



Introduction

Mr. Gordon Freeman, long time no see. As you'll soon find out, the Resistance is still resisting. The Combine are still oppressing. And luckily for you, your gravity gun is still kicking.

It's time to tackle another Half-Life adventure filled with monstrous baddies and confounding puzzles. Kick start your episodic adventure the right way and tear through Half-Life 2: Episode One's challenges. Whether you've seemed to reach a dead-end or need tips for conquering the game's grueling boss fights, our guide has what you need to complete Episode One.

In this Half-Life 2: Episode One strategy guide, you'll find:

- Basic tips and strategy for Half-Life newcomers.
- Complete Half-Life 2: Episode One walkthrough with solutions for every puzzle.
- Boss fight tips and tricks for getting through the toughest battles.
- **IGN Insiders** get exclusive access to PDF and PSP downloadable guides, as well as a video walkthrough of the final confrontation.

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Basics

Use the Force...

...of the gravity gun! In case you're new to Half-Life 2, we're here to stress the importance of the gravity gun. Not only is it your only weapon during the beginning stages of the game, but it's also a vital tool in solving the many puzzles of the game. If you've run into a dead-end, look for objects to manipulate using the gravity gun. You can often make new exits with the power of the handy weapon.



Weapon Variety

As you progress through Episode One, you'll gather more and more weapons to abet the slaughter of Combine forces. It's important to make use of *all* of your weapons. Sticking to just one gun will often drain your ammo sources more quickly. You'll also have to pass by ammo drops for weapons you're *not* using since you won't have room for them in your inventory. That's a waste of ammo.



Watch for Explosives

Many areas of Episode One are littered with explosives, including hidden landmines and enemy grenades. Most explosives are best dealt with using the gravity gun. You can quickly pick up and toss away landmines and grenades, and laser tripwires can be activated by pulling an object into the beam. Be sure to look out for these explosive traps at all times. Often times one explosion is enough to kill you.



Managing AUX POWER

An AUX POWER meter in the lower-left corner of the screen measures the amount of energy you have to spend on *extra* actions. This meter is drained by a number of things, including your flashlight, sprinting, and breathing underwater. Be sure to constantly watch your AUX POWER meter to ensure it's never empty when you really need it. Also keep in mind that using two energy draining actions at once will drop your AUX POWER even quicker. For example, using a flashlight underwater will quickly put you in danger of drowning as your AUX POWER plummets.



Duck! Cover!

Enemies in Episode One are ruthless, especially when armed with shotguns. Because enemies can drop you *so fast*, it's important to fight smart. Use your environment to your advantage, ducking behind cover and using walls to separate you from your enemies. You're also almost always better off keeping distance between you and the opposition. When you start fighting from far away, you'll notice the Combine hit percentage drop dramatically.



Walkthrough

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Grab the gravity gun from Dog and then wait for Alyx to leap to the upper level. To follow her, use the gravity gun to rip down the boards that are holding up a metal ramp that leads to the ledge.



Alyx will communicate with her father for a bit. Just hang tight and wait for Dog to move a large metal object, letting you move along the precarious ledge. Drop down to the small platform below when Alyx tells you, then follow the narrow path left until you reach a clearing.

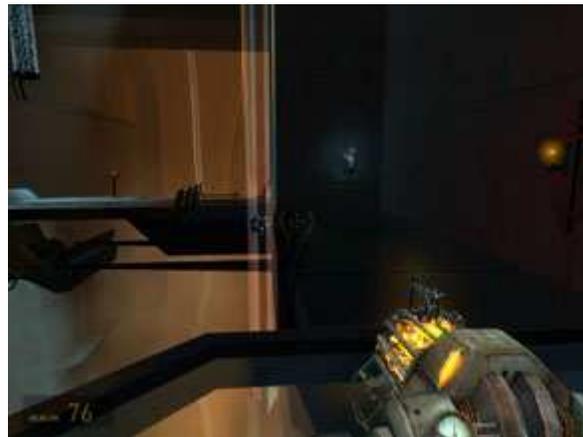


Eventually, Dog will toss a busted van into the clearing. Step inside the van and wait a few seconds for Dog to grab the van--with you and Alyx inside--and toss it over the chasm and into the citadel.

