

# Half-Life

## OPPOSING FORCE

Jozodezokokotar Invasion  
presents

### OP4\_BUNKER



#### **BASIC INFO:**

This is medium-large scale outdoor map, I've been working on this for about 3 years. It's situated in high security storage facility, abandoned due to a critical radiation levels. The main feature is **Nuclear strike**, similar in effects to the one in Crossfire, and hostile **Army Helicopter** approaching right after **Fallout radioation** reaches reasonable levels, to get rid of survivors.

It's designed for 12players, but is best suitable for 4 up to 18 players. Map contains all **23 weapons** found in Opposing Force.

## **INSTALLATION INSTRUCTIONS:**

Extract contents of **OP4\_BUNKER.ZIP** into **GEARBOX** directory/folder  
Gearbox directory can be found in **your Half-Life** installation folder.

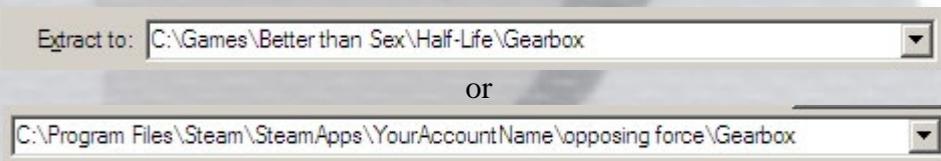
### **How to find your Gearbox folder (for BFU's) ?**

For players using NON-STEAM version of HL, it could be something like this:

*C:\Games\Better than Sex\Half-Life\Gearbox*

For comrades using STEAM version of HL, it could look like this:

*C:\Program Files\Steam\SteamApps\YourAccountName\opposing force\Gearbox*



*P.S: To unzip archive use [Winzip](#) or [WinRAR](#), shit, you needed one of them to open this file, so this is already done.*

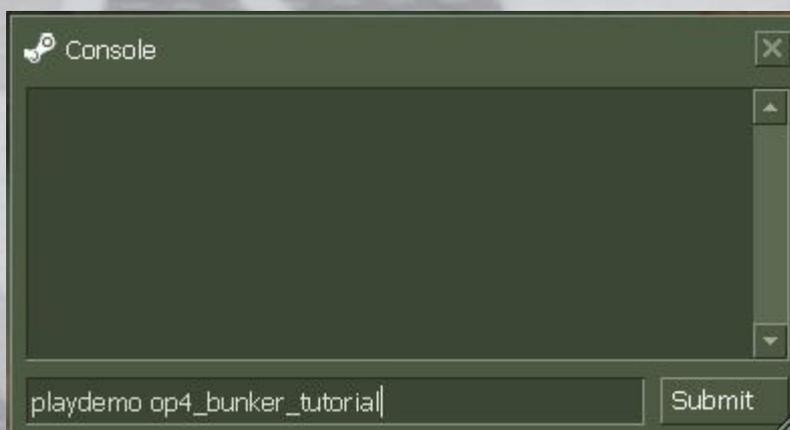
## **TUTORIAL & README FILE:**

I created an ingame **demo record** of some basic features this map can offer to you.  
Everything important, including secrets, going to be explained in demo & here.  
So, please run demo, it's much easier to show you all the features.

## **RUNNING DEMO:**

Run Opposing Force, open console by pressing “~“ and type in:

**playdemo op4\_bunker\_tutorial**



press Enter, and now just watch & learn.

**GAMEPLAY TIPS & SCREENSHOTS:**



Level started and you can play until... *"Nuclear Reinforcement Ready"*





Press button to start hell on Earth... "Nuclear Strike Imminent" tells you what will happen



