



MAP 17: BONUS MAP WALKTHROUGH if you need more help, visit the SM forum [HERE](#) or Download a PDF VERSION [HERE](#)

Map 17: BONUS MAP

You start this last (bonus) level when you get out at the other side of the Portal. Walk towards the back of the hall and go to the elevator that will bring you up in to the castle. From here you have to find your way up to the roof of the castle. This you do by climbing a ladder in one of the castle rooms, to be able to use this ladder you first have to open a small opening in the ceiling by pressing a handle at the wall.



At the top of the ladder you find another room where you can get out of by crouching through the vent shaft at the end. Finally you get to the upper floor where you can climb on wooden crates to get on to the catwalk above.



From there you can enter the roof. Be aware for all the action here, you need the RPG (bazooka) to kill the gunship; you can find this weapon in one of the metal ammo boxes on the roof. Extra rockets can be found all around; there is even a special hiding place with extra health etc that can be found in the wall at your right side just before you go outside on the roof.



To get down you need to jump of the roof in to a water tank below, this is the only place where you can get off the roof, ever were else you will fall death. The place where you need to jump down is marked with the HL2 sign on the roof. Below you can find 2 jeeps, take one and jump with it over a ramp that makes it possible to get on to the road around the castle.



Drive over the road all around the castle until you reach a small building with a gate beside it. Go inside this building, And at the back wall inside you can find a metal rain pipe, climb up towards this pipe to the upper floor, here you find extra ammo and health to take the hell down and go on. Beside another wooden building a bit further away you see a metal gate, try to open this metal gate.



Even when it can't be opened, when you try another door behind you will be opened by 2 combines. Kill them and go through their door and walk through the building towards the other side of the gate. Fight on until you see at the end under a bridge a small wooden building.



Enter it and take ammo and health, then walk back and you will see that a combine has opened a gate. Go through it all the way to the other side of the water, here you find a red arrow on the wall, pointing down. Dive here towards the bottom where you will find a hole in the wall, enter it.



Now the battle gets really hectic. See that you can enter the upper level by climbing a ladder at one side of the water, and try to get to the heli platform. Where you will find 3 buttons, only the green one works. Press it and you will notice that behind the button a small bridge will close.



Walk over this bridge to the other end of the water, and enter there a small office building above the water. Inside you find a RPG weapon, use it to fire rockets at the strider that appeared on the other side of the water. As soon as you have killed him a cutscene will show where a gate opens. Go over the small bridge to the other side again and go through this gate. This will lead you to the end.



THE END.....

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