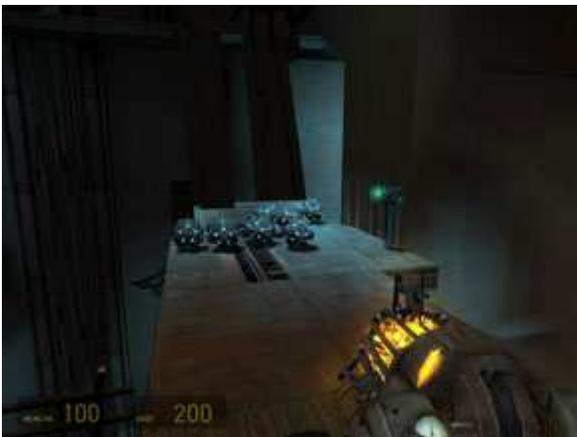


After the eventful ride, get out of the van and move left. You'll go through a hall before reaching a dead-end. Jump over the rail to the left and continue through the next hall until Alyx tries to hack open a door. The stalkers on the other side of the glass are keeping the electric door shut. You'll need to find a way to get rid of the baddies.

Alyx will open another door that lets you onto a narrow ledge. Follow it forward and crouch into the tight passage before dropping onto the platform to the right. From here you can drop down onto the walkway below, continuing left to reach a med station. Just beyond the med station is a button that activates the rollers in the tube overhead.



Hit the button and the rollers will drop onto the ground. Use the gravity gun to fend off the rollers. Hold onto one of the rollers and take it with you as you backtrack to the semi-functioning elevator. Ride the platform up to Alyx and bring her the roller. She'll hack the roller, sending it into the next room to take out the stalkers.



Follow the linear path beyond the stalkers and use the gravity gun to clear away any rubble. You'll reach another dead-end at which point you can leap over the railing to get to a narrow walkway. Just ahead is an energy bridge with an

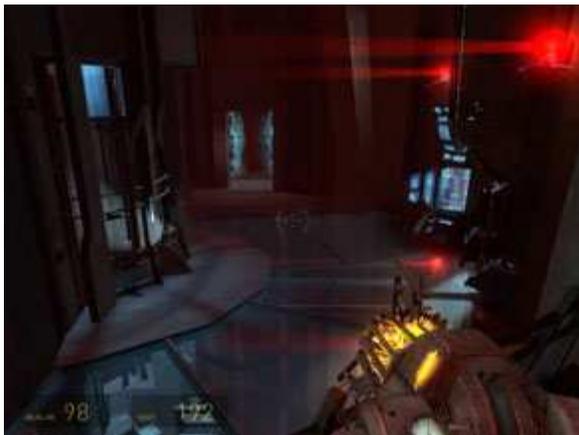
unstable thingamajig to the right. Wait for the situation to calm down before quickly sprinting across the bridge (make sure your AUX POWER is full).



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Jump over another railing to reach a console room with Alyx. After the scene unfolds, follow Alyx to the next door and continue on your way. Up ahead are the beginnings of another energy bridge. To full activate it, use the gravity gun to grab one of the energy balls flying through the chasm, then fire the energy ball into the receiver across the way.



Cross the newly-formed bridge and be ready for a quick firefight. Combine soldiers will flood the area on the far side of the bridge, coming in all directions. Use the powered-up gravity gun to pull the enemies towards you and use 'em as cannon fodder.



When things have calmed down, look for another un-activated energy bridge up ahead. Catch flying energy balls with the gravity gun and fire them into the two receivers below to activate the bridge. A second fight ensues before you reach a third inactive energy bridge.

The receiver on the right is easy hit with an energy ball from the beam below. However, the entrance to the left receiver is obstructed by a glass wall. Look for a narrow ledge to the right. By standing on the ledge you can get a clear shot at the receiver, letting you squeak in an energy ball to fully activate the bridge.



A bit further ahead, you and Alyx will come to a large transport elevator overhanging a gaping chasm. Grab an energy ball from the beam to the left and fire it into the receiver across the chasm.

As the elevator moves down, look overhead to intercept the falling debris. Use the alternate fire of your gravity gun to grab the rubble and shoot it away (the alternate fire has a longer range than the primary fire). When the elevator stops, look for a nearby receiver. It's behind a glass wall and obstructed by some computer equipment. Get rid of the computer stuff using the gravity gun, then grab an energy ball from a beam behind you to fire into the receiver.



