



**MAP 11: DEPTH CHARGED WALKTHROUGH** if you need more help, visit the SM forum [HERE](#) or Download a PDF VERSION [HERE](#)

Map 11: DEPTH CHARGED begins in the Baltic Strider part-o-matic machine room. Press the to activate it and then leave on the right through a vent. Crawl down along this pipe and press the button on the left to open the hatch.



There are 3 turrets in this room. After you deal with them, press the lever in this room to open the fence. Note the cubedude bread-maker model as you leave the area.



Enter this room with the button on the left. The wood crate puzzle is solved by getting up on top of that wood stack, jump to the container on the left and then jump to the electrical box in order to cat onto the catwalk.



The huge strider machine room is next. First go the the left and a cutscene with Gordon shows the room. Afterward, leave the room and the exit is through a door on the right.



As you run across the railroad tracks and deal with antlions, look for the alpha sign where the EASTER EGG is located. Then use this button to open the gate and enter the container hold.



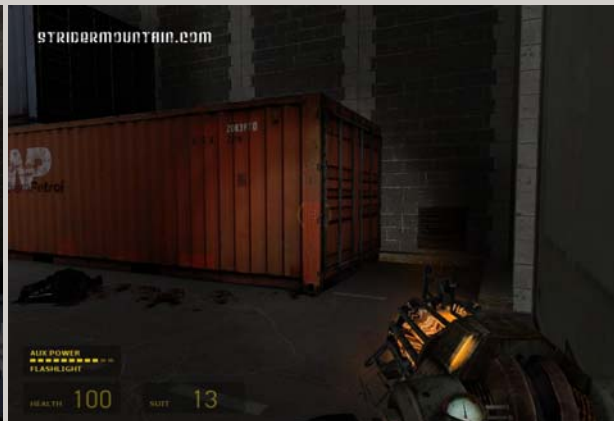
After a long battle, look for this button and then be ready for the Antlion Guard. Use this ladder and press the button at the top.



You'll to open the blue fence by entering the room to the right and find a button in the back left corner of the room. To avoid being crushed by the container, look for this space on theright.



Then climb up onto the containers, deal with these combine. At the end is this vent shaft to exit the room.



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