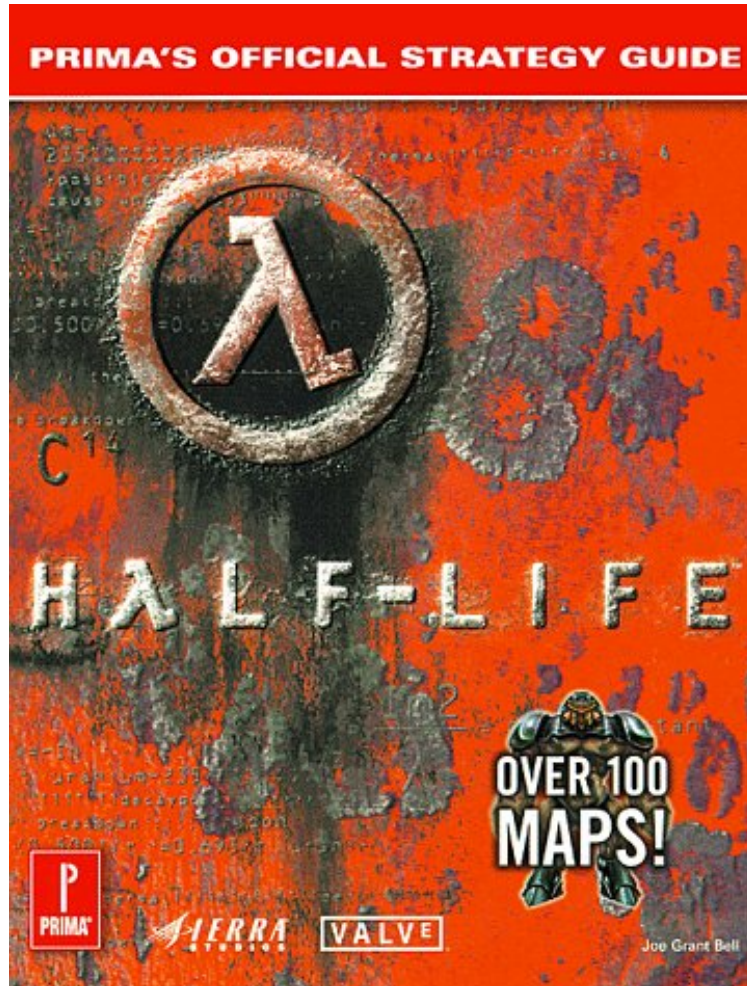


Half-Life : Prima's Official Strategy Guide

Joe Grant Bell

*audiobook / *ebooks / Download PDF / ePub / DOC*



DOWNLOAD



READ ONLINE

#249781 in Books Prima Games 1998-11-25 1998-11-25 Original language: English PDF # 1 9.50 x 7.75 x .751, #File Name: 0761513604336 pages | File size: 61.Mb

Joe Grant Bell : Half-Life : Prima's Official Strategy Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised Half-Life : Prima's Official Strategy Guide:

0 of 0 people found the following review helpful. good summaryBy EthermadnessPerfect strategy guide if you are playing the original Half Life 1, if you are playing the Half Life 1 Source though, some of the levels will be different than what is shown in the guide. I believe Valve made the some of the levels in HL Source, longer, and added extra monsters, and more events that are not in the original Half Life.0 of 0 people found the following review helpful. Four StarsBy C. Fryegreat guide0 of 0 people found the following review helpful. Five StarsBy Lady of NokomisIt is a good help when I need it.

In-depth strategies you can bet your life on Clear explanation of Half-Life's monster behavior Maps of the missile base Best walkthrough of all game locations Thorough coverage of optimal combat tactics Stats for all weapons and

monsters

.com It was just a typical day in the life of Gordon Freeman, your average young scientist working for the government at the high-security Black Mesa research facility. Typical, that is, until a freak accident opens up a transdimensional gateway to an alien world. Soon the place is crawling with mutated scientists, alien creatures, and--worst of all--government troops bent on eliminating all witnesses to the accident. Fighting your way past these evil hordes is no easy task--unless, of course, you've got Prima's official Half-Life strategy guide in your arsenal. With a wealth of information, statistics, and gameplay guidelines, this book can help turn any fledgling scientist into a battle-hardened killing machine in no time. In addition to descriptions of the weapons you'll find and the enemies you'll have to use them against, the book offers advice on basic first-person shooter tactics (how to circle-strafe, for example). A full-fledged walk-through of the game includes plenty of maps (more than 100 in all) and screen shots to help illustrate the best path to take. A brief section on multiplayer Half-Life rounds out this impressive guide. Run. Think. Shoot. Live.
From the Back Cover
Run. Think. Shoot. Live.