to the grate at the end and bust it open with the wrench. Fall into the next area and turn to the right.

Here you'll find another teleporter like the one you just used to free the scientist. Before hopping inside, walk past it and grab the plutonium ammunition. Enter the teleporter and press the button. Watch the cutscene, and moments later you'll emerge in the water behind the glass wall. Spot the vent shaft and swim inside. Break any grates you come to, and you'll eventually emerge inside another water-filled area. Inside you'll see a grate you can't break (and an aquatic beast behind it) and a ladder. Ascend the ladder.





Battle the zombies and headcrabs in the next area. Pick up the health power-up on the floor and spot the armor recharge station to the left. Continue into the corridor, and you'll end up at a valve wheel. Turn the wheel, which opens that unbreakable grate leading into the aquatic-beast zone. Time to go swimming again!

Leap back into the water and swim through the now-opened gate. Dodge the monster and locate another valve wheel at the far end. Turn the wheel, closing the door behind you and pressurizing the room. If you're low on oxygen, swim to the top of the lowering water and breathe the air. Head through the exit once it opens. The button ahead doesn't work, so turn left and follow the hall around to the right. Bolts of electricity block your path. Spot the electric box on the far wall. Destroy it with any projectile weapon. Once the beams die out, proceed and head through the doorway on the left.



The power box controlling these beams lies on the far wall. Destroy it with a projectile weapon.





When you enter the room, some pit drones and a shock trooper emerge. The pit drones aren't much trouble, but the shock trooper packs a punch. Use an explosive weapon to terminate the beast quickly. When it dies, approach the weapon it dropped (actually a living organism). It will automatically leap into your arms; you now have the shock roach. Grab the plutonium ammo from this room and continue on through the doorway.

Locate the button on the right wall and press it. Enter the next corridor, pick up the plutonium ammo, and spot the teleporter bubble near the ceiling. Jump up inside. Spot the teleporter bubble just ahead of you and leap to the platform. Walk into the teleporter and return to Earth on the other side of that door you just left. Press the button behind you and enter the door that opens.

You can make the jump ahead, but it won't serve any purpose because the door is locked. Dive into the water and locate the hole in the glass. Swim out, then look straight up to spot the grate. Swim to the grate and open it with the wrench. Leap out onto the walkway to begin the next level.

VICARIOUS REALITY

OBJECTIVE: Make your way through several observation areas and gain the use of the barnacle. You'll need to use the alien as a grappling hook to reach higher areas of the facility.

Climb out of this recess by hopping onto the ledge on the right-hand wall and then over the railing. Take out the headcrabs that crawl about. Grab the ammunition from the dead security officer and the health pack near the deceased scientist and continue up the steps. Follow the sign into the "Specimen Observation Area" as the corridor heads to the left. Head down the red-lit hallway to the end; however, the door here is locked. Turn around and retrace your steps. As you go, two pit drones and a shock trooper warp in. Eliminate them. Keep in mind that the shock trooper's roach will now attack you, so you must eliminate it as well.

The arrival of the pit drones and shock trooper blew out the window leading into the observation area. Leap through the broken glass and prepare for battle. Another new creature, the voltigore, emerges. This thing is gigantic and possesses devastating long-range and





short-range weapons. Use the rocks in the courtyard as cover and continually circle the beast. Take out the creature with explosive weaponry for best and quickest results.

When completed, locate the door on the right wall and press the button to usher yourself through. Walk to the lift at the end of the hall. Press the button to lower the lift, hop on, and press the button ahead to ride up. You'll enter a laboratory with all sorts of alien specimens. Look out for the superzombie on your left as you enter.

Explore the left side of the lab and pick up the snarks from the rightmost pen on the left side of this area. If you explore the right side of the lab, look out for the headcrabs inside the broken cage. The door out of the area is on the left side of the lab around a wall. Go through it and use the health station on the right if needed.

Turn left at the intersection and enter each storage room for goodies. Look out for the headcrab inside the left room. You'll find plutonium ammo as well as armor power-ups. Don't forget to break apart the small boxes with your wrench! Approach the elevator at the end of the hall. The button is not working, so break apart the glass doors with your wrench. Jump through and climb through to the top of the elevator via the open panel.



Jump from the top of the elevator shaft onto this door. Don't worry, it won't fall off.





Ascend the ladder here to the very top of the area and hop down onto the ledge. Look just below your position to spot another entrance and a door jutting out. The door will serve as a safe landing area. Jump down onto the door. You'll hear glass break, but don't worry, you'll survive. Proceed down the hall as it winds to the left (to the right is a clutter of debris).

Follow the corridor through two doors and then take your first left to the elevator. Press the button to call the lift, then enter. Press the new button to activate the lift. Exit and head to the right. Use the health station if necessary. Enter the next room and face off against a few pit drones. Follow the ramp up in the back of the room and grab the armor power-up. Look to the left and spot the window overlooking another observation area. Break the window with any weapon and hop down to the first ledge overlooking the room.

