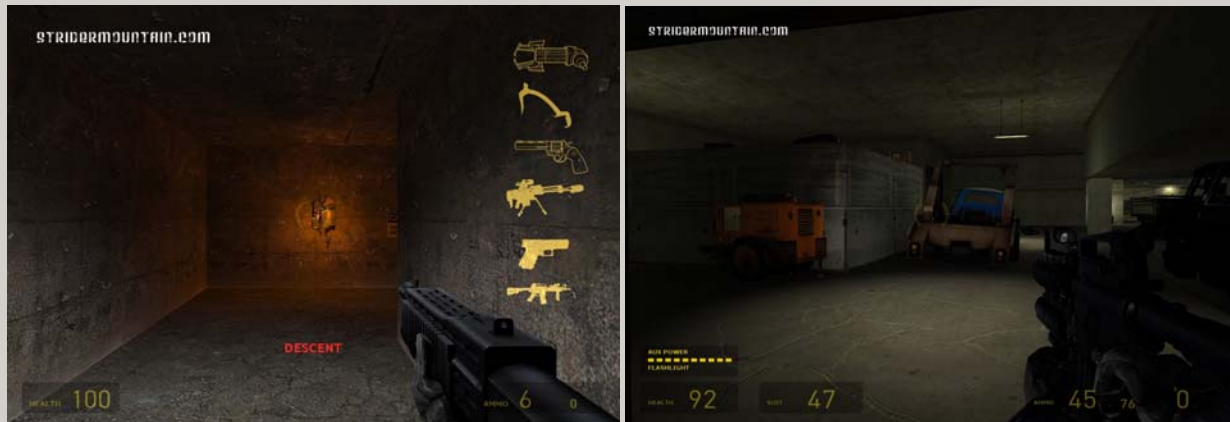




A HALF LIFE 2 SINGLE PLAYER MODIFICATION

MAP 14: DESCENT WALKTHROUGH if you need more help, visit the SM forum [HERE](#) or Download a PDF VERSION [HERE](#)

Map 14 Descent: You start with a suit charger in front of you attached to the wall, use it when you need your suit upgraded then walk around the corner. Here you find a pipe blowing hot steam, open the door beside it with the button that can be found on the wall and do this as quick as possible without getting hurt too much. Behind the door is a dark hallway, with 2 large gates at your left and right side. You need to go through the gate on your left side, but only after you have taken out the 2 sniper rifles in an opening in the wall in front of you.



Once the gate at your left has opened you see a large underground car park, the resistance here is large and therefore it's wise to progress slowly. You can jump on to the truck or electric car right at the beginning to get to the 2 health boxes above you, after you killed the first few combines. You need to proceed to the other end of the large hall, between and in the cars in the middle you can find several health boxes. Here you find a gate that just opened before to let some combines out to attack you, behind this gate in a wall at the left side you find the RPG weapon (bazooka). At the same moment a combine truck will drive from the other side around the car park towards you. It depends what difficulty you're playing on Easy you will need only 3 rockets to destroy the combine truck. On Normal you need a bit more rockets, these you can find in the corner of the hall at your left side while you are facing the truck again.



Once you have destroyed the truck a pipe along the ceiling will fall down, right there were 2 combines start firing at you. Climb on this pipe towards the catwalk were the combines fired from and follow your way to the left side. Behind 2 large machines you find a small hallway that will lead you to a small teleported. Use it and it will bring you to the bridge that is above the car park.



Walk over the roof towards the second glass window that is placed in the ceiling. Break the glass and jump into the hole. From there it's easy; there is only one way to follow. With a small elevator you will go all the way to the top of the car park were you find a room with a handle places on the floor in a corner;



Press the handle and a gate will open. Jump down and use the left one of the 2 buttons that are placed there;

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The platform in front of you will move away of you. Press the second (right side) button ones the platform has stopped moving and you will open it. The boxes on it will fall and damage the roof of the bridge below. To get below again walk back over the catwalk towards were you can jump on the rocks at the right side of the catwalk;



From there you can jump down on to two big ventilators and on to the roof of the bridge.



Walk towards where the hole is in the roof and jump through it. This will lead to another small elevator that brings you towards a small room with a transport belt and a console.



