

Prologue

Make sure to get the knife from the dead Black Ops agent. Move forward keeping right as you kill a few zombies and then crouch under the broken door using (left control). You should get a submachine gun from going under it. You can get away with knifing some zombies if your ammunition is too low. Headcrabs can easily be stabbed if you strafe as they jump, then stab them as they land.

The way forward is down a corridor on the left. As you turn right at the end of it you'll see 3 boxes against a door, but before you move the boxes to go open that door; grab the ammo in the room to the right. Now go through the door into a large room which has blast doors on the left. Go through the blast doors into the control room and find a smaller door on the right. Going near the door should end the level.

As you wake up in the hospital take a right and follow the fireman who grabs the medkit as he goes to your left, then down the right corridor, left again in the waiting room, then through the double doors on the left. Take the medkit from his body but mind the barnacle that killed him. Go around the barnacle to press use (e) on the elevator button, then get inside.

Avoid the zombies by running right and jumping over the fallen vending machine. Take another right, then run all the way to the end past more zombies and take the right at the end to go through the locker room. You can jump over the lower tabletops to avoid the zombie in the next room as you pass through into the office.

At the end of the office room on the left side is a doorway. Go through that and across the corridor to the doorway on the other side which leads to the laundry room. Exiting the laundry room take the left to find a doorway blocked by a table. Get ontop of the table by jump crouching (space + left control) and then going prone (z) to crawl through the doorway. Press (z) again to stand up after getting through.

Move through the cafeteria and crouch under the gate, then run straight through the courtyard jumping over any obstacles to reach the other end. Inside the other end of the hospital take a right and move down the corridor which should trigger the a cutscene that leads to the next chapter.

Welcome to Albuquerque

Move down the steps and find the building on the left across the road which you can enter. Move past the zombies further into the building to find the knife, and check the shelves for painkillers. Move backwards to exit the building by the way you came in; running past the zombies as they wake up.

There should now be a to move forward down the road the same direction as you moved down the steps at the start. Join the soldiers fighting the aliens and find a humvee between two tents. The humvee has weapons and ammunition, then help fight off several waves of aliens.

Holding (right-click) to use the sights can help aiming at long range targets. You can turn on the crosshair from gameplay settings which can help firing at closer ranges, and with the assault rifle you can press (middle mouse down) or whatever your default button is for tertiary attack to bring up the grenade launcher.

The items at the humvee respawn, so you can restock ammunition and health there. But as the soldiers die; their fallen guns will litter the ground, so you can tidy up by walking over them too for bullets. After approximately 120 aliens are killed you'll face around 30 manhacks. Don't let them get near you as they deal a lot of damage, so run away and let the soldiers shoot them down.

When facing the path you arrived from, look to the right and move down the road until you see an opening in an alley on the right. Going over the ramp should load the next level.

You can prepare to use your grenade launcher to kill the few aliens nearby as they reach the road, then move down the road to the left. You can run around the zombies as you move down the road, and after the road explodes in front of you move through the crater where you can find some items on the other side in a police car and by some bodies.

You'll encounter some aliens ahead, but they should be distracted by the zombies you avoided, and the aliens will be getting shot at by a sniper in the skyscraper. You can just hide until the sniper has killed them all.

When they're dead, head to the skyscraper, and check the humvees on the way for items. Make sure you get the shotgun that's near the police car as you get closer to the entrance. Running up to the door should load the next level.

As you start in the entrance of the building there should be a body next to you. Grab items from the body using (e) and throw them using (left-click) into the lobby to prepare for the zombies arriving. Go up to the right elevator and press the elevator button using (e). This should start the zombie waves.

Focus on killing the fast zombies and run around the slow ones. Eventually the right elevator will open. When it's open, go inside and the doors should close automatically; taking you to the next level of the building.