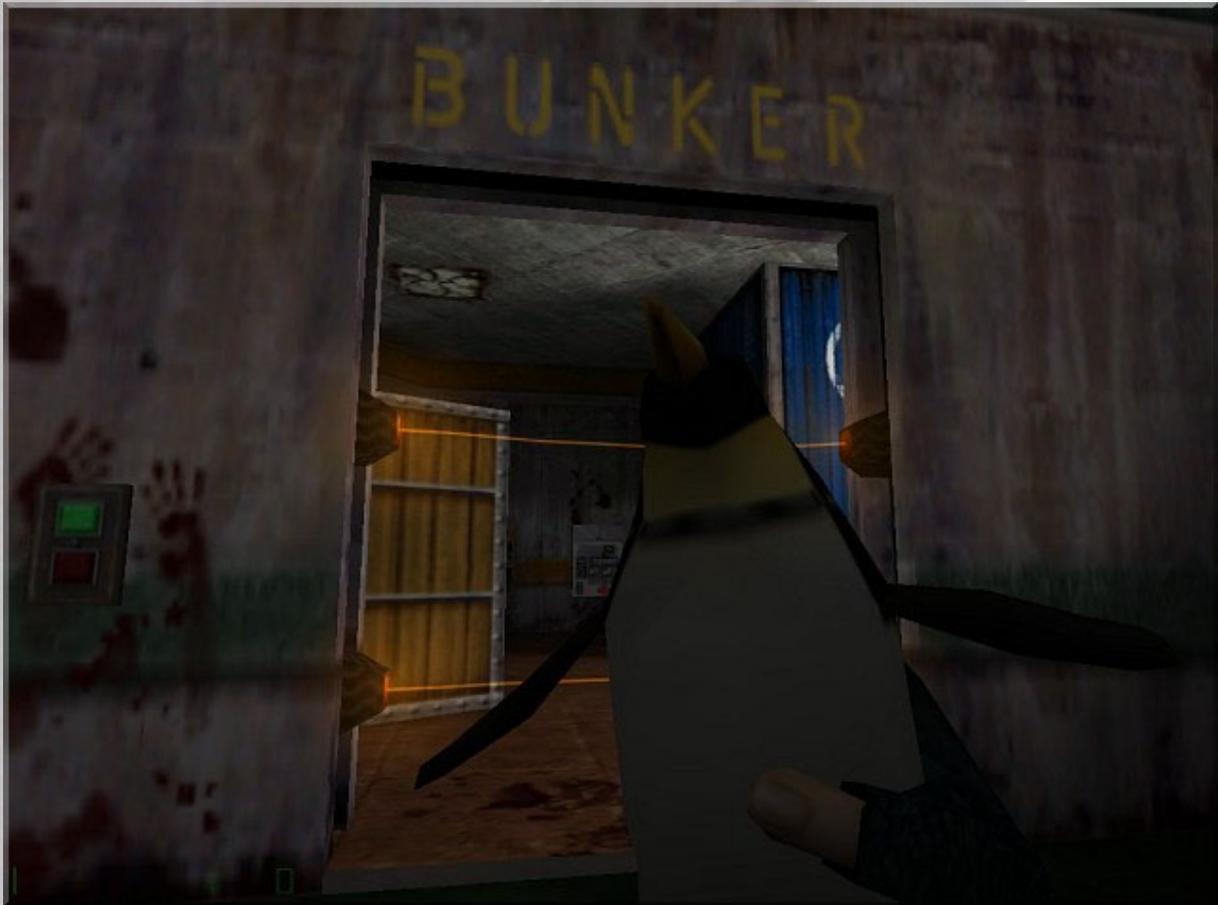
## **IMPORTANT, WHERE TO HIDE?**

You can hide only in **Larger Bunker**  
**Smaller Bunker**  
**Tunnels beneath**

You can see **text message** in the upper-left corner of your screen, telling you whether you are safe or not.

**You are NOT in SAFE zone** vs **You are in SAFE zone**

You can access **Larger Bunker** simply, just don't forget to knock the door...  
*(disable security laser by pressing button next to the door)*



To access **Smaller Bunker** you have to open door manually, by using **red wheel** on the rooftop. *(press use key for longer period, the door is "self-closing" !)*

In case of emergency, you don't have to hide in any of these shelters mentioned above. You can enter **Underneath Tunnels**, you must also open the entrance manually, by using another **red wheel** on the upper levels. Entrance can be opened only from outside.  
*(These underground tunnels are connecting both Bunkers)*

You can see on yourself in **tutorial demo**...





