HλLF-LIFE

VALVE gearbox software SIERRA

EmuMovies

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button

R2 button
R1 button

directional
buttons

left analog stick
(L3 button when pushed down)

SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

△ button
○ button
✕ button
▢ button
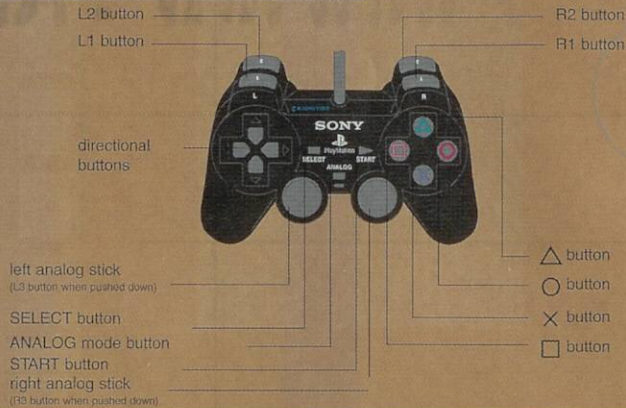
L1 button: *Jump*

L2 button: *Duck*

Right directional button:
Next weapon slot

Up directional button:
Previous inventory item

Left directional button:
Previous weapon slot

Down directional button:
Next inventory item

R1 button: *Primary attack*

R2 button: *Secondary attack*

▢ **button:** *Reload*

▲ **button:** *Flashlight*

● **button:** *Lock-On targeting*

✕ **button:** *Use*

Left analog stick:
move around

L3 button when pushed down:
centerview

Right analog stick:
look around

R3 button when pushed down:
centerview

SELECT button:
Change character
(Decay Game only)

START button: *Pause*

Black Mesa Research Facility

Office of the Administrator
BLACK MESA RESEARCH FACILITY
Black Mesa, New Mexico

May 5, 200-

Dr. Gordon Freeman
Visiting Fellow
Institute for Experimental Physics
University of Innsbruck
Technikerstr.25
A-6020 Innsbruck, Austria

Re: Offer of Employment

Dear Dr. Freeman:

This letter shall confirm a recent telephone conver-
sation in which you were offered, and did accept, a
position at the Black Mesa Research Facility commencing
immediately but no later than May 15. As discussed,
you shall begin at Level 3 Research Associate status,
assigned to the Anomalous Materials Laboratory. We
understand that it will take some time to conclude your
affairs at the University of Innsbruck and return to
the United States. Please notify the Personnel
Department of your intended arrival time immediately.

Since you are unmarried and without dependents, you
have been assigned appropriate living quarters in the
Personnel Dormitories. However, you may not gain

admittance to your quarters until Level 3 security
processing is complete. Please bring this offer letter
and all documents listed on the attached sheet to the
Black Mesa Personnel Department no later than May 15.
A retinal scan will not be necessary at this time but
we do require urinalysis and bloodwork to establish base-
lines for your medical history during your employment.

Please note that as a necessary condition of your work
with anomalous materials, you may be required to wear and
operate an HEV hazardous environment suit. You will be
trained and certified in its use during the standard ori-
entation and certification process. All further questions regarding the
Black Mesa Research Facility will be answered during orientation.
Associate will be answered during your role as Research

As you know, Dr. Kleiner, your former professor at the
Massachusetts Institute of Technology, originally recom-
mended you for contact by the Civilian Recruitment
Division. He wishes to extend his congratulations on your
decision to accept our offer. Like Dr. Kleiner, we are
confident that it will be a long and rewarding one.

