



## A HALF LIFE 2 SINGLE PLAYER MODIFICATION

**MAP 6: GARRISON WALKTHROUGH** if you need more help, visit the SM forum [HERE](#) or Download a PDF VERSION [HERE](#)

Map 6: Garrison begins with a Game Message explaining how to collect the portal data in each of the next 11 maps in order to unlock the Bonus Map at the end of the mod. The Easter Egg location for Map 6 is shown below.



As you enter the courtyard there is a combine firefight. Take care of them because a Strider is on the way. The room on the right has an RPG and a suit charger.



The intense courtyard battle has a **series of 4 Buttons** that let you progress through the courtyard. Step 1 is to locate the room in the right corner where you'll find ammo.



Once inside, press the Button #1.



That button will open this storage house door in the middle of the courtyard. Be prepared with rockets to take down the APC.



Inside the storage house, there is ammo and **Button #2**.



Press this **Button #3** to release the overhead crosswalk. Good news is the crosswalk now works. Bad news is, you released another Strider. Take down the Strider and press Button 4 to open the crosswalk lift.



Get onto the crosswalk lift and press **Button 4** to go to the top of the crosswalk.



Inside this room is an optical scanner. **Press this** to open the courtyard exit down below. This is shown in a cutscene.



The **Easter Egg** location is found through a vent in this room located at the top of the Garrison. After locating the EE, head out of the Garrison courtyard through the open gate down below. Fire up the buggy and get ready for the long **ASCENT** up Stridermountain



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