Eliminate the bullsquid and houndeyes from this high position. Walk down either the right or left walkways into the room below. Stay away from those tentacle things. If you need health, walk into the blue water pool and your health will be regenerated at a slow rate. Locate the exit door down here. Press the button next to the door and proceed through. Use the button on the right wall to control the next small lift. Enter the room ahead of you and continue to the right, picking up the spore launcher just outside the broken cage.

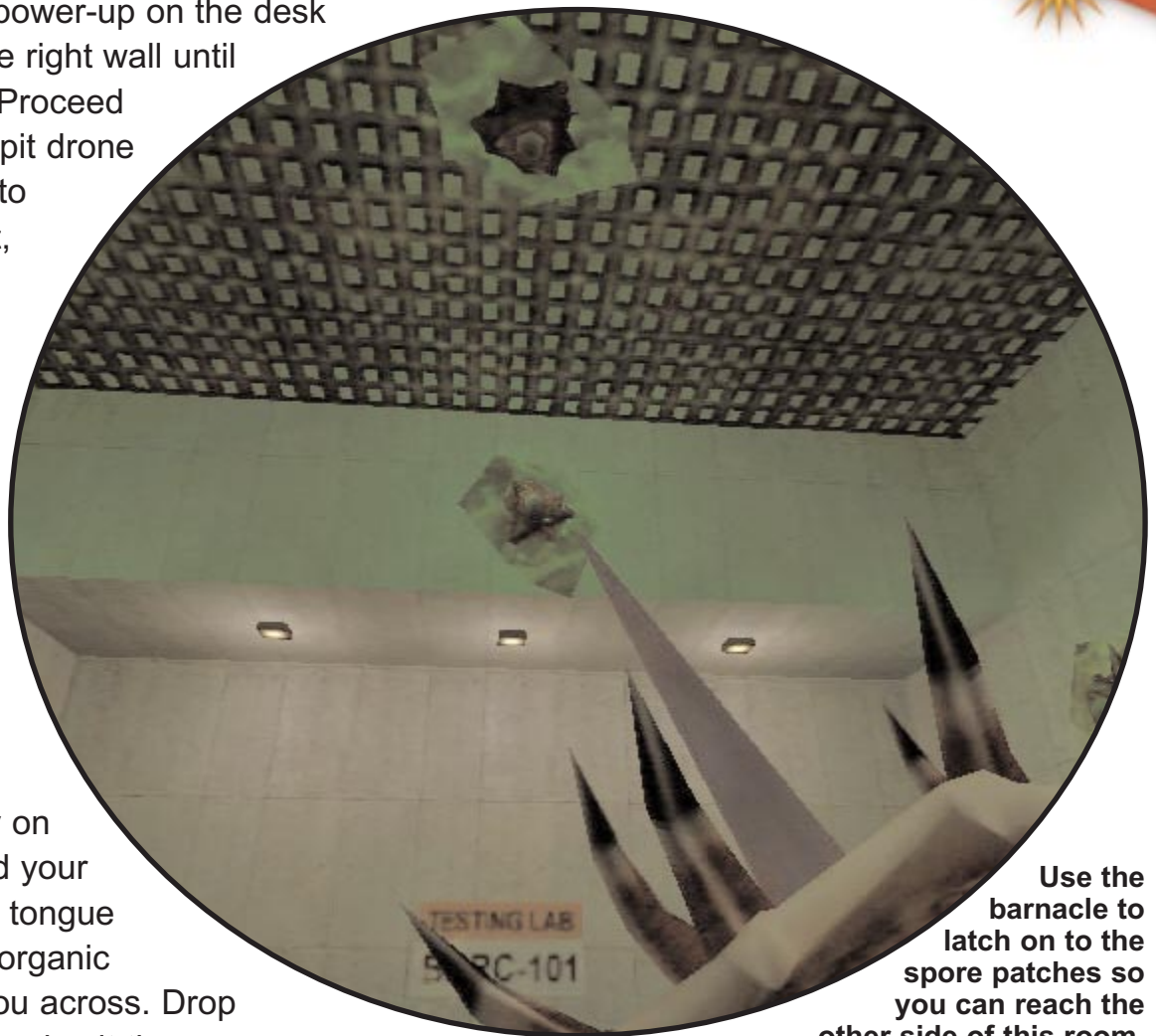
Follow the next hall, passing the door on the right (it leads back to a previously visited area on this level) and heading into the next room. Eliminate the super zombie. Grab the green ball from the cage at the end of the room (you'll need to break the glass with the wrench, then jump inside). This is a spore, which is ammo for the launcher you just obtained. Follow the hall into the next "Specimen Observation Area." You'll eventually arrive at a door on the right. Walk through the doorway and down into the recessed room.