Office of the Administrator
Civilian Recruitment Division
Black Mesa Research Facility

OTA: lm

HAZARD COURSE TRAINING SCHEDULE - SPRING/SUMMER SEASON

TRAINEE	SCHEDULE	INSTRUCTOR	DESCRIPTION	SECURITY LEVEL
B. CALHOUN	MAY 12, 0800	MILLER-HOLO	SECURITY GUARD TRAINING	BLUE-TWO
W. BENNET	May 13, 1031	CROSS-LIVE	AUTO MASS SPECTROMETER OVERLOAD SIMULATION	RED-FOUR
C. GREEN	MAY 14, 1400	KLEINER-LIVE	ANOMALOUS MATERIALS HANDLING	RED-FIVE
G. CROSS	May 15, 2000	KELLER-LIVE	HEV MK. 5 PROTOTYPE TESTING	ORANGE-SEVEN
G. FREEMAN	May 16, 0730	CROSS-HOLO	HAZARDOUS ENVIRONMENT SUIT TRAINING	ORANGE-FIVE
O. LAUREY	May 17, 1630	MILLER-HOLO	SECURITY GUARD TRAINING	BLUE-ONE
TOUR	May 18, 0800	GREEN-LIVE	PUBLIC RELATIONS TOUR	GREEN-ONE

(handwritten notes:)
← TYPO
RE-SCHED. FOR JUNE
ORANGE SEVEN NKS HARMAN COLOR
ASK BARNEY IF HE CAN FILL IN FOR OTIS' TRAINING!
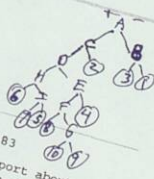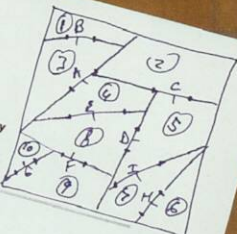THAT'S IT. COME TALK TO ME ABOUT THAT NEW FREEMAN GUY... — GINA

Black Mesa Research Facility

MEMORANDUM

OFFICE OF THE ADMINISTRATOR
SUPPORT PERSONNEL DIVISION

TO: C. GREEN
FROM: LM
SUBJECT: ANOMALOUS MATERIALS REQUISITION
DATE: 05/11/200.
CC: DR. KLEINER

ANOMALOUS MATERIAL GG-3883

After studying your substance evaluation report on the GG expedition, the senior staff has decided to move forward with the program.

We are particularly interested in sample GG-3883. Although your experiments have revealed unexpected spectral analysis fluctuations with GG-3883, you've identified it as the purest and largest sample we have.

Therefore, the senior staff has decided that GG-3883 will replace EP-0021 in the simulation.

Note that we must deviate from standard analysis procedures in order to have the sample ready in time. We understand this is a violation of normal anomalous materials handling protocol, so I have already authorized the enclosed materials requisition form. Please see to it that sample is ready to be delivered to Dr. Freeman on the day of the experiment.

OTA: lm

Main Menu

The main menu has the following four choices:

> Half-Life
> Decay
> Head-to-Head
> Options

(screen shows:)
HALF-LIFE
⊙ Half-Life
Decay
Head-to-Head
Options
✕ Play Half-Life
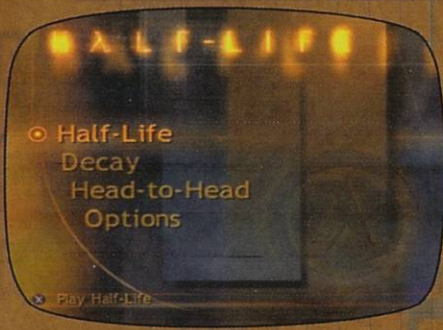
Move from choice to choice in the main menu with the left analog stick or the directional buttons. Make a selection by pressing the ✕ button. Note: When navigating the menu screens, you can usually go back to the previous screen by pressing the △ button.

Training

Activate this option for an in-game tutorial on the use of the Hazardous Environment (HEV) Suit.

Training will teach you how to maneuver through the environment, manipulate objects, fire weapons and interact with other characters. Whether or not you are experienced playing games in the first person perspective, you would be wise to run through the training area at least once. In training, you'll quickly get accustomed to the controls and functions of your HEV suit and become familiar with a few of the characters and environments found in the Black Mesa Research Facility.

Choose "Half-Life" to load a previously saved game or begin a new single player game as scientist Gordon Freeman. When starting a new game, you'll be given the following skill level options:

Easy

- will attack weakly doing less than normal amounts of damage.
- will be able to sustain a lesser amount of damage.
- power-ups provide greater benefits.