Exiting the elevator, take the items in front of you and hold (tab) to find the inventory menu where you can click to select the submachine gun as your default (3) weapon. Press (6) to select the nightvision goggles and (left-click) to turn on night vision. Pressing (6) and (right-click) will turn off night vision.

On your immediate right should be a bench that has some more items on it. Move further down the right to progress. Back away as you encounter zombies to give more time to shoot them before they reach you, and strafe to avoid the leap of the fast zombies.

You can ignore the rooms as they're either locked or fairly pointless, and proceed down the hallway and continue clearing zombies until you reach the staircase. Don't be tempted to turn off your night vision just yet as it'll get dark again in a moment. Follow the stairs up and find the shotgun shells on the firehouse box, then at the top; crouch jump over the barricade (left-control + space).

Follow the flares as they lead you through a small office room and down a hallway to trigger a cutscene into the next level.

Trust

Exit the sewer pipe (it's normal for time to slow down while you're in the sewer) and turn off night vision if it's still on. Try to avoid the drone's line of sight as you progress, stopping behind cover in need be until it flies over and has to turn around.

Go under the flood channel bridges on the right to find the items on the other side, then turn right to get into the tunnel. The drone will shoot the boxes in the tunnel as you get near them. Go all the way through, then head to the far end of the flood channel and drop down the opening on the left to get to the chopper crash.

Walk over the items at the crashed chopper and then use cover to hide from the drone while you kill the hunters above you. Grenades from the underslung grenade launcher can damage the hunters from under the platforms

they stand on.

Avoid getting hit by the headcrab canisters, then defend yourself against the headcrabs until a canister breaks a hole in the gate which you can move through to the next level at the end of the dark tunnel.

Move straight ahead to move up to the ramps on the other side of the flood channel to find a red flare on a balcony where you can use a machine gun by press (e) against around 40 aliens spawning from a teleport.

When the aliens stop spawning, move down the ramp from the way you got up to the balcony and crouch jump over the car to get to the other side. Jumping from the balcony can inflict fall damage. You can get some items from the fallen soldiers.

In the far right corner there's a drop you can fall down to, then head down to the road from there until you reach the tents and a few soldiers. Find the items in one of the tents, and then head to the overturned white truck that has sandbags and 2 soldiers on it.

It's a good idea to save at this point, because the tripod can be difficult to survive getting past. The tripod should destroy the truck which allows you to progress, but if it doesn't then enable the developer console from esc, options, gameplay, developer console. Then go back to the game and press (`) to bring up the console, and run the command `sv_cheats 1` and then `noclip` to move through the truck, using the `noclip` command again to move normally.

Move carefully to avoid getting shot by the tripod, and find a gate on the right which you can crawl under using (z), and then (z) again to stand up when you get through. Run to the next gate which should load the next level.

You might want to engage night vision (6) at this point. Hold use (e) on the valve until it can't turn any further, then quickly move under the gate and restock at the humvee. You might need to press (e) on the items individually to get ammunition from them.

Manhacks will drop down from a vent close to the left, so a well-timed grenade can blow them all up. At the far left end of the carpark you'll find a door to open and go through, which you can reach by ignoring the aliens by sprinting past them.

Continue on and move down the stairwell all the way to the bottom to find the elevator. Ride the elevator by pressing (e) up to the fenced area and find the cable behind some boxes. Move the boxes out of the way using (e) and then pick up the cable to take it with you in the elevator as you ride back down.

Take the sniper rifle that your ally left for you and then connect the cable to the sockets behind the fence door. Now move through the double door and kill the crowd of zombies. Your ally has a lot of health, but you'll lose if he dies.

Move further down the room and your screen should turn black and load the next level. If it only turns black and doesn't load the next level then try to guess where the end of the room is and run to it.

Go through the door to find the minefield. Walk between the mines where there's the biggest gaps between them, and when you reach the green computer with the blue screen simply press use (e) on it and your ally will run through the mines without blowing up. Move down the escalator which should trigger a cutscene.

