



A HALF LIFE 2 SINGLE PLAYER MODIFICATION

MAP 13: TUNNELS WALKTHROUGH if you need more help, visit the SM forum [HERE](#) or Download a PDF VERSION [HERE](#)

Map 13 Tunnels begins in, well a tunnel. As you enter this huge under ground area, head to the left & there is a door.



As you re enter this room, it's a good idea to snipe some of the overhead combine. Then climb the wooden plank stairs upward.



At the top of the stairs, heads toward the right and you'll find a door. This leads to a small jail where this open door can be found.



To find your way around the jail, look for this 3 as reference. Then follow the hallway to the left. Here you'll find a button. To get to the button, jump onto the rail, jump to the sidewalk on the right and then jump onto the rail in front of the button.



Head back down out of the jail and look for these burning crates. To leave the jail head to the right and you'll find the exit. Now you're back in the open area so head toward this house. Take note of the ladder, you'll need it later.



Inside the house is a button that starts a cutscene showing the cannons are now on line. Have some fun with the cannon shooting the fast zombies that have now been released from the jail.



After target practice with the cannons, use this ladder to work your way up the catwalk. You come to a button that will move these pipes together so you can now cross to the other side.



Head toward this door. Inside is the other part of the jail. Bust through this wooden barricade.



Beyond this alpha symbol is the **EASTER EGG** location. And then head through this gate. Have some grenades ready for a ground turret.



After you take out the turret, look for the pile of rocks in the corner. Use these to get up onto the pipes. Walk along the pipes to find this vent shaft to exit the jail.



As you enter back into the open area, look for this ladder to head up and out for the **DESCENT** down Strider mountain.



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