The elevator will stall a second time. Fire another energy ball into the nearby receiver, but be prepared to do it again. A stalker behind a glass wall will stop the elevator manually. Fire an energy ball into the glass enclosure to take out the stalker, then activate the receiver again to continue the elevator ride.



Listen for Alyx's cue as the elevator nears the end of the run. When she points out the landing platform, get ready to run. The moment the elevator stops moving, quickly leave the platform and run to safety. After moving through another room or two, the chapter ends.

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Lead Alyx through the next doorway and be ready to take on a few Combine soldiers. Follow Alyx around a bit and she'll lead you to an elevator you must take on your own. The platform will take you to a large room with the unstable core. Before you do anything else, use the gravity gun to grab energy balls from the tall beam to the right. Use the energy balls to take out the stalkers on platforms across the room, then activate the energy bridges via the receivers in the room (one's directly overhead).



Use the walkways you create to reach a switch inside a small glass enclosure within the room. The switch changes the positioning of the walkways, letting you walk to the platform under the core. Climb the ladder under the core to reach an upper walkway. Directly behind you is a doorway that leads to a room with a number of Combine soldiers inside.



When the room is clear of enemies, backtrack a bit to grab an energy ball from the core room. Quickly bring the energy ball back into the previous room and fire it into the receiver overhead. More enemies will flood the room. Use the gravity gun to grab the flying blades and toss 'em at the Combines to clear the room again. A new doorway has opened on the far end of the room. Go through and look for a panel on your right that you can pull away to reveal a small crawl space.



Within the crawl space, you'll have to dodge a flurry of energy balls flying at you from the right. Dodge left and right, ducking when necessary, to make your way towards the source of the energy balls. There's a passage on the left that leads you to a hall with more Combine soldiers. Clear the room, then grab the energy from the beam near the electric doorway. With the energy ball removed from the beam, the doorway will open.



The path leads back to the large room with the core. Walk towards the core and wait for it to shrink before running past it and to the left. Watch for more Combines coming through the doorway to the left. Take 'em out, then head inside through the next doorway to take on more baddies. When the room's clear, grab another energy ball from the beam inside and fire it into the receiver to activate the second doohickey.



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You'll find a med station and a few more Combine soldiers in the very next hall. Follow the hall until it leads back to the main core room. You need to wait for the rotating platforms to point your way before leaping over the railing to land on the platforms. As the platform spins, look out for the buzzing man hacks around you. As you fend them off, look for a second railing you can leap over to reach another hallway of the complex.



Combine soldiers greet you as you land on the next walkway. Look for a panel on the wall that you can rip out using the gravity gun, then crawl into the small space. Just ahead is another narrow hall with flying energy balls. Dodge between them to move towards the source, and again look for an exit on your left. There are a few Combines in the next room, along with a third doohickey to activate. Grab an energy ball from the hallway you just dodged through and fire it into the receiver overhead. Unfortunately, the device won't fully activate. Something needs to be fixed!



Look for a hole in the floor that leads you to an area with three beams. The beams quickly burn out as the ceiling explodes open. Grab energy balls through the hole in the ceiling and use them to re-activate the beams. Before re-activated the last of the three beams, be sure to stand on the platform that'll raise you out of this lower area. Once back with the doohickey, grab an energy ball from the crawl space and throw it into the receiver.



With the core completely stabilized, move through the next hall and take a left to reunite with Alyx. Follow her around until she tells you about an exit elevator she's secured. Lead the way to the elevator and ride it to another hallway. After a narrow escape from some Combine soldiers, a pair of roller mines will appear. Grab 'em with your gravity gun and let Alyx rejigger 'em. Drop the mines and let Alyx open the next doorway so the roller mines can take out the Combines.



Continue to the train when the coast is clear. During the ride, things get rough and the train car crashes. Crawl forward to Alyx and use the gravity gun to pull the stalker off of her, then knock away the floor panel under your feet to drop out of the train.



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Lead Alyx through the next set of halls. You'll eventually come to a ruined area packed with zombies. Pick up rubble to toss at the zombies as Alyx fights 'em off with her gun. Clear the way (look out for mines) and locate the door on the far side of the area. Inside the door is a dark hall with a locked door. Just right of this locked door is a small air duct you can enter.