Press on to the console and the small gate in front of the belt will open, crouch through the opening and you will be transported away to another section of the strider mountain. Here you find the sewer system, fight your way to the other end and look behind some wooden crates for a small gate, crouch in front of it and open it by pressing the use key (E default).



At the other side you have to jump in to the sewer and swim under water to the other sections. There are 2 of them, and in one of them you find a button on the wall that opens the large gate. Once you have opened it swim back and follow your way until you find your way blocked by a metal orange door. Beside it you see a button that activates some kind of system, activate it and wait until the cutscene has finished. Now shoot at the flying ball that moves forwards and backwards.



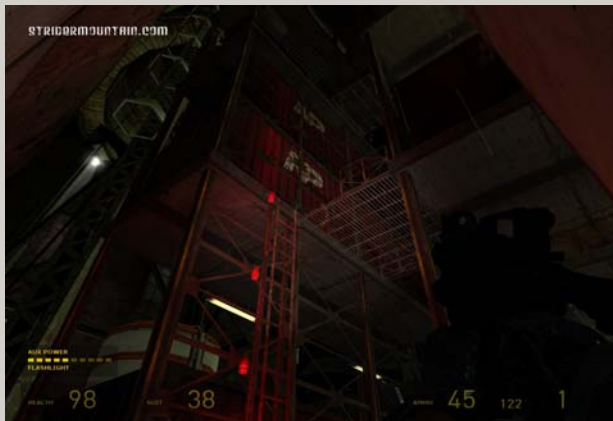
It will explode and damage the entire place. Walk again towards the door beside the button and it will fall apart due to the damage. After some walking and climbing you will enter a large underground hall.



Your task is to get up to the ceiling to escape. There are 2 ways to go through this, one is to walk up to the closed gate in front of you and go to the left towards the machines and turning wheels, or you jump down towards the floor and follow from there. Should you take the first route, then you walk past the turning wheel to the end of the small hallway. From there you can jump or climb down a ladder towards the other end of the catwalk. There at the end of the catwalk is an opening where you find the HL2 sign on the wall beside a window. Climb through this window on to the stairs at the other side and follow from there your way over crates, stairs and platforms,



The second way to get to the other side is by jumping on to the floor, and walk all the way to the other end of the hall, into the corner at the right side. There you find a ladder beside some containers. Both ways will lead you towards this one point, were you stand on a platform under another catwalk.



Jump on to the small metal box beside the pile of wooden poles, and from there on to the catwalk. The catwalk will lead you to another metal ladder that leads you to the top. There you will find a closed gate, behind it there will appear 2 combines behind some windows. The firefight that follows will make that the whole place explodes.



A large wheel will tumble down on to the catwalk and destroy it, together with the closed gate. Jump on to the railing of the disappeared catwalk and walk over to the other side. From there go all the way to the back were some combines will attack you, ones you have killed them you go through the gate at the end.



Behind the open gate there is a small vent shaft in the wall, go through it and climb the ladder behind it. This will give access to another platform that has a button. This button opens the gate in front of you that leads to another set of stairs. Go all the way up and walk over the catwalk all the way to the end.



There you find a small hallway that leads you to a small room with computers and consoles. Press the button on one of the console, and a catwalk will be opened. Walk all the way back to that catwalk and go over it.

EASTER EGG :

At the end of the catwalk you find a green/white sign of a figure walking and an arrow those points towards the right side. Follow this arrow; it will lead you over stairs and platforms down again.



Go on until you can't go any further without having to jump all the way down, you see a few meters away of you a button attached to a wall in the corner of the huge hall, it draws extra attention because sparks fly of it. Jump over it and open the door with the button. Inside you find the download place for the Portal data. Download and go all the way back again, and climb and jump your way back up again until you reach the exact spot again with the green and white sign. Walk up the ramp towards a small elevator, this one will first go up when you walk towards it, wait until its stops. Now press the button to lower it again.

Finally you will arrive in a small high place with several platforms in it. These platforms are connected with elevators that can be used with buttons. Go from one platform to the other all the way to the top. Be aware of 3 burning barrels that are thrown down by combines above somewhere in the middle of your way to the top.



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