Eliminate the hyper houndeyes and locate the exit door. Head through it into a room with barnacles on the right (safely inside cages). Approach the front of these cages and press the button to listen to a scientist's speech about using the barnacle as a handy rope device. When he's finished speaking, exit through the next door and locate the barnacle gun on the last cage on the left side. Grab it and head into the next door.





Pick up the armor power-up on the desk to the right. Hug the right wall until you spot the door. Proceed through. There's a pit drone ahead of you, one to your immediate left, and one in the pit below. Eliminate them all. If you wish, drop down into the pit and pick up some ammo for your spore launcher. To cross the gap, you must use the barnacle. Fire it at the spore blob just above the walkway on the other side. Hold your fire button, and the tongue will latch on to the organic material and pull you across. Drop down to the ledge and exit the room.



Use the barnacle to latch on to the spore patches so you can reach the other side of this room.

Head up the lift into a red-tinted room with barnacles on the ceiling. Inside, you'll also find some headcrabs. For style points, use the barnacle gun to suck the headcrabs into its jaws. It's much easier to use a pistol though. Head to the door on the other side and up another lift. At the top, look out for some pit drones and another shock trooper. Once they're defeated, use the health station ahead.

If you want additional armor power-ups and health and don't mind a few alien creatures, head past the health station to the lift. Ride the lift and combat some pit drones and a shock trooper. Follow the hall to the right into a control room with many crates and locate an adjacent room with a health station. Break the crates with your wrench to grab several armor power-ups. When finished, return to the room where you encountered the shock trooper a moment ago. Ascend the stairs and proceed through the door.





Head through the doors and go inside another observation room, where you'll see those nasty tentacles from the original Half-Life! These large green meanies are distracted by sound. When you move, they'll attempt to home in on you with their gigantic claw. To confuse them, toss a grenade or other explosive device. As they search for the sound it creates, make your way past them. Spot the spore blobs up near the ceiling and over a ledge. That's your goal.

Proceed through the observation area, confusing both tentacles with explosions, and use the barnacle on the spores. Rise up to the top and fall down into the hole below. If you fall to the ledge, you'll be in striking distance of the second tentacle, so be careful. Once inside the hole, crawl through the vent shaft (using night vision if necessary) and emerge into a room with a dead soldier and a radio. Walk down the staircase and use the radio. The officer mentions some battle against a worm creature. Grab the ammo located inside the room, as well as the health pack.

To the left of the radio spot the switch box. Pull the lever to turn off the fan inside the room. Once the power is off, the fan will stop and you can break the grate and crawl inside the vent shaft. Follow the shaft (again, use night vision if necessary). As you approach the end, the level concludes and you fall into a room below.

PIT WORM'S NEST

OBJECTIVE: Discover a way to terminate the pit worm creature so you can extend the bridge leading to the next area.

Drop down into the water below. Break the crates in here for several armor and health power-ups. When finished, head through the door ahead by leaping up so it opens then jumping inside. Kill the bullsquid waiting at the end of the hall. Break the crate on the right for additional health. When ready, open the door on the left by using the lever. Climb the ladder at the end of the room. At the top, grab all the weapons scattered around the dead soldiers. They'll provide additional ammo. Continue down the hall and enter the area marked "Black Mesa Waste Processing Area 3."





Inside you'll find the pit worm and its nest. Don't bother attempting to fire weapons at the beast. You must find an alternate way of eliminating the creature. While the pit worm is gyrating, drop down to the ground floor and run into the doorway on the right side to the door marked "Primary Pump Gearbox." Pull the lever on the right wall to open the door and proceed inside.

After going through the door, eliminate the pit drone. Descend the ladder here to the bottom floor, grabbing the ammo pickups along the way. Enter the next area and find another pit drone. Again, kill the creature and grab any ammo scattered around. Enter the doorway at the end of the hall with all the crates. Break some crates if you wish and grab the goodies. Locate a small box on the left side of the room and leap over the crates to the doorway on the other side of the box. Follow the hallway, jumping over the toxic sludge and avoiding the barnacles. Locate the lift at the end of the hall and press the button to ascend.

Follow the hall around to the left. Kill the two pit drones occupying the control room overlooking the crates. When finished, press the button on the control panel to begin the compactor. Watch as the compacting device destroys the crates inside the room. Go back down the lift, over the sludge, and to the room that used to house the crates.

Enter the room and grab any power-ups left behind by the crates. Locate the grate in the center of the room (it was concealed by crates before) and break it with your wrench. Fall into the room below; you'll land in water. Find the small ladder on one wall and ascend. Break the glass panel at the top with your wrench. Follow the room until you reach a control switch marked "Gearbox Pump On." Eliminate the bullsquid waiting out front, then use the action key on the switch.

