

Strider Mountain Walkthrough: Map 4 BASE CAMP

MAP 4: BASE CAMP WALKTHROUGH if you need more help, visit www.stridermountain.com

Map 4 Base Camp begins as you **activate the button** that opens the garage door where you drive the buggy through. Activate the button **on the left ahead** that is followed by a cutscene where Gordon hacks the buggy and destroys the blocked gate.



There is a major battle in this square. After it is done, you will need to **open this garage door** to proceed. Go to the **rooms seen on the right** and look for a TV screen. Next to the **screen is a button that activates** the garage door.



Since this is a Base Camp, the Combine need **a place to sleep**. Use the shotgun as you wake, 'er make your way through the barracks.



Head out of the sleep quarters and up the steps. Before you go through the door on the 2nd floor, there is health/SMG1 grenades above on the **3rd floor**. Once through the door, you're in the **Combine Kitchen**. After a firefight, fill up on some **Baltic Bud & Spam...hmmm!**



Apparently this Combine had too much of the Baltic Bud and Spam? Anyway, proceed down this hallway and **exit to the right** through a sliding door that enters into the Combine Dining Hall.



The mystery of "what do the Combine eat" has been solved!! Take out all of the spam-eating combine and **exit the Dining Hall to the left.**



Out of the Dining Hall and into the Combine Executive Offices. To the right is a bathroom and to the **left is the exit.** As you leave the office complex, an explosion occurs in the hallway, blocking you. Exit through the **door on the right** and head to the building top.



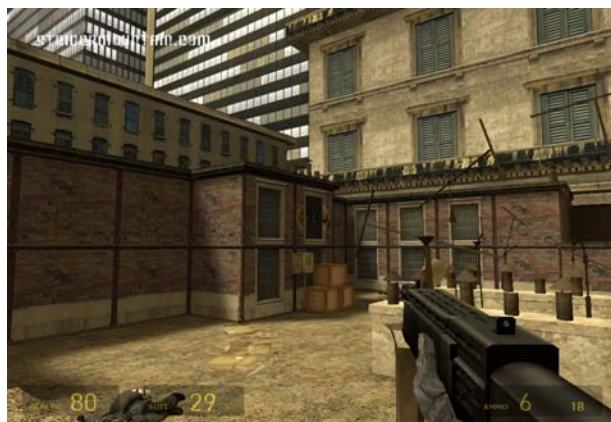
Once on the rooftops, take out the manhacks. Ammo can be found if you jump in the hatch. Then **go left** and fight the combine along the way.



Make good use of the sniper to take out the combine. There is a mounted-turret on the left. Once all are gone, climb these boxes and **press E (or your Use key) at the gate on the left**. This will set a trigger that sends more combine coming from behind you.



Go back and **locate this window**. Use the crates to climb into the room where you'll find health/ammo. After a cutscene showing the gate open, go back out of the window and head to the right. Be prepared for the fast zombies coming out of the container.



With the gate open, you now have two choices to proceed-right or left. Go to the right and enter the room behind the container. If done right you'll see the text **you have retrieved portal data 04**. Now head back out, climb the **crates seen here** and go to the right.



Leave the Base Camp by heading into this room. Remember if you see **you forgot to download portal data**, follow the step above. Always thinking of protecting StriderMountain, the combine set up an **OUTPOST** just in case anyone was to get through their Base Camp.



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