Normal

- will attack normally doing an average amount of damage.
- will be able sustain a medium amount damage.
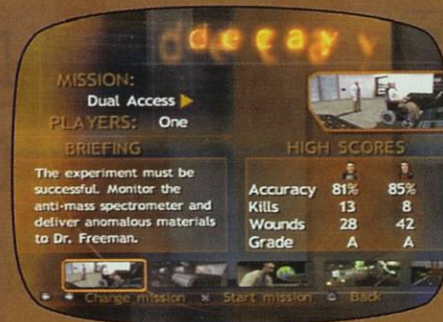- power-ups provide normal benefits.

Difficult

- will attack fiercely doing a greater than average amount of damage.
- will be able sustain large amounts of damage.
- power-ups provide smaller benefits.

Choose "Decay" to play a cooperative campaign with a friend or a computer controlled partner.

The mission selection screen will report mission objectives and previously achieved performance records. On-screen instructions will describe how to accept your mission and select a one or two player game.

Choose "Head-to-Head" to engage in a multiplayer game in any one of a number of Black Mesa battlefields.

The Head-to-Head selection screen presents the available characters to choose from while previous screens will allow you to select your map and to set win conditions. Follow on-screen instructions.

10

Options

From the options menu you can change audio and video settings, adjust the control configuration, enter cheat codes or see the credits.

Controls

The Controls menu will allow you to select a pre-set configuration or custom configure your DUALSHOCK™2 analog controller for Half-Life play. Follow the on-screen instructions to select game functions and re-assign them to the controller button of your choice. Most Microsoft®, Logitech® and other standard USB keyboards and mice are supported.

Audio/Video

Use the left analog stick or the directional buttons to adjust the sound effects volume, music volume or toggle between stereo or mono speakers. Also, use the left analog stick or the directional buttons to adjust screen and video settings.

Cheat Codes

Choose this option to enter and select cheat codes. Once you discover a cheat code, follow the on-screen instructions from the Cheat Codes screen to activate it.

Credits

Choose the "credits" option to see a list of the people who contributed to this project. A cheat code may have been hidden inside the credits list - can you find it?

Load Settings

Choose this option to load controller, video and audio settings from the memory card. Loaded settings will override current settings.

Pause Menu

While playing any of the Half-Life game types, press the START button at any time to pause the action and display a text menu with some of the following choices (choices vary depending on game type):

Resume
Quick Save
Quick Load
Restart
Vibration On/Off
Mid-Game Menu

Resume

Choose "Resume" to return to the game. You may also immediately return to the game by pressing the START button from the pause menu.

Quick Save

Choosing "Quick Save" will allow the game to remember your current position to be quick loaded later at your convenience. This feature is only available when playing Half-Life. *Note: Quick Saves are not stored to the memory card and will be lost if you shut off or reset the PlayStation®2 or otherwise quit the game.*

Quick Load

Choosing "Quick Load" will load the last "Quick Save". If no "Quick Save" is present, this option will not be available.

Restart

Choose "Restart" to clear scores and start over in Head-to-Head games or clear statistics and retry a mission in Decay. *Note: "Restart" is not an option when playing Half-Life.*

Vibration On/Off

This option will toggle the DUALSHOCK™2 analog controller vibration function.

Mid-Game Menu

If you choose "Mid-Game Menu", you'll be taken to a screen that will allow you to adjust game options (see Options, pages 12 and 13), save or load games from the memory card or quit playing and return to the main menu.

On-Screen Information

HEV Suit

Early in Half-Life, you must find and put on the Hazardous Environment (HEV) Suit. In Decay and Head-to-Head games, you'll begin already equipped with the HEV suit.

You may recharge the suit periodically - the greater the charge, the more protective power the suit has. To recharge your suit, seek out a wall-mounted HEV suit charging station, or pick up batteries along the way.