The room begins to fill with water. Return to the room just below the compactor room (you'll see the hole you fell through on the ceiling). As the water rises in the room, rise with it. When you reach the hole in the ceiling, climb through it and into the compactor room. Exit and make your way back to the pit worm area.

As soon as you see the pit worm in the room ahead, walk out and follow the catwalk to the left and then forward. Enter the alcove and spot the door marked "Toxic Disposal Basin." Go through the doorway. You're now in the control room. You can't do anything in here yet, so simply run across to the door on the far side of the room marked "Main Pressure Valve" and open it. Follow the hall until you come across a pit drone. Eliminate the beast and collect the





health power-up and ammo. Climb the ladder and deal with two more pit drones. Again, collect the health and ammo. At the end of the hall you'll find a switch activating the "Steam Vent." Flip the switch and watch the doors above the pit worm open.

After throwing the switch, your next goal is to reach the area across from you (you can spot the wheel valve from here), just underneath the spore patch. To get to that area, ready your barnacle gun and jump down to the catwalk below your current platform. Run under the spore patch and use the barnacle gun to lift yourself up. Drop down in front of the "Pressure Valve" and turn the wheel. Once both lights are illuminated, drop down onto the catwalk and enter the door ahead of you (you should see "Maintenance Access" on the right-hand wall).

Kill the pit drones waiting for you here and follow the hall to the right. Drop down off the broken staircase and turn around to face the crates. Break them if you want additional power-ups. Locate the vent shaft on the left wall. Break the grate with your wrench and enter. You'll reach the end of the shaft and enter the control room you passed a moment ago. Drop inside and run toward the switch marked "Flush Toxic Waste."

Watch the pit worm get boiled by the toxic waste. Turn around and go through the doorway behind you (pull the lever on the left). You'll enter the area with the broken staircase. Leap up to the top of the staircase by using the moveable block. Follow the hall back into the pit worm room and ascend the ladder on the left. At the top, locate the now-operational bridge controls and press the button. Watch the bridge extend, then leap down to cross it. Open the door on the other side to complete the level.

FOXTROT UNIFORM

OBJECTIVE: Traverse warehouses and underground tunnels, battling Black Ops and alien creatures as you make your way to the Black Ops staging grounds and discover their "delivery."

Enter the door ahead. Inside a bullsquid attacks from long range. Eliminate the creature and follow the catwalks until you spot a doorway on the right. Enter the door and kill another bullsquid. Raid the crates here for health and armor pickups. Look toward the ceiling to see the spore patch over a ledge. Use the barnacle gun as a grappling hook to pull yourself up onto





that ledge. Turn to the right to locate another spore patch. Again, use the barnacle gun to pull yourself up to the top ledge. When you land, you'll spot a ladder ahead of you. Ascend the ladder.

When you reach the top, you'll see a truck pull up ahead of you and some Black Ops exiting. Get ready for a fight. Use the crates ahead of you as cover, but be careful, because these operatives are crafty and will toss grenades at your position. Grab the M-249 machine gun inside the crate if you don't already have one. Take out the Black Ops and approach the truck. To the left you'll see another operative manning a sentry gun. Either kill the operative or shoot the explosive orange crates next to him. Make sure you also collect the operatives' ammo and weapons as you move on.



When you reach the dead end, use the barnacle as a grappling hook and latch on to the spore patches.





Spot the crates forming a ramp on the left side of the area. Climb through them and prepare for a battle. As you exit, there will be three more operatives ahead of you. One of them fires from a tower above. Eliminate the operatives (use the Desert Eagle on the one positioned high up) and drop down. Raid the crates for any goodies and continue forward until you spot the crawl space on the right.

As you emerge from the tunnel, you'll find two friendly soldiers waiting on the other side. Grab all the ammunition from inside this room (as well as the health and armor pickups) and use the action button on the soldiers so they'll follow you. Exit through the door behind them and immediately look to the right - there's an operative in the tower above. Take him out.

There's a sniper in this area that needs to be taken care of quickly. To reach him, head forward from the exit and take the first right turn. There are more operatives here, so deal with them. Don't worry about the sniper. As long as you stay near the crates, he can't get a shot at you. Once the floor area is secure, turn left at the next opportunity and spot the doorway. Head inside and up the ladder to reach the sniper's position. Eliminate the sniper and grab his weapon as well as the ammo resting behind him.

From the sniper's roost exit the doorway and take the first right. You'll see an alley ahead of you filled with trip mines. Don't bother. Take a right and then the first left to locate an alley not filled with trip mines. Proceed. At the end, Black Ops will attack you. Defeat them (make sure your pals are helping out) and head into the next courtyard.

Take the first left into a small storage room. There are two operatives inside. Deal with them and grab all the health and ammo located inside the two storage rooms. When you're finished, exit through the door you came in from and turn left to head deeper into the courtyard. Clean up any remaining operatives in the area and bust the crates for additional pickups if you wish. When you're ready, head through the open red doors ahead of you. Stay to the left around the doors to enter the next area.