Run across the tracks(they're not electrified) and jump up to the opposite platform to reach the door blocked by 3 boxes. Move the boxes out of the way using (e) and open the door to engage the zombies. Kill them and sweep to the left, then consider turning your night vision (6) on to see the zombies as you move to the control room through to the left.

Find the level with the flashing light and press use (e) on it, then move back the way you came to reunite with your allies which should trigger a cutscene.

Move towards the gate in the tunnel behind the allies that you reach. An invisible wall will temporarily block you, but as soon as it lets you move; head to the 5 boxes on the right by the gate and move them out of the way using (e) and turn the valve until it doesn't turn any further.

Now crawl under the gate using (z) and then press (z) again when you get to the other side, and turn the valve on that side all the way until it stops so that your allies can move through. Move with them through the tunnel and up the escalators which should load the next level.

You might get spawned backwards, so if you're stuck then turn around and head into the station. There's a traincar nearby with ammunition inside it. After fighting the aliens for a minute; the large train's passenger car doors should open allowing you to enter which triggers the next level.

You'll be in the driver car which has a ladder to the trains roof. Head up the ladder and jump across the train car roofs to towards the rear of the train, and a minigun should appear. Take the minigun and then head further to the rear of the train and the drones should start arriving.

The minigun has infinite ammunition and your health should regenerate. Shoot the drones with the minigun until they explode, at which point you can stop shooting them as they explode several times before they are destroyed regardless of you continuing to shoot them or not.

Shoot down around 50 drones, then head back inside the driver car by going back down the ladder to trigger a cutscene. The drones seem to have infinite respawns, so I'd stay by the ladder and keep trying to trigger the cutscene, unless you want to shoot some more down before leaving.

New State

Drive your humvee behind the truck to protect it by following along and using your turret to shoot any threats. You have a boost function (left shift) but you probably won't need it. Your health still regenerates, and you're able to dismount from the humvee and get back in if needed using (e).

When you reach the bridge you can squeeze your humvee in to the left of the truck when it stops so that you can easily shoot the aliens in front of the truck. The truck will then get stuck against the humvees blocking it ahead.

Dismount your humvee and get in the ones blocking the truck's path so it can drive on, then follow it in your new humvee. After driving a short distance the next level should start loading.

Drive on to the gas station where the vehicles are forced to stop. The headcrab canisters land blocking the road, but no headcrabs crawl out. Dismount and check the local buildings for items, or just run ahead down the blocked road on-foot ignoring the nearby buildings.

Look upwards to see where the next canisters are going to land so you can avoid them. If they hit you they'll probably kill you. Headcrabs will now start crawling out of the canisters. Head all the way down the road to the end where you'll find an entrance on the left, and then the last left is a main road.

You want to take the entrance that leads to 2 large buildings, and go up to the door of the one to your left to trigger loading the next level.

Move ahead to find a locked door, with an unlocked door on the right. Go through there to trigger a cutscene.

Head through the next 2 doors to fight some zombies. Use (tab) to open your inventory menu if you want to change your knife to the wrench. You can fight those zombies with firearms despite being told not to. Fight your way to the red door, then go through and move down the hallway.

At the other end is a door to a control room which has 3 switches in it. Use (e) on the switches, then head all the way back to the entrance of the building to load the next level.

Watch your back as the manhacks might be behind you and deal a lot of damage. Head back to the road and get into the humvee to use its turret to shoot any threats.

There should be a hole in the wall of the nearby building you can move through, which sets on fire when you reach the other side. Stick to the right and move along to find the stairs up into the office section of the warehouse, and move along it to the end to find a ladder you can climb onto the roof.

You can find molotovs and grenades on the roof, but the grenades don't seem to work. There's also a sniper rifle resting against sand bags, and by this point you might have binoculars which you can use from your (tab) inventory menu to select, then press (6) and hold (left-click) to use them.