HEV Charging Station
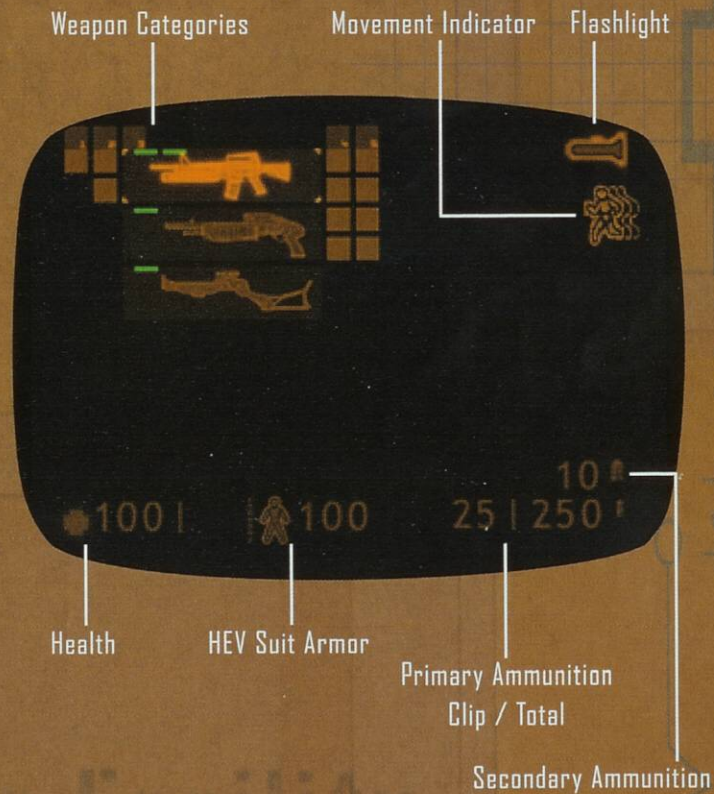
Hazardous Environment Suit

HEV Battery

The HUD

Once you are in your HEV suit, the suit's heads up display (HUD) is activated. The HUD is an on-going barometer of health, available energy or armor and remaining ammunition. The HUD allows you to survey and select from your weapons arsenal and inventory items. It also alerts you when you are sustaining environmental damage.

Weapon Categories   Movement Indicator   Flashlight

100 | 100   25 | 250

10

Health   HEV Suit Armor

Primary Ammunition
Clip / Total

Secondary Ammunition

Danger Monitors

Your HUD has visual and audio alarms to warn you when the environment is threatening your health. If you see any of the following symbols appear in your HUD, act fast:

Poisonous Biphazard	☣	Burning	🔥
Radiation	☢	Freezing	❄
Acid or corrosive chemicals	🧪	Electric Shock	⚡
Drowning	O₂		

Recovering From Damage

After being hurt by environmental threats or an enemy attack, you can recover by using wall-mounted first aid stations or by collecting first aid satchels. If you are very wounded, some civilians are capable of administering first-aid.

First Aid Station

First Aid Satchel

Weapons and Combat

If you like big guns and other destructive devices, you've come to the right place. Half-Life has many different types of weapons - from basic shotguns, pistols, and semi-automatics, to rocket launchers, crossbows, and trip mines. There are even a few experimental toys we think you'll enjoy getting your hands on.

You'll find items and weapons in realistic locations, such as on gun racks, in the hands of your allies, or on the bodies of your dead enemies. Similarly, ammo will be strewn about on the ground, hidden in crates, and locked inside storage cages. On screen, you'll see your available weapons and ammo.

Lock-On Targeting

Your HEV suit is equipped with an automatic targeting system. When you face a creature, a diamond shaped target will center on them. If the diamond is green, the creature is friendly. If it is red, the creature is hostile. Press the Lock-On button to focus on the target. Press the Lock-On button again to release your view. See Controls (Page 6) for more information about the controller buttons.

Your complete arsenal includes real world weapons, experimental weapons, and alien technology. You'll have to venture deep into the game to find out about every weapon. For now, here are descriptions of some of the weapons you'll encounter in the game:

Crowbar

Things like barrels, boxes, gears, and grates can often be smashed open with the crowbar. And, when you find critical paths that have been blocked or sealed shut, you can dig through such obstacles with your crowbar. You can also use your crowbar to break glass and bludgeon approaching enemies.