Use your flashlight to spot some items across a small gap in the air duct. The gravity gun can pull the items to you before continuing through the duct and into the next room. In the corner of the room is a small fenced-in area. Use the gravity gun to lift objects--including a shotgun--up and over the fence.



Blow open the lock to the left using the shotgun you've grabbed. On the other side of the fence is a breaker box on the left (and a pistol on the ground). Open the breaker box and activate it to turn on the lights and open the door for Alyx.



Once reunited with Alyx, use the gravity gun to move the car that's placed in front of the door to your right. Just outside the door are zombies. With the help of Alyx, take 'em out (shine your flashlight on them to let Alyx gun 'em down with her infinite supply of bullets). To the left is some extra ammo and to the right is the area's exit. Watch out for the antlion fighting the zombies, then continue into the next room.



Stay away from the glass door at the end of this narrow area. A Combine zombie on the other side of the glass door will charge towards you with a grenade, exploding itself and the door at the same time. Through the door and to the right is another ruined area with plenty of zombies. Stick with Alyx and use the explosive barrels to defeat the enemies.



On the far side of the room is a doorway to the left, just past a pair of barnacles stuck to the ceiling (highlight them with the flashlight and Alyx will take 'em out). Go inside the doorway and be ready to fight off the zombies and head crabs that quickly invade. At the back of the room you'll find some supplies along with another breaker box to activate. Hit the breaker box, then leave the hall and backtrack a bit until you see an opened door with light pouring out.



Head through the doorway and up the stairs. Watch out for a trio of toxic head crabs at the top of the stairs. Take 'em out, then grab the supplies from the nearby locker. Continue into the open area to the right and watch for the antlion burrow to explode with a pair of enemies. Use the gravity gun to shove a car on top of the burrow to plug it up and stop the supply of antlions. Activate the nearby wheel to open the garage door (watch for the toxic head crabs on the other side) to continue through the area.



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Just beyond the garage is a hall littered with barnacles. Don't destroy the barnacles just yet. Instead, wait for the rush of zombies to come from the far end of the hall. The zombies will get caught up by the barnacles, letting you worry about only the barnacles once the coast is clear. Move to the far end of the hall and watch out for more Combines to come from around the corner to the left. Grab the grenades from out of their hands using the gravity gun and toss 'em back for a counter attack.



The next hall leads to a garage area with *three* antlion burrows. There's one car on the lower level of the garage--use the gravity gun to plug up one of the burrows with the car--but the other two you'll need are on the levels above. Fend off the antlions using your shotgun and gravity gun (the gravity gun will only stun them temporarily) as you navigate the garage. A very narrow walkway will lead you to the second level of the garage where you'll find the second car. Get behind the car by going into the room at the top of the narrow walkway and blast the car onto the lower garage level to plug up a second hole.



From the second floor of the garage, look for another narrow walkway that leads you over the top of the first floor. You can continue along the walkway to reach the third level of the garage. Take a left and jump to a very small ledge to reach the back corner of the third level. From there you can drop down behind the third car. Turn the wheel on the wall to open the gate, letting you blast the car out of the holding area and down onto the final burrow.



With the antlions defeated, return to the third level of the garage and look for a wheel you can turn to open a gate. There's a stairway past the health items that leads you to a flooded area. Watch for zombies in this cramped area as you push to the other side.

You'll eventually end up in another open area with an elevator. Look around for supplies and wait for the lights to go out. Alyx will suggest following the sparking wire overhead to look for the source of the problem.



Follow the wall to the left and you'll reach a boarded up door. Move the board away and open the door to reveal a couple of zombies and a breaker box. Activate the breaker box to restart the elevator, then quickly leave the confined area to take on a *ton* of zombie enemies. Watch out especially for grenades in these tight quarters. If you can react quickly enough, grab the grenades with the gravity gun and quickly toss 'em away.



Listen to Alyx's cue and she'll lead you back to the elevator. Quickly run inside (don't worry about clearing out the enemies) and ride the elevator to the surface.



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Once out of the elevator, open the door to the left to gain access to supplies. Under the mess of boxes you'll also find a wheel crank that you'll need to open up the gate Alyx is desperately trying to get through. The gate opens to a stairway that leads you and Alyx--finally--to the surface.



