

## Strider Mountain Walkthrough: Map 5 OUTPOST

MAP 5: OUTPOST WALKTHROUGH if you need more help, visit [www.stridermountain.com](http://www.stridermountain.com)

Map 5 OUTPOST begins with a cutscene of Gordon Freeman, a baby Strider and a ticked off mama Strider



After the cutscene with Gordon and the Strider, **proceed to the first floor** where you need to make your way around to the other side



At the top of the 2nd floor, the **room in the far corner** as shown in the cutscene has an RPG, health and ammo



After you defeat the Strider, go back to the ground floor, **head out the hallway and stay left**. There is a vent with ammo/health and a nasty poison headcrab guarding it.



Now a previously unopened door-is now open. Go to the right down the hallway and **look for this open door**. As you proceed, look for an activation button on the right where a surplus storage of ammo/health exists.



As you work your way up the stairs, watch for a floor turret. As you enter this room, be prepared as well as the combine are for you. After the battle, there is a cutscene with exploding barrels. You'll need to jump into the **hole in the floor** created by the explosion.



Now you are in the dark sub terrain of the Outpost. Fight off the Antlions and look for this **area in the screen**. To stop the antlions from streaming out, look for SMG1 grenades on the roof tops and **shoot until the ceiling caves in** and covers the antlion escape route.



Keep that same area in the screen above as your compass, climb the stairs and make your way to this **spot in the screen**. You will need to **jump to the landing** straight ahead where you'll find a door in the **right hand corner** to escape the subterranean.



As you make your way back to the surface, follow the hallway to the right where a cutscene will show **portal data point #5** has been acquired. There will be another cutscene after which, you need to **jump into this hole** in the floor.



Heading down the railroad cargo tracks, store up on ammo and health, the combine are not ready to give up their Outpost just yet. If you see these doors, then you have lived to see another day. But stand back. Your friends are ready to blow you out of the Outpost which was a small battle compared to what lies ahead in the **Garrison**.



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