

Strider Mountain Walkthrough: Map 1 OFF COURSE

MAP 1: OFF COURSE WALKTHROUGH if you need more help, visit www.stridermountain.com

Map 1 begins with a cutscene showing Gordon Freeman on a parachute. Due to the high winds he is blown **OFF COURSE** from the landing zone. Make your way to the **top of the stairs** by "ice picking" the manhacks



Opening the Door is a simple puzzle. **Look for the pipes** and use them to climb down. At the bottom you will see stairs that and climb up them to activate/open the door.



The Water Puzzle begins as you try to open the gates.



You will need to make your way to this **opening in the fence**. The water seen straight ahead is where you need to go.



And the water puzzle is complete when you **reach this point**.



After a series of opening doors, you will see this door that is closed. Move through the door to your left and you will find an **ammo/health** station. Also look for the **panel** inside and activate the button to open the door.



The next cutscene shows the **you have received the portal data point 01**



Now that the data point is retrieved and the door is now open, make your way back. You will come to a hallway where a turret is located. Look for the **grenade ammo on the left** and take the turret out.



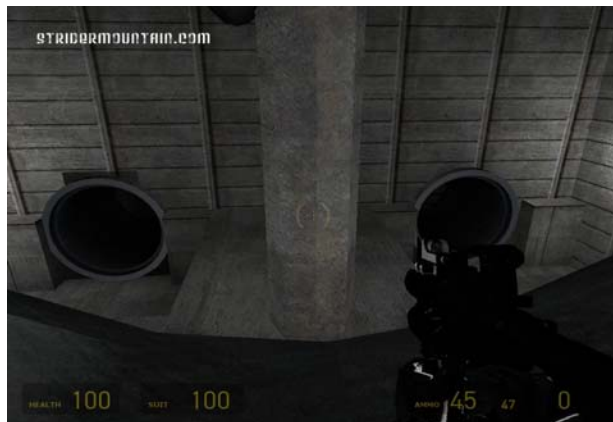
Beyond the turret is a locked door. In order to open it, you'll need to **activate this button**. There will be a fire fight with some combine so be ready.



Once you have activated the button the door is now open but the fan is started as well. Inside the fan room there is a button which shuts down the fan. **Stay to the right** and activate the fan shut off button.



Once the fan stops, walk on through. Is it the **red** pill or the **blue**? Well neither! In this case map 1 **OFF COURSE** ends and map 2 **DUE NORTH** begins by taking the **tunnel to the left**.



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