To the left you'll find a boarded up alleyway. Remove the boards using the gravity gun and be ready for a quick gunfight with some Combine soldiers. Grab their weapons and continue around the building until you find a fellow human fighting off some antlions. There are three burrows in the open yard and three cars. You know what to do.



As you approach the third burrow, look out for a pair of Combines that rappel onto the scene. Just past them is a

boarded up doorway on the right that opens up to the insides of a building. Blast the enemies inside and use the gravity gun to toss something into laser lines to trip the explosions *before* you step into the room. The room will ignite, preventing you from going upstairs. Go into the room to the left and get a running start to jump onto the far ledge. There's a small crank you can turn to stop the gas and squelch the fires.



Go upstairs and watch for a few zombies on the far side of the upper level. There's a roller mine you can grab and rejigger with the help of Alyx. Toss it at the baddies and save yourself some ammo. Grab the roller mine again before heading downstairs. You'll need to take cover inside instead of going out to fight the enemies beyond the doorway (there's a deadly sniper outside). Toss the roller mine into the streets to let it clean up the antlions.



When the antlions are gone, very quickly run out of the doorway and seek cove behind the building to the right. You can crawl out from behind the building and keep hidden behind the nearby red car. From here, grab a roller mine and fire it over the cars to hopefully take out the turret gunner ahead. You've still got the sniper to worry about, and he's even deadlier than the turret gunner. *Very* quickly run left behind the next car and continue to left to a small alcove in the wall. From here you can grab a roller mine and quickly pop out to fire the homing weapon into the dark window to take out the sniper.



With the sniper down, move to the far end of the yard and wait for Alyx to take position in the sniper spot above. Along the tall fence to the right you'll find a short ladder just barely in reach (jump to grab it). Climb over the fence and watch for the zombies that appear on all sides of you.

Enter the building on the right and watch for a toxic head crab just around the corner (on your right). Once upstairs, look for a large group of zombies to attack from down the hall. Alyx can take out the early baddies but it's up to you to get rid of the Combine zombies that quickly charge towards you with grenades.



The hall eventually leads back outside of the building to a street with a Combine turret. The turret gunner has his back to you, and you can let Alyx take him out by removing the board surrounding his roost. Blast the nearby car into the antlion burrow just ahead and then take cover as a pack of Combines flood the streets from the far end. Alyx will have no trouble taking them out from her position, so just sit back for a while until the gunshots subside.



When the coast is clear, move towards the little wall the Combine have set up. Collect the items in the area and watch

the street behind you. Alyx will soon come charging it with a small pack of antlions in tow. Lay waste to the antlions, then wait for Alyx to open the next doorway.



Head down the hallway and take a left at the first branch. Just ahead is a doorway on the right that opens up to another hall packed with Combine soldiers. Toss a grenade into the hall to soften up the baddies then go in to clean up. In the next room you'll spot some med stations on the wall. *Don't go to them right away.* Instead, hang back and wait for the doors the blow open. A number of Combine soldiers will invade the room. Blast 'em with a grenade and follow up with gunfire to clear the room.



Be sure to grab the Combine pulse rifles before leaving the room. There's one more enemy ahead before you reach the outside edge of the building. Drop down to the ground below and prepare yourself for a massive battle.

A few Combine soldiers are trying to wrangle in a giant antlion outside. After the antlion destroys the Combine tank, rush out with your biggest weapons and attack the antlion. You can use the gravity gun to toss explosive barrels at the beast, but you'll eventually have to rely on your pulse rifle and other weapons.



When you've finally felled the giant antlion, look for the two antlion burrows just around the corner on the far side of the street. Use the gravity gun to knock cars onto the burrows to stop the flow of antlion enemies.



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A bit after the antlions have been subdued, a number of Combine soldiers will attack from the rooftops beyond the barrier ahead. Stay back and attack from afar (let Alyx do the work) until the enemies are cleared out. Move through the now-opened barrier and look for a couple more enemies in the trench below.

Watch out for a hidden mine in the building you enter from the trench. Clear the mine out safely, then enter the nearby vent. By taking the path on the right you can grab some extra armor (use the gravity gun to pull it towards you). The path on the left continues the stage and quickly caves in under your weight. *Carefully* remove the gate overhead and gently set it down without triggering the laser tripwires.