The truck will attempt to drive down the road, but might get stuck on zombies. Use the sniper rifle to carefully snipe the zombies. The truck eventually stops, and a red flare goes up. Move back down the ladder to find the rear entrance of the warehouse that leads to the carpark.

It's possible to move left, and then fire a grenade at the barricade and crouch jump over it (left control + space) avoiding the aliens that spawn nearby. Head to the truck, then follow it down the road to trigger the loading of the next level.

The Great Escape

Run through the wharf until you find a bridge that leads to a lighthouse. The sniper rifle seems effective against hunters and scanners, although the scanners seem harmless and are only an annoyance.

Climb the ladders of the lighthouse including the last one at the back of the lighthouse, which should trigger the loading of the next level as you near the top.

You'll be stuck at the top while a drone shoots at you, then the lighthouse explodes; plunging you into the sea. Swim towards the light at the dock where you can get back on land using (space).

Back on the wharf you might run into hostile vortiguants. There should be a red flare on the ground somewhere, and nearby to that a maze of containers which has the trigger point for loading the next level.

You need to reach a cargo ship which has soldiers on it. My method was to run through the wharf and across a bridge, and then jump onto a tug boat, and from that jump onto another tug boat, then from that jump onto a ladder up to another wharf(which inflicted some drowning? damage) and keep going until the boat is found. Getting near to the hull or staircase up should trigger a cutscene.

You'll spawn on the forecandle with your allies, along with a box of assault rifle ammunition and grenades. This is the last level of the chapter, so feel free to use all your ammunition as you'll spawn without it on the next level.

Several waves of different enemies will spawn near the bridge and head towards you. A short time after the last wave a cutscene will begin.

New Alaska

Head down the slope to trigger an event where you fall through the snow into pitch black caves where you move slowly. You have a flare in your inventory which you can press (e) on after throwing it to pick it up, but its a bit blinding.

The caves are a short maze, go left, left again, then right twice, then left to find the exit which leads to a house down the slope. In the house should be a rifle an a medkit. The medkit should reset your speed. Take them and continue out the back of the house.

Run through the snow to find a huge wall ahead that has a large gate, and to the right there's a concrete structure with pipes and ladders. On the top of concrete structure there's a small building. You'll probably have to shoot a lot of antlions.

Go up to the concrete structure and find the white pipe. If you don't have a holster weapon button then you'll have to define one, because you need to press up against the pipe, holster your weapon, then press (space) to cling onto the pipe, and hold forward (w) to climb it.

At the top of that white pipe, look to your right and press (space) to get off, then climb the next white pipe to the top. If the climbing function doesn't work then try using noclip to bypass it.

To run the commands go to the gameplay options and enable the console, then in-game hit the console button (') and run commands:

```
sv_cheats 1
```

```
noclip
```

Then close the console and move to where you want to be, and run the noclip command again to move normally.

Move into the building and check around for some items, and connect a loose cable to its socket. Once the cable is connected to its socket, the large gate at the wall will open when you go up to it. So head back and slide down the snow on the left, and then run over to the gate.

Run through the opened gate and keep going through the snow. Eventually the loading of the next level should be triggered.

You need to go up and to the right, which means going around the ridge, but there are sniper nests dotted around the path. They project your movement into their aim, so move unpredictably to avoid their shots.

Some dead soldiers lay around with medkits you can loot, but try not to stop or you'll end up getting hurt more. There's a big wall again that you need to reach, with a stalker making lots of sparks in the middle of it.

Go up to the stalker and shoot any antlions behind you so that you're not getting attacked while you try to climb, then climb up the lowest part to be next to the stalker which allows you to drop down to the other side. Running a few feet further should trigger the loading of the next level.

There's a path up and to the right you need to take. If you start taking damage then you're on the wrong path. A headcrab canister will land ahead of you, but it will be a sniper turret. A few of these appear ahead.