Inside the next area you'll witness a fight between some shock troopers and Black Ops. Sit back and enjoy the show. If anyone attacks you, eliminate them, or just start firing and take them all out while they're confused. When the area is secure, break some crates for health and ammo. Locate the ladder leading down on the left platform. Descend the ladder into the underground tunnel.





You'll enter an extremely dark tunnel filled with voltigores. Your task ahead is not easy. Turn on your night vision so you can see. Hopefully you've been stocking up on explosives. If not, you'll just have to resort to the trusty machine gun. Follow the hallway around to the left and under the grassy vines. You'll hear an explosion. At the next intersection, look out. Walk out slightly to trigger the voltigores to the left. Back up and eliminate them from a safe distance. Dodge their electricity weapon if fired upon.

The exit to the tunnel lies to the far left side of this area, but you can't run through it or you'll become overwhelmed by voltigores. Take your time moving across the tunnel and eliminating the voltigores one at a time. When you reach the far end, you'll see a pipe running adjacent to the wall. Crawl under the pipe and to the well-lit area on the other side. Defeat a few more voltigores and head into the water-filled tunnel.

Take a right and climb up the ladder on your right. Ahead you'll see several charging pit drones coming from an open door. If you kill the pit drones, they'll just keep coming. Try to run past them and pull the lever inside the door. Exit the door and it will close. Eliminate the pit drones. Leap over the crates to the other side and perform the same action so you aren't overwhelmed with drones. When finished, head through the dark tunnel on the side opposite where you entered from to fight more voltigores. Switch on your night vision again.

The way through the tunnels is basically straight ahead. You'll have to do a few left and right turns, but keep moving forward from the entrance position. Move slowly, taking out the voltigores, and enter an area with eggs and baby voltigores. Eliminate them (thankfully they're much easier than their adult version). Continue until you spot some pipes up ahead. Crawl and go to the right into a well-lit area with a ladder on the left.

Climb the ladder and three soldiers will greet you. The engineer uses his blowtorch to open the grate, then you can climb inside. Grab all the ammunition from the room and use the medic to heal any remaining wounds. Use the action key to get the soldiers to follow you, then head through the exit ahead. Turn left inside the new room and spot the shock trooper running by up ahead.

When you exit this room, you'll engage in a battle with a voltigore and many shock troopers. Try to lure them to the exit so your team of soldiers can assist in the battle. Eliminate all alien creatures and grab all the ammo and health lying around. Follow the path to the right to find more shock troopers. You'll walk through an open crate. Continue to fight and





advance around another corner (you'll spot the smoldering remains of a fire on the right). Battle more shock troopers and press forward. You'll face off against another voltigore to the left.

Follow the path through the crates to the right until you reach the open door marked "Secure Access." Proceed inside the dark tunnel as it winds around until you reach the area with the health and armor station. If you peer through the door you'll see a huge beast on top of the dam being held down by several soldiers. If you look quickly to the left, you'll see the G-Man. Use the health and armor stations if necessary and head outside.

Don't bother trying to shoot at the beast (and don't get too close or he'll attack with his foot-stomp action). Instead, leap into the water off the dam on the left. Swim to the far cliff and spot the spore patch up above. Pull out your barnacle gun and use it as a grappling hook to reach the ledge on the other side. As soon as you land, a few shock troopers will warp in. Eliminate them. Face the beast and spot the detonation lever. Push the lever to blow apart the dam and kill the creature. Hop inside the hole exposed by the explosion and fall down into the sewer system to complete the level.

"THE PACKAGE"

OBJECTIVE: Learn the Black Operatives' plans to detonate a warhead at the Black Mesa facility. Locate the warhead and disarm the bomb.

Head out of the sewer via the broken grate on the left. Walk up the sand and approach the two soldiers. Speak with them and use the action key to get them to follow you. Head right into the valley. They'll charge through the mountains. Take out the Black Ops guy hiding in the water ahead. Around the corner there's an operative manning a sentry gun. Use the sniper rifle to eliminate him. If you're out of sniper rounds, use the rocket launcher or spore launcher. Otherwise, you'll have a tough time knocking him off his position.

After knocking out the operative behind the sentry gun, approach and collect the health packs just behind him. Walk toward the downed aircraft. Two more operatives approach from the left. Eliminate them and head into the valley they appeared from. It's just beyond the aircraft and to the left. Follow this path until it turns to the left. You'll spot a small outpost. On the left side of the outpost is a large mounted gun. As you approach, an operative manning the gun points it in your direction and lobs artillery shells.





Run directly at the gun to the wall just beneath it. Hugging this wall, walk to the right and back up until you can see the head of the operative working the controls. Use the sniper rifle or other weapon to take him out. Turn around and spot the gray door. Head inside and eliminate the operative to the right. Walk down the stairs and use the radio. According to the officer, he and his men are pinned in a battle against the Black Ops. Exit through the door you came in.