Emerge through the hole in the top of the vent and jump to the table just ahead. From the table you can easily jump over the wires to reach the far end of the room. Before stepping into the elevator, use your gravity gun to remove the grating on the ceiling. The moment you step in, the elevator plummets underwater. Swim out through the hole in the ceiling.



To get out of this empty elevator shaft, jump onto the tongue of one of the barnacles and let it pull you towards the ceiling. Just before you reach the barnacle's mouth, kill the enemy and hold forward on the controls to land on a ledge. There's a metal grating you can shoot away, letting you into another vent shaft.



Look for a hole in the shaft and blow the metal grating onto the floor. Quickly pull away from the hole to avoid the explosion, then use your gravity gun to get rid of the mines you can see below (there are three total). Drop into the room and open up the breaker box to let Alyx rejoin you.

Just ahead you'll hear a faint beeping that's coming from a doorway at the top of the stairs. Hang out at the bottom of the stairs and wait for the door to explode as a pair of Combine soldiers charge in. When you can, go upstairs and grab the

crossbow before pulling the large plug from the corner. With the plug pulled out, the electric door at the bottom of the stairs becomes open.



Move through the doorway and you'll soon emerge outside again. Be ready to immediately engage the Combine soldiers in the streets. Luckily, you won't be fighting alone as other humans fire rockets at the enemies. Clear your way to the far end of the street, then inspect a small alcove on the right where you'll meet up with one of the resistance.



Head inside and listen to the television if you'd like. Continue upstairs and use the gravity gun to move away the board preventing access from the upper doorway. On the other side of the door you'll find a few zombies. Be ready to take 'em out, then continue down the hall. In the very next room, the floor gives out and you'll crash down into a room filled with zombies. Quickly take 'em out, then go through the halls to return to the previous stairway. Return to the room with the busted out floor and--this time--try to avoid falling.





You'll soon meet up with Barney who leads you and Alyx to a bridge before giving you your trusty crowbar. Cross the bridge and follow the halls, watching out for head crabs (including a few toxic head crabs). Just past the head crabs you'll enter a tight room with a pair of zombie Combines.

Further ahead is a long hall bordering the street outside. As you enter the hall, enemies from down the hall will attack as a gunship hovers outside and fires in. Hug the right wall to avoid fire from the gunship as you push your way down the hall.



The hall eventually leads to an attic area with a member of the resistance trying to take out a gunship overhead. Unfortunately, he'll fail and it's up to you to pick up where the rebel left off. Equip a rocket launcher and stock up on ammo (there's a supply case on the upper floor). Wait for a clear shot on the gunship and fire away, leading the rocket with your cursor to nail the enemy ship. With a few good shots the gunship will explode. At that moment, watch the lower door as a few Combine blast onto the scene.



Move into the hall from which the Combine came. Use the gravity gun to toss objects into the laser trip wires to safely detonate them. Also watch out for the lone mine as you move down to the next electric door.



In the next hall you'll run into some zombies before making a left turn (at the end of the hall) where you'll find Combines and zombies fighting it out. You can let the zombies overrun the Combine soldiers before busting in to clean up the hall.

You'll continue through a few more halls filled with enemies. Be sure to check out the adjacent rooms to find supplies. Eventually you'll pass by a glass door with a load of zombies on the other side. Continue into the room just past it (watch for the Combines inside), then double-back to the glass door to watch the zombies finally break in. Watch out *especially* for the toxic head crabs!



Inside the room is a hole in the ground. Drop down into the water below and swim through the underwater passage. When you emerge you'll be able to explore the bulk of the room. The nearby door is locked, but an electrical switch on the far side of the room unlocks it. Unfortunately, the switch also electrifies the water.



Before throwing the switch to open the door, look *left* for a blue barrel tucked in a corner behind some barnacles. Use the gravity gun to place the barrel under the metal walkway to keep it above the water. Throw the switch to open the door, then carefully jump your way to the far end of the room to go upstairs and reunite with Alyx.



Lead Alyx into the next hall where you'll find a room with another hole in the floor. Kill the zombie below and take out the toxic head crabs before dropping down to the room. There are plenty of supplies in the room and soon to be even more enemies. Watch the doors and windows for a quick rush of toxic head crabs before a bunch zombies (even zombines) bust into the room. We recommend using the shotgun to clear the area quickly.