I'm not sure how to deal with them other than using noclip to go past them. They crash my game. The path up the mountain winds up to the left, and then wraps around to the right where you should find a small entrance to a rail tunnel.

Take advantage of the health dispenser on the wall to your left. The rails are not electrified. Move along the rails to the left until you find a group of soldiers to kill on your right. You can take their rifles and use the dispenser on the wall in the room.

Inside the room is an elevator on the right. Ride the elevator up and fight your way to the catwalk. At the far right end there's a path to another elevator. Ride it up to trigger the next level.

God Forsaken

Avoid getting too close to the searchlights as they'll zap you pretty badly, so sneak your way to the large complex. Then move to the far right of the wall, and after holstering your weapon, use (space) twice to climb up onto the ledge. Then face the wall with the yellow stripe and hold (space) for a moment to grip it.

Now shift left by holding left (a) and when you reach a clearing, then try to climb up to it using (space). This doesn't work for me, but it looks like it's supposed to work. If it doesn't work for you and you can't find an alternative way forward then just resort to noclip.

Drop into the hole in the roof nearby. Pressing use (e) on the green light should trigger a cutscene.

Find the dispenser on the wall by the door. Take advantage of it, then move through the door into the elevator. Several soldiers will start firing at you, joined by scanners and more soldiers further into the factory. Killing all the soldiers seem to be the trigger for the next level.

Deal With The Devil

You should spawn at the bridge of a cargo ship. Head towards the sound of gunfire on the deck. A cutscene should be triggered when you get close enough.

You should spawn in the woods. Move to the edge of the ridge and wait for the train to arrive. When it arrives, make a jump to land on its roof.

Welcome To City 17

Move through the station to find your ally at the fence doorway. He should move through. Go behind him until you're stopped by an officer, at which point an explosion gives you the opportunity to run to the right.

Move through the station to find the exit, and keep straight on to move through the combine checkpoint which has its screen down so you can run through, which should trigger the loading of the next level.

Move ahead, then take a right to find some low walls you can walk around. Explore through that area to find an open window that you can climb up to using (space). Go through the room and exit via the window on the other side to get back outside again.

Get inside the combine checkpoint and find the doorway to get into the ground level, and navigate through until you end up at the exit leading to the an alley. Now run to the right down the road to escape the officers who are trying to kill you.

You should end up at a bin you can crouch jump on (left control + space) to get through an open window. Once inside the building, head to the stairs and go up until it loads the next level.

Don't try to jump ontop of the bathtub to the next level, as there's an invisible wall there. Instead, head into one of the rooms to find a plank leading onto a nearby roof. Jump to the next roof and find a ledge you can climb up to using (space) and make a running jump onto the next roof.

From there you can move along a ledge, and drop down to the next ledge that leads you into an office. Move down the stairs into another office room and find a plank leading to the next building. Open the door and run down to the left, which gets you captured - triggering the next level.

Follow the soldier until you both reach a door, then wait by the door for another soldier to open it. Move into the room; which should trigger a cutscene.

Wait for a moment and another cutscene will be triggered.

Hunt

Follow your allies into the structure, heading down towards a firefight with some rebels. At the end on the right should be blast doors, but you're not supposed to go through them. Instead you're supposed to crawl using (z) through the vents and move all the way to the end of the vent where you'll plunge into water.

You can kill the rebels that are firing down on you by shooting them through the grate they stand on. Use the grating with ladders to get out of the water and climb up. Get into the vent and move through it. You can't pick up the flare, but there should be just enough light to see the way.

Kill the 2 vortigaunts to the right of the vent exit, then look back at the vent and you should see an archway to your immediate left. Move through it and kill the rebel on the stairs, and the one down the left.

Move up the stairs and head into the kitchen where you'll face several rebels. Kill them, and move into the next room, then take the path on the right to kill more rebels and then activation the elevator.

Exit the elevator into the lab, then take the door on the left, and another left through the open chainlink doorway. You'll face a lot of rebels throught the next corridor and can't really get lost.