Pistol

You acquire this 9mm pistol early in the game. Although it may seem outdated as you acquire more technologically advanced weapons, don't forget about it; it's one of the few weapons that fire under water.

Assault Rifle

This is one of the first weapons you'll acquire with both primary and secondary attack options. The Military Assault Rifle has an attached grenade launcher (secondary attack). Its primary attack fires 50-round clips of 9mm bullets to very long range.

Remember, you can practice using your crowbar and firing an assault rifle in the Hazard Course Traning Area.

Rocket-Propelled Grenade

High explosive rockets can be fired forward or made to track a projected laser dot (toggled with the secondary attack). Once the rocket is flying, simply point the laser beam in a new direction and as long as the rocket can find the dot, it will adjust its course to target what you're aiming at.

Crossbow

Virtually silent and equipped with tranquilizer darts, the crossbow is one of the most effective weapons available to you. Activate the high-powered scope (toggled with the secondary attack) to snipe at distant enemies with a zoomed in view. The crossbow also fires underwater.
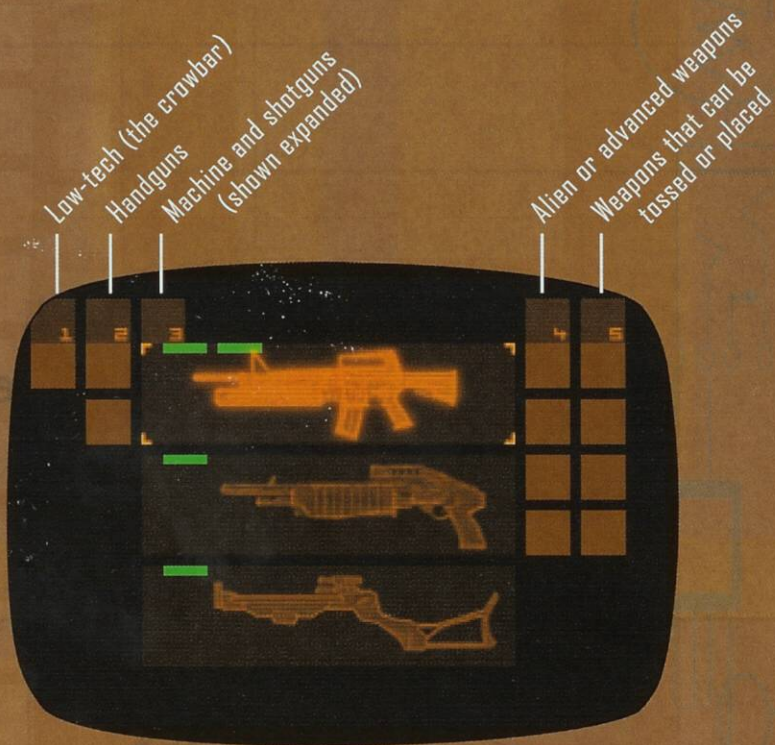
Trip Mines

These mines are very useful for laying traps for your enemies. Once activated, if any object crosses the beam the trip mine will detonate. They are very destructive and can easily be accidentally triggered if you're not careful. Active trip mines will detonate if they sustain damage.

To learn more about using the controller to perform primary or secondary attacks, see Controls (Page 6).

Weapon HUD Screen

Weapons fall into five general categories.

Low-tech (the crowbar)
Handguns
Machine and shotguns (shown expanded)
Alien or advanced weapons
Weapons that can be tossed or placed

As you discover weapons in the game, they automatically get added to their proper categories. To select weapons, use the directional buttons. Left and right will move from one category to the next, while up and down will move between each weapon in the category. Once you've highlighted the weapon you want, press the primary attack button to select it. See Controls (Page 6) for more information about the controller buttons.

Equipment

Flashlight HUD Icon

A projection flashlight is built into all HEV suits and can be turned on whenever it becomes too dark to see. Its battery will drain, so don't forget to turn it off when you exit a dark area. The flashlight battery will recharge itself automatically when not in use. Note: the flashlight is not available in split-screen multiplayer games. For information about how to use the controller to toggle the flashlight, see Controls (Page 6).