*(The first one was taken about 3s after Nuclear Bomb detonation, safely from smaller bunker)*



### **FEW HINTS:**

That's it, **speed is the essence**, it takes about 1 min from announcement to the first gamma rays come through your body. If you're not so lucky, get armor ASAP, it will significantly help you not to lose too much health due to fallout radiation.

**Helicopter** will show up every other nuke. With right weapons it's easy to destroy it. RPG, Gauss gun, Sniper rifle & Crossbow works best.

The only one *Crossbow* in map respawns very slowly.

All 5 CTF Powerups can be found. Gluon gun is also present, where? See in **demo**.

In the tallest tower you must **crouch** to go further to the edge & see (kill) more.

### **RUNNING DEDICATED SERVER:**

If you want to run a dedicated server, it's very crucial to make sure your **SERVER.CFG** file (found in gearbox folder) contains these five lines:

```
mp_multipower 0
mp_falldamage 1
sk_apache_health1 1000
sk_apache_health2 1000
sk_apache_health3 1000
```

Otherwise your game experience drops at zero, because Helicopter (monster\_apache) will be very weak, making it one-shot down. And fall from 200feet/60m will do almost nothing. Players could also take all five powerups,...)

You can alter *sk\_apache\_healthX* to any number 500-5000, depending how strong Apache you want to play against, but it must be done before game starts, and the easiest way is to edit your server.cfg file. (default values are around 250)

### **RUNNING LAN SERVER**

This is very similar, just make sure your **LISTENSER.CFG** file (also found in gearbox folder) contains these five lines:

```
mp_multipower 0
mp_falldamage 1
sk_apache_health1 800
sk_apache_health2 800
sk_apache_health3 800
```

And then start LAN server as you wish.

### ADVANCED INFO:

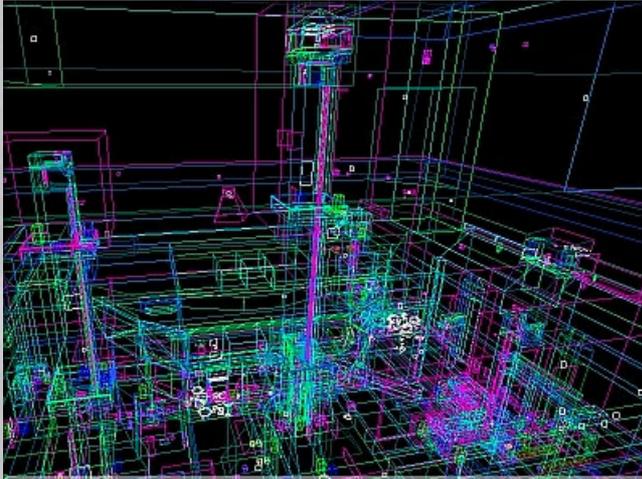
Map is using its own textures from [Sysel.wad](#), new sky and many more custom sounds.

*working hours count: 400+*

*compiling time 2hours*

*26spawn positions*

*fucking many entities*



Map Information	
Solids:	1486
Faces:	8848
PointEntities:	500
SolidEntities:	202
Unique textures:	207
Texture memory:	7551744 bytes (7.37 MB)
WADs used:	
d:\hry\half-life\gearbox\sysel.wad	
d:\hry\half-life\gearbox\zhlt.wad	

### LEGAL BULLSHIT:

This LEVEL may be distributed ONLY over the Internet.

You are NOT authorized to put this MAP on any CD/DVD or distribute it in any way without my written permission.

DON'T edit entity list, even if you know what you're doing.

If you want source file, ask for it. Always give me credit.

### CONTACTS:



You can contact me anytime at ICQ#: **319-945-345** or [jjb@seznam.cz](mailto:jjb@seznam.cz)

I am running at least one dedicated server, named Jozodezokokotar's Private/Public Server

at IP: 81.2.226.122:1434

81.2.226.122:1194

Enjoy.  
Jozodezokokotar