Two more operatives have arrived outside. Eliminate them. Before continuing, if you wish, you can go behind the structure on the left and grab some armor, health, and M-249 ammunition. Keep in mind, though, that if you head down there, it will trigger three shock troopers to warp in. Once you're finished, look for the open panel on the far-left structure in this area. Head inside. Grab the health and M-249 ammunition. Walk to the pipes in the back of the room and spot the gap between them. Use the green crates. Jump on top of them, then leap between the pipes.

Continue through the red corridor. After you emerge, ascend the staircase. Look out for several more operatives. When you reach the intersection at the top of one of the flights, turn right into a storage room. Eliminate the operatives and collect goodies from the crates. Resume your course up the stairs.



Use the mounted gun to destroy the fence and gate protecting the ordnance storage facility.





Exit the door at the top, and you'll emerge on the roof with the mounted gun. In the distance, two alien slaves warp in, then teleport just behind you. Watch for them and kill them. Use the controls on the gun to point the weapon at the fence and closed gate on the right side of the area. You can change both the direction and elevation of the gun. Don't worry, you can keep firing until you get it right. Once the gate blows apart, the red door opens and a voltigore and two shock troopers emerge. Use the mounted gun to destroy them, but if they get too close, just hop down and use conventional weapons.

Head through the small door to the right of the main door. Follow the hallway until you see a doorway leading back outside. You'll see a voltigore, two shock troopers, and a helicopter. Lure the aliens into the hall and eliminate them with explosives. When it's just the helicopter outside, run to the right into the dark doorway. Look out for the shock trooper hiding on the left. Grab two health packs here. Continue through the room up the staircase in the back. You'll emerge on a rooftop. The helicopter is quite powerful, so you should try to remain out of view as much as possible. Use the rocket launcher, displacer, or spore launcher to take out the helicopter. Run through the cracks in the wall ahead once the helicopter is downed.

Turn to the left, proceed under the wires, and climb up the ladder. On top of the roof, hop onto the small ledge and then onto the boxes and finally onto the roof of the adjacent room. Make your way across the roof and fall down into the closed-in alcove with the red door on the left. Crawl under the left side of the door and proceed through the door on the left. Grab the ammunition and the rocket launcher here.

Look at the end of the room and spot the electric switch box. Pull the lever to turn off the electricity to some wires outside. Go back under the red door and up the ladder on the right. While on the roof, look to the left to spot the wire acting like a crossing to the other side. Cross the wire (just stay in the center and you won't fall) and leap up onto the roof of the next room. Grab the health pack and go right until you spot the open grate in the ceiling. Fall inside and down into the parking area.

When you fall down, a few pit drones will attack. Eliminate them and grab the health and ammo from the parking booth. Look out for a shock trooper on the right. Take him out and continue down the garage around the corner. You'll see Black Ops and aliens battling. Let them fight, and take out any survivors. As you enter the room, more Black Ops will drop down out of a ceiling grate.





When the area is clear, raid the crates for items, then leap onto the hood of the vehicle. Climb up into the grate next to the security guard. Speak with him to learn about the operatives' plans. Crawl through the vent shaft and fall down into another garage. Two operatives will attack almost immediately. Eliminate them. Raid the crates if you wish. Approach the window to hear the security guard report that the bomb is just around the corner. From the window, go around to the right and through the gate. Two operatives stand near the truck with the bomb. Use the sniper rifle and eliminate them from a distance.

Hop onto the truck and use the action key to defuse the bomb. Return to the security guard and set him free. Grab the goodies from the crates and continue into this room. Look through the window to see the G-Man doing something with the bomb. Grab all the ammunition from the shelves and crates and use the button to lower the lift into the next area.

WORLDS COLLIDE

OBJECTIVE: Battle through the Black Ops staging grounds and enter the final room to fight an enormous alien creature emerging from a Xen portal.

After riding down the lift, enter the storage room. As the security guard mentioned, this area is where the Black Ops are hiding out. As soon as you venture down any row of crates, you'll come under attack from virtually all sides. Use weapons that eliminate the operatives quickly, such as the spore launcher, rocket launcher, M-249, or MP-5 grenades. Stay in a corner if possible so you won't get flanked from behind.

Make your way slowly through the warehouse, taking care not to advance too far and trigger multiple guards. Take them one at a time if possible, but always back into a corner, either against the wall or a crate, so you don't get shot at from all directions. Eventually you'll find yourself just in front of a set of huge crates moving on pulleys. To the left you'll spot an operative manning a sentry gun. He's got a quick trigger finger, so eliminating him is tough. Use the rocket or spore launcher, strafe out quickly, and fire a round at the sentry gun.