You must acquire a Long Jump Module in order to perform the long jump move. To perform a long jump, run forward and press the jump button twice rapidly - once to leap into the air and a quick second time before landing to activate the Long Jump module. If you've timed the two jumps correctly and are equipped with a Long Jump Module, you'll be launched a great distance forward. Note: If you're having difficulty long jumping later in the game, try returning to the training area to practice.

Long Jump Module

Playing Half-Life

You may want to charge into a room and start shooting everything in sight. But in Half-Life, there are many other ways to interact with your surroundings. Half-Life's environments are as realistic as possible, and this level of realism will affect the way you move around. For instance, there's gravity - if you stand on the ceiling tiles, don't be surprised if they collapse under your weight. There are also multiple surface effects - yes, wet floors really are slippery. And, if hit hard enough, glass will break. You can also shoot bullet holes onto walls to mark your turf, or leave yourself location reminders. Black Mesa is a dangerous place. We recommend that you save your game often.

Try experimenting with your environment. Use your wits as well as your weapons to outsmart opponents, navigate through tough spots and work your way past barriers of all types.

Use Button

Firing weapons is just one of the things you can do in Half-Life. Press your Use button for all sorts of other activities (see Controls, Page 6).

People

Not everyone you meet is your enemy. You will encounter scientists and security guards who can provide cover fire, open locked doors or apply first aid when you're very wounded. Approach these characters and press the Use button to get them to assist you. If a character is following you, press the Use button on them to leave them behind.

Objects

Many objects (including doors, switches, wheels, levers and buttons) can be activated by pressing the Use button. In some cases, you'll need to hold down the Use button to perform the desired action.

Power-Ups

Activate HEV suit chargers and wall-mounted First-Aid stations by stepping up to them and holding down the Use button.

Pulling / Pushing

Pull boxes and carts into new positions by holding down the Use Button and walking slowly backwards. To push a moveable object, just walk up to it, then continue walking slowly. Press the Use button while pushing things to give the object extra momentum forward.

Playing Decay

In Half-Life: Decay, you'll take on the roles of Dr. Gina Cross and Dr. Colette Green in a cooperative action adventure. The game takes place at the time of Gordon's adventure in Half-Life. You can play Decay by yourself (full-screen) or cooperatively with a friend (split-screen).

Controls are exactly as in Half-Life, except when playing Decay alone you can switch between characters by pressing the "SELECT" ▬ button. See "Controls" on Page 6 for more information. Note the following when playing Decay in single player mode:

- If either character dies, the mission ends - be careful.
- The character you're not controlling will be driven by computer AI.
- The AI character will not follow you or solve puzzles on its own.
- The AI character will defend herself if engaged by an enemy.
- Many puzzles and challenges require both characters to complete.

In Decay, you'll be rated for completed missions based on measures like accuracy, the number of kills you've earned and the amount of damage you sustain. You may unlock a secret, bonus mission by earning an "A" rating in every mission. Good luck!

Playing Head-to-Head

Use Head-to-Head mode to challenge friends to a faceoff to determine who is the best Half-Life player.

VS

Head-to-Head is always a split-screen game and controls in Head-to-Head are exactly as they are in single player Half-Life (see Page 6).

In the Head-to-Head menu you may choose a map in which to fight. After selecting a battle-field, use the directional buttons to choose the win conditions for the game: a time limit and kill limit. You'll be permitted to select and configure your character before the game begins. Follow the on-screen instructions.

Main Characters

Dr. Gordon Freeman

Name:	Gordon Freeman
Gender:	Male
Age:	27
Education:	Ph.D., MIT, Theoretical Physics
Position:	Research Associate
Assignment:	Anomalous Materials Lab
Clearance:	Level 3
Sponsor:	Classified

Dr. Colette Green

Name:	Colette Green
Gender:	Female
Age:	31
Education:	Ph.D., Carnegie Mellon, Electrical Engineering, Robotics
Position:	Research Associate
Assignment:	Anomalous Materials Laboratory
Clearance:	Level 4
Sponsor:	Dr. Keller

Dr. Gina Cross

|	
Name:	Gina Cross
Gender:	Female
Age:	25
Education:	Ph.D., Cal Tech, Bioengineering, Mechanical Engineering
Position:	Hazardous Environment Supervisor
Assignment:	Anomalous Materials Laboratory
Clearance:	Level 4
Sponsor:	Dr. Keller

Non-Player Characters

A number of other friendly characters populate the Black Mesa Research Facility. These scientists and security guards were your co-workers before the accident, and can be valuable allies now. You may be able to enlist them to help you.