When the room's clear, go into the hall that surrounds the room and continue to the next hall. You'll come in just in time to see a few zombies getting mowed down by turret fire from the hall to the right. Carefully push your way towards the turrets just around the corner, using the short walls for cover. Watch the doors on either side of the hall as you move forward: they'll give way to zombies as you approach them.



When you're close to the electric wall near the turrets, use the gravity gun to pull the plug just inside the electric wall (on the left). Continue around the corner to complete the chapter.



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Move outside and you'll meet up with Barney who gives you a small squad of people. You need to escort these people to a nearby getaway point. Lead them through the mess of ruined vehicles and into a large warehouse. You won't have to worry about anything for now. Just continue through the warehouse until you find the hall on the far end where the escorts leave you behind.





Backtrack and return to the car lot where you met up with Barney. You'll be assigned a second squad of people to escort. As you leave the bunker, watch out for man hacks buzzing around as well as a small crew of Combine soldiers that enters the scene from the right. Clear 'em out, then head back into the warehouse to encounter more Combine soldiers. Clear the way and lead the people to safety.



On your way back to get a third squad of evacuees, you'll be pinned down by a Combine sniper on the far left end of the car yard. There's plenty of ammo for your RPG in a nearby ammo box. Fire one of the RPG rounds into the window with the sniper to take him out.



As you enter the warehouse again a Combine soldier will knock down the train car to the left, blocking off your path. Clear out the enemies and then use the slanted walkway on the right side of the building to reach the upper catwalks. From there you can continue left to lead the third group to safety.



Hang back with Alyx for a bit until the next pair of Combine soldiers comes in. Alyx will take 'em out, letting you return to the open car yard. As you emerge outside, watch for a batch of nearby Combines. When they're dead, it's time to start worrying about the next big thing: a Combine tank on the far end of the yard is firing rockets your way.



You can take cover in the small room that leads to the warehouse while taking pot shots at the tank with your RPG. Remember that there's a nearby supply box filled with an infinite batch of RPG ammo. Make runs back and forth while nailing the tank to bring it down.



When you've cleared the yard, go grab another squad and lead 'em back to the warehouse. Combine soldiers will blast in through the door under the catwalks, so be ready to counter them with explosives. Return to Alyx and continue through the hall to send the citizens on their way.

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Follow Alyx out of the building and to an area crowded with shipping containers. Continue forward until reaching a large metal door you can open using the crank behind the gate. Open it just enough so that Alyx can get through, then quickly take cover behind the wall to the right. A strider rushes onto the scene and fires a couple of warning shots, blasting open a passage behind you.



Go through the new opening to find another area behind the shipping containers. You'll encounter a couple of Combine soldiers on ground level before you can explore the area behind the shipping containers. Look for an open container positioned diagonally, forming a ramp to the tops of the first row of containers. From there you can walk around the containers to jump *on top* of the diagonal container to reach the second level of containers.



Once on the second level of containers, look along the left wall for a catwalk you can jump to. Be quick in order to avoid the strider's fire and take cover behind the metal sheet pinned against the walkway. You can stock up on items here while knocking away the burning barrels bouncing towards you.



Move along this upper platform while using the gravity gun to move away the mines. The walkway soon ends, getting just close enough to the platform below to let you jump behind a large crate. Drop to this lower platform and be sure to move to the *far* end of the crate before stopping to rest (the closer end of the crate will smash against the wall under the force of the strider's shot). When you're ready, move out from behind the crate and drop to your right to land in a narrow area next to a train car.



Immediately take cover and shoot down the two Combine soldiers, and then *quickly* take aim at the explosive barrels down the hall to destroy them before they reach you. Continue down the narrow path until you can leap through a gap in the train cars. On the other side of the trains is a ladder you'll need to *quickly* climb before taking cover behind another steel sheet on the upper catwalk.





Stock up on RPG rounds to finally have the means to destroy the strider. Peek out from cover and take one shot at a time, quickly going back for cover once you've guided the rocket to the strider's face. There's a box with an infinite supply of RPG rounds. Be patient and this fight should be pretty easy.



When you've defeated the strider, climb down the next ladder to reunite with Alyx. She'll get a train prepped to go. Simply jump on the back of the train to complete Half-Life 2: Episode One.