Once the operative's eliminated, kill any remaining operatives and hop over to the sentry gun. You can control the gun yourself. Just press the "use" button while standing behind the gun. You'll notice that in the area you just occupied, several operatives have emerged. Use





the sentry gun to mow them down. When finished, head toward the left and around the crates. You'll spot some smaller white boxes. Jump onto them and to the ledge above.

Walk straight and take the second left. You'll notice the walkway below and likely another operative. Take out the operative. Look down the tunnel to the right. Your goal is to run into the alcoves while the moving crates are momentarily paused. Time your dash and run into the alcove on the left. When the moving crates pause again, run into the next portion of the warehouse on the right.

Look out for more operatives here and find the lift on the right side of the room. Head up and follow the catwalk around to the right until you're overlooking a room and two swinging crates. Watch the battle below between the Black Ops and more aliens. Take out the enemies from this high location. Only when the room is secure should you attempt to make the jump to the next crate.

Leap to the first crate. When the two crates are swinging in unison (meaning when they are almost touching), jump to the second crate. From there, turn right and leap to the red crates. Your goal is to get to the ground, so make your way down the crates and to the ground floor. Locate the door at the back left area of this room. You'll emerge into a room with a security officer, a health station, and an armor station. Use the stations and replenish your supplies using the crates and the shelves.

Approach the lift on the right side of the room and press the button to head down. At the bottom you'll enter a sort of wind tunnel. Approach the large vent at the end and head down the staircase. At the bottom, locate the door and press the button to head inside.

You're now just outside the area containing the game's final boss. Defeating the boss is both simple and complex. The way to kill the boss is easy, but going about it could be complicated. The first room you enter will have a ladder and a rope. The ladder doesn't reach the top of the walkway, so don't bother with it. Climb the rope and leap to the catwalk. Notice the patch of blue liquid in the corner. When you stand in the liquid, you're slowly healed. Keep it in mind during the battle and return here when you need healing.





Walk into the next room and spot the large pink portal on your right. The monster will enter shortly. There are two sentry guns positioned at the end of two platforms. A catwalk connects the platforms, but that catwalk has a tendency to break apart during the battle.

To defeat the beast, you must shoot out both its eyes with the two guns. Once the eyes are shot, the creature opens its belly, exposing a pink orb. You then must use the sentry gun to shoot inside its belly until it roars in pain. You must repeat this four times. Since you must shoot each eye first before the belly opens, you must return to each sentry gun during the fight.



After blowing out each eye, use the sentry gun to shoot the pink orb inside the boss's belly.





As the room gets damaged, it'll become difficult to get back to each gun. There's a spore patch on the left platform that you can use with the barnacle gun. There's also a ladder on the left platform you can descend to return to the room with the rope. From there, you can gain access to the right-side platform.

Another problem is that each time you shoot the boss's belly, he spits out an orb that warps in a shock trooper. Try to defeat these shock troopers quickly (use the spore launcher or rocket launcher) and don't let them gain in number. Again, remember to retreat to the blue liquid for healing.

Once you have defeated the boss, the screen will fade to black, and you'll find yourself on an aircraft speaking with the G-Man. Watch the ending scene and observe the fate of Adrian Shephard.



CHAPTER 5

Cheat Codes and Easter Eggs

Have you defeated Opposing Force but want to play through the entire game within the comfort of god mode or the freedom of noclip mode? Or maybe you're horribly stuck and out of ammunition just outside a warehouse full of Black Operatives. If you fall into either category, then this section is for you. Below you'll find a list of cheat codes for Half-Life: Opposing Force as well as some "Easter eggs," or areas and situations in the game you might have missed during your first play through.

WARNING!

USING OPPOSING FORCE CHEAT CODES REQUIRES YOU TO EDIT THE SHORTCUT THAT LAUNCHES THE CONSOLE-ENABLED VERSION OF OPPOSING FORCE. IF YOU'RE UNEASY OR UNSURE ABOUT FOLLOWING THE INSTRUCTIONS BELOW, THEN DON'T EDIT THE SHORTCUT. CONSULT THE WINDOWS HELP SYSTEM OR ASK FOR HELP FROM FELLOW OPPOSING FORCE PLAYERS ONLINE.

CHEAT CODES

To enable Half-Life: Opposing Force cheats, add the command line "-dev" to the executable (edit the shortcut "Opposing Force Console" with Windows' start menu advanced properties) and launch the game in console mode by running "Opposing Force Console" in your start menu. Now when you launch Opposing Force, you'll have access to the console.

Open the console anytime during gameplay by pressing the tilde ("~") key. You'll notice another screen move halfway down the gameplay screen. To use the following cheats, just type any of the following with the console open:





/GOD

This cheat toggles god mode. While you'll still take damage to your armor reserve, your health will always remain unscathed. To turn off god mode, just enter the code again.