For instance, security guards have access to rooms that you don't. Get them to follow you when needed, and they can unlock doors for you.

Dr. Richard Keller
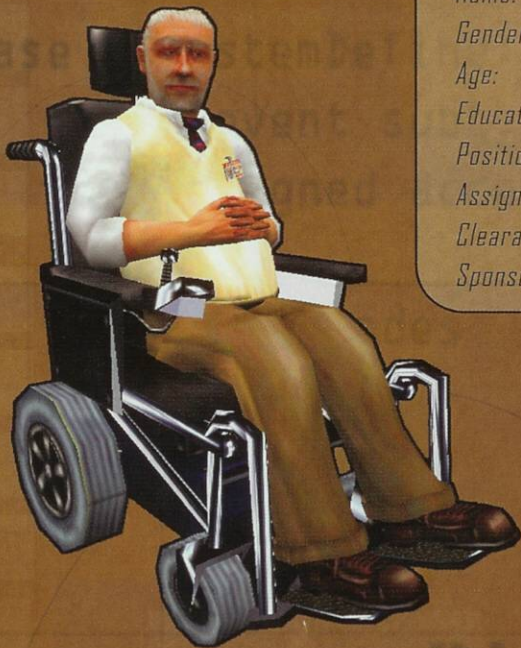
Name:	Richard Keller
Gender:	Male
Age:	55
Education:	Unknown
Position:	Classified
Assignment:	Classified
Clearance:	Level 5
Sponsor:	Classified

Scientist

Scientists can administer first-aid and activate retinal scanners.

Position:	Research & Development
Assignment:	Anomalous Materials
Clearance:	Level 5
Sponsor:	N/A

Security Guard

Security guards can activate retinal scanners and keypad locked doors. They are also equipped with a side-arm.

Position:	Security Officer
Assignment:	Area 3 Security
Clearance:	Level 3
Sponsor:	N/A

Enemies

In each game after Gordon's experiment goes awry, the Black Mesa Research Facility will be populated with a wide variety of life forms. Many will attack you on sight while some life forms will leave you alone unless provoked. Don't be surprised to see packs of creatures working as a team, and don't forget to watch your back, as some monsters can follow you by your scent.

λ Alien Enemies

There are over a dozen different species - be careful.

This Barnacle is a stationary monster that attaches itself to ceilings and lies in wait. His passive approach doesn't make him any less deadly. Of course, plenty of Half-Life's alien enemies are quite mobile. You'll see.

λ Human Enemies

Your government has sent in a dangerous and very efficient clean-up crew. Unfortunately, these military personnel don't just want to obliterate aliens, they're trying to permanently silence you and your co-workers. They kill efficiently and in teams.

Saving and Loading Game Data

While playing Half-Life, the game can be saved to the memory card at any time. You can save and load the game from the Mid-Game Menu (See Page 15). Or, you can continue (load) a game after choosing "Half-Life" from the Main Menu (See Page 9 and 10). *Note: You cannot save or load games of Head-to-Head or Decay.*

λ Saving a Game

Once you've chosen a memory card to save to, the Save Game menu will list all saved games that are currently stored on the memory card.

- The list of files will be sorted by the date and time of the save.
- Choose "Unused Data" to create a new save game file on the memory card.
- Select an existing saved game to over write that file.
- Delete existing files by highlighting a file and pressing the ⭕ button.
- You will be asked if you're sure you want to over write or delete a file.
- Exit the menu to resume play after saving.

λ Loading a Game

Once you've chosen a memory card to load a game from, a list of available saved games will appear.

- Loading a game will replace any game you're currently playing.
- Once the saved game has loaded, you'll be taken into the game.