Eventually you'll find a chainlink doorway with a fallen green cabinet infront of it. Crouch jump over the cabinet, kill the rebel on the elevator, then activate the elevator with the switch on the wall before using the actual elevator switch. Arriving at the top should trigger the next level to load.

Look around the room to find a shotgun, duct tape, flashlights, and shotgun shells. Be careful around the map props because they can damage you. When you're ready - open the small door and move outside. Left-click fires

a barrel, while right-click fires both barrels. Try to save 1 shell so that you can still use the torch on the shotgun.

There are dozens of zombies around the swamps, but the swamp is deep enough in places to make the zombies drown. So you can lure them into the water to kill them. At least one of the chainlink doors should open, allowing you to get outside the fenced area.

There's a small building in the dark somewhere that you can get into from its right side. Check the building for items and then exit through the other end of the building to progress. There should be a bridge above you which you can pass under despite the bushes appearing very thick.

Further along on the right is a wooden gate you should be able to simply push open by walking against it. The mansion in front of you is locked, so enter the basement from the cellar door on the left side of the mansion. There should be lots of shotgun shells inside.

Take the stairs up to the ground floor. There's a hole in the brickwork you can crawl under using (z). Go up the stairs again and pull the loft cord to find supplies. Go into the loft and use your melee weapon to destroy the 2 planks so you can jump onto the roof.

Let yourself down from the roof carefully to avoid fall damage, then move across the bridge. Let yourself down carefully again to drop into the graveyard, and fight(or run) your way through to the open coffin which will drop you down into the trigger to load the next level.

At the end of the tunnel is a secret button. Press it, and the wall will open up. Move through and walk into the ladder to trigger the next level to load. If your screen goes dark but the next level doesn't load, then jump around and hopefully you'll trigger it.

Climb up the ladder to find yourself in an urban firefight. You can flank to the right to get a better angle against the rebels gun emplacement. Kill them, then follow your allies onwards. There should be a hole in the ground you can drop down into which will load the next level while your allies hold off the rebels.

Beneath The Freeman

You might get spawned backwards, so head along the antlion tunnels. On the left there should be a short tunnel with items in, but it isn't the way to progress. You'll be presented with 2 more tunnels, this time the left is a dead end without items, so you'll have to take the right one - where you'll eventually be forced to take a left.

The antlions spawn regularly, so try to move fast to avoid having to fight too many spawns. Step on the grubs even if they're out of the way, as stepping on them can replace some lost health. You'll have a wide tunnel to go through which eventually shrinks to a need to crawl through it using (z).

You'll encounter a pit full of grubs, and entering it triggers a boss fight. The way out involves climbing up out of the other side of the pit using (space). At the end of the tunnel is a wide open space with water.

Swimming across to the other side of the space reveals a flooded tunnel which you can dive through for about a minute which leads to a broken wall of a flood channel. Use the ladder to climb out of the water, then holster your weapon and use (space) to climb the white pipe.

Jump by holding (space) to cling to the ledge you need to reach, then press space again to climb up on top of it. Carefully move around the ledges and jump to each next one to reach the top. If you fall and don't enjoy climbing all the way back up, you can use noclip to get back to where you were before you fell.

It's probably a good idea to shoot the zombies before you need to climb up to the top where they are. In a small room up there you'll find a couple of supply crates you can break with your melee weapon to get the items inside.

Crouch jump onto the large rusted pipe and go prone to get under the concrete, following the pipe through the broken grate, and then crouch to get through the pipe and the next broken grate. Go up the ladder and open the door up there. Go through the door and that should trigger the loading of the next level.

Road To Nova Prospekt

Go up the ladder and find the items on the shelf. Head to the house and find the rifle inside it, then press the generator button to bring the power on. Get on the bike and drive through the door, taking the road leftwards as the rebels fire at you.

