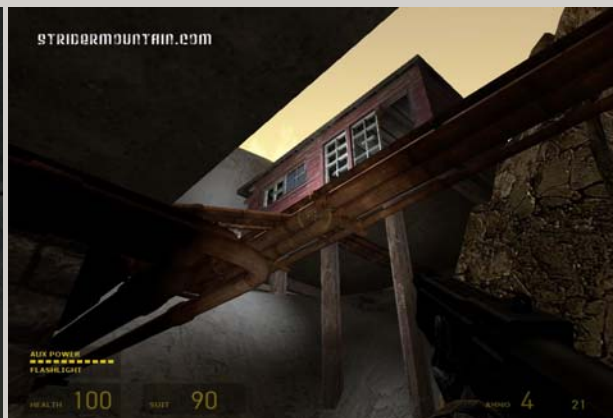




MAP 8: SUMMIT WALKTHROUGH if you need more help, visit the SM forum [HERE](#) or Download a PDF VERSION [HERE](#)

Map 8 SUMMIT begins with this small lookout house. To enter, climb the pipes and go through the open window on the right. Once inside the house, there is a hole in the roof you need to exit.



After the dropship empties its cargo, make sure you send them packin'. Then look for this vent under the walkway. There is a room at the end on the left where you'll find ammo.



As you head towards the summit, this room has an ammo re-supply and there's a room to the left with oxygen.



Make your way to the top of this stairway. At the top, press this button and enter the door on the right.



By pressing this button, the door to the summit will open. Enjoy the view but just for a short while. You'll need the rpg to take out a nasty gunship.



After the gunship is taken out, look down under the crosswalk for this vent. Make your way to this room and pull the lever on the left. This will open the locked gate that leads to the crane.



Here's how to solve the crane puzzle: This walkway was blown apart in the cutscene battle with Gordon and the Rocket launcher. Use the crane to pick up container to build a temporary bridge. Now you can cross it and move onward.



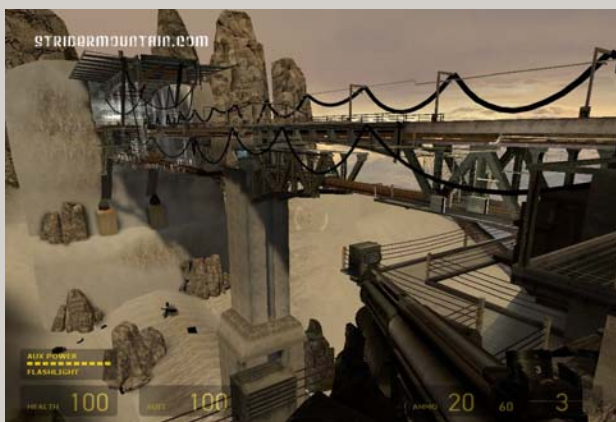
After you cross the container bridge there is a combine battle. To find the **EASTER EGG**, look for this sign and follow the path.



To open the locked door, look for this alpha sign. A cutscene with a rebel in the portal tells you what's coming up. It's bridge time!



Crossing the summit bridge is a difficult challenge. A cutscene shows the combine blowing up the passage. Then a gunship shows up. Head back to this room to find an rpg and ammo.



Follow this pipe to move across and then look for this ladder to climb on top of the bridge. Hope you're not afraid of heights



Look for this opening and jump down into a room. There will be an ammo supply. A rocket will rip a hole in the wall. Use the sniper rifle to take out the rocket launcher and some combine.



Follow this last set of pipes to exit the bridge through this door. Phew. Then look for this vent to exit the summit and fall into Map 9 Crevasse.



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