NOCLIP

This cheat toggles no clipping. With no clipping enabled, you can walk through walls and even float to other parts of the level. Keep in mind that if you venture out where there are no "rooms," you'll see a blurry mess of disjointed areas of the level.

SV_CHEATS 1

To obtain full weapons and ammunition, after running *Opposing Force* with the "-dev" command line in console mode, you must type "sv_cheats 1" at the console. Once enabled, enter another area of the level (so it loads an additional section) and type the following: impulse 101.

IMPULSE 101

This cheat provides full weapons with ammunition. For additional ammunition, just repeat the command.

When you use the impulse 101 cheat, you'll gain not only all the *Opposing Force* weapons, but all the weapons from the original *Half-Life* that don't appear in *Opposing Force*'s single-player game. Ever wanted to see how a shock trooper fares against the hornet gun? Use impulse 101, and you'll soon find out.

EASTER EGGS

Opposing Force's displacer cannon lets you visit the alien world of Xen during the single-player campaign. Your destination in Xen depends on your current location in the single-player game when the displacer is used. To teleport to Xen, press the secondary fire button on the displacer when you have at least 60 points of plutonium in your reserves.

Below are some of the helpful (and not so helpful) locations in Xen and where you'll find them in the single-player game. All Xen locations include a portal back to the real world, unless otherwise stated.





CRUSH DEPTH (BEGINNING)

Using the displacer here takes you to a circular area with a few bullsquid and armor pickups.

VICARIOUS REALITY (BEGINNING)

If you need a full heal and can't find a health station, take a trip to Xen here and find a blue healing pool as well as a trapped scientist.

VICARIOUS REALITY (AT ELEVATOR SHAFT)

This takes you to a Xen world with platforms and a flock of alien birds. Leaping to the different platforms could gain you an ammunition pack and some armor.

PIT WORM'S NEST (BEGINNING)

This teleports you to an underwater Xen location with health and armor. What is that coming out of those tubes near the surface?

PIT WORM'S NEST (GEARBOX SWITCH)

Save your game before venturing here. You plunge to your death as you appear in midair. If you look closely as you fall, you'll spot a scientist dangling from one of the platforms. At least he's still holding on.

FOXTROT UNIFORM (BEGINNING)

Head here for a safe enclosed area with a healing pool.

FOXTROT UNIFORM (ALIEN/BLACK OPS BATTLE)

This takes you to an enclosed area with bullsquid.

FOXTROT UNIFORM (NEAR THE END OF THE LEVEL)

Here you teleport to a dark set of platforms with a dangerously long fall to the return warp orb.

THE PACKAGE (BEGINNING)

Here you'll find a nice blue healing pool and a very happy scientist.

THE PACKAGE (OUTSIDE AT WIRE)

This teleports you to another underwater area with health and armor.





THE PACKAGE (END OF LEVEL)

This leads to an enclosed area resembling the one seen during Foxtrot Uniform.

WORLDS COLLIDE (BEGINNING)

This takes you to a Xen area with bullsquids and a small stream.

WORLDS COLLIDE (INSIDE BOSS ROOM)

If you're struggling for ammunition, head to Xen from here. You'll find a beautiful sky, some platforms, and an ammunition pack.

FUN OPPOSING FORCE TIDBITS

OPPOSING XEN

During your first trip to Xen, a scientist falls to his death and drops the displacer cannon. Immediately after picking up the weapon, use the secondary function, which normally transports you to Xen. But you're already in Xen! In a flash, you'll appear in a very familiar place. It's the training level from the original Half-Life! Check out that hologram and watch out for the alien slaves.

G-MAN'S ATTACHÉ

If you set yourself to noclip mode you can get a good look at the G-Man, who seems to be taunting your every move. Watch over his shoulder as he adjusts the warhead. Walk through the hangar door and find out where he goes. Move close so you can see inside his briefcase, and you'll spot some sort of ID card and a set of documents. Could those documents contain the answers to the mystery of Black Mesa?

FOLLOW FREEMAN

At the beginning of the We Are Not Alone level, if you listen carefully, you'll hear a scientist encouraging "Freeman" to hurry. That's Gordon Freeman, the character players portrayed in the original Half-Life! Try leaping into the orb to follow him to Xen. Unfortunately, you don't land over a platform like he did. For more fun, switch to noclip mode and warp inside. You can get a good look at Freeman then!





PUBLISHER GRAFFITI

When solving the Pit Worm's Nest level, look closely at the main control board, the one that features the "Flush Toxic Waste" button. If you notice the two indicators, one is called "Valve" and the other is "Gearbox." Those are the designers of Half-Life and Opposing Force respectively!

NUCLEAR SUICIDE

You'll encounter a nuclear missile on the Friendly Fire level. If you desire to destroy Black Mesa yourself, simply use a wrench and hack away at the missile's midsection. Unfortunately, after a blinding flash of white light, you won't remember much else - except to load your previous saved game.



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