Drive under the blocked bridge and go along the dry riverbed and over the ramp into the water below. Feel free to stop any point to use your sniper rifle on the rebels. Abandon your bike and get to the road where you need to holster your weapon to use (space) to climb up onto the road.

Proceed up the road and kill the rebels that block your path, and snipe the rebels at the windows of the big building on the right. Find some supply crates you can smash at the cars on the road.

Go into the big building and loot the place. You can jump onto the chandelier which breaks the floorboards below as it crashes, revealing some hiding rebels. Kill the rebels, then use your melee weapon to break the planks on the door out of the basement.

You'll encounter rebels storming the house. Kill them, then press the garage door button to be able to take the bike out. Drive it left down the road to the tunnel.

Going into the tunnel should trigger the loading of the next level, but the game might crash if you're riding the bike, so consider going on foot, but at least save your game at the tunnel entrance. There should be a bike at the start of the next level for you.

You might get spawned backwards. Find the supplies and bikes at the tunnel exit. The supplies look unnaturally dumped, so if you don't see them it's probably because they were there for an early version of the level and later got removed.

Drive one of the bikes down the road, you'll reach a combine checkpoint which has a health dispenser to take advantage of and a spas shotgun. Continue on until you reach the next tunnel entrance, and again save your game and consider going on foot if the bike game crash isn't fixed.

Freeman Must Die

Go down the road, past the combine vehicle, and find the entrance to the huge complex. Remember that the combine guard is your ally. Step into the large elevator which should automatically go up. Cross the trains and find the large doors which should open for you. Going inside should trigger the loading of the next level when the doors close.

Inside the complex there should be 3 supply boxes you can break with your melee weapon. Take the large

elevator on the left up to the catwalk and find the entrance at the far right end of the complex. There are some more supply boxes on the way.

You should be on a walkway that ushers you to the right, with a drop into a large area down to your left. Keep going along the walkway to you right until you find an elevator platform with a button. Step onto the elevator and press the button. The next level should be triggered to load when the elevator gets far enough.

Move ahead off the elevator into the tunnel at the end of the room which snakes for a few turns leading into what appears to be a teleporter room. The ground should start shaking, and the combine energy doors should be dropped. You can now head back and go through a doorway near the way you arrived from the elevator.

Going through that doorway you'll find a blocked tunnel, with a breakable vent panel on the right you can smash and then crouch though using (left control). A few a few feet there should be another breakable vent under you which you can drop down to, eventually triggering a cutscene.

Forget About Freeman

Save the game as you spawn in a cell and have to avoid countless rebels. Stealth is optional. Heading to the far right end of the large room to go through the main door. Get through this door, and then go up one level to get through the next door at the opposite end of that room too, and then the ground level door of the opposite of the next one.

Now go through the maze of fences, pushing open the chainlink fence door leading to the mess hall. Crouch jump onto the bent fence at the end of the hall and run towards the right; along the catwalk to find a vent you can crawl through using (z). Getting far enough into the vent should trigger a cutscene.

Follow your ally, which after some running should trigger a cutscene.

Spawning in a forrested area, find the signed path on your left as it goes over a small bridge made of 2 planks, with the path winding to the right afterwards that leads to a drop. Proceed to the left along the path to a doorway. Stepping inside should trigger the next level, although the "loading" might not appear, you should still spawn in the next area eventually.

Look around the room to find weapons on a rock, then move along the walkway bridge to the the next building to fight the soldiers. You should hear an audio scene which leads to the start of a 15 minute countdown timer. Defend yourself until the timer runs down.

In the far building should be some turrets you can take advantage of by pressing the use (e) button on them, which shoot soldiers within their view. There are health dispensers on the walls, and a rack of weapons and a few grenades.

Feel free to save the game as the timer runs down to save your progress. If you a load game that was saved while the countdown timer was running then the timer might not appear, but it should still be in effect. When the timer runs to zero a cutscene should be triggered.