Ground Zero Walkthrough (secrets included) Levels marked with none are straightforward with no secrets. Secrets are differentiated by italics.

*\*This file is recommended only if you need help. It contains spoilers.*

Hazard Course

Relatively straight forward, but in part with grenades be sure to through them behind glass. One glass cage’s door is open just aim at the tilted glass. (You should have no trouble though) In the 9mmAR range you need to either shoot or grenade the two generators to see the targets and you must launch a grenade into the small bunker next the wall. (It says break on the floor in front of it and has arrows on the wall pointing inside of it).

A few little things:

There are some roaches on the floor in grenade room and there is a rat inside the small storage room.

Gz1

None

Gz1a1

None

Gz2

During train ride you should not take any damage. (If you do I recommend reloading) Maybe try crouching if damage persists. But it is rare.

If you find yourself getting hurt a lot with the repel soldiers as soon as the glass breaks run to the first cover. If you try a few times it is possible to get through with 100 health.

Box sequence:

First don’t forget to get the shotgun ammo and battery on the two crates on your left. Jump on small box to get on top of box with shotgun ammo. Then jump across to the other side (the side closest to where you came into the room) then jump to the other box that has another smaller wooden box on it. Jump up on that then jump up onto the next box. (not the one closest to the wall---can’t do anything from there). From there you can jump over to the stack of boxes (that you just jumped away from) but this time you are on a higher level. Then simply jump over to the box that leads to the door. Also, don’t forget the health pack on the crate on your right side.

*Secret:*

*The vent at the end of the hall with water drip stains can be broken for a weapon.*

To progress here walk up to the door on the lower level. You will hear an explosion then simply go back up the stairs and jump to the newly opened path. When the battery falls it is possible to climb back down safely and collect it. You just have to climb back up again. There is a vent in the ceiling.

When you get to the part where there is an elevator below you it is possible to get down safely. One side of the connector to the elevator allows you to climb down it.

Gz3

*Minor Secret:*

*Don’t forget to check inside the room right before you go inside the pipe system. To get inside storage break vent behind boxes. The satchel in hear can be used to destroy tripmines later.*

It is possible to safely shoot the tripmines safely but is somewhat difficult. I recommend using you satchel…from the storage room if you missed it, although it would be too late now anyway. Unless you reload, but it is possible, however you will still probably lose some health.

*Minor Secret:*

*When you leave the pipes by going down the ladder if you follow the path to your left you can get some ammo and health.*

*Secret:*

*You can climb onto one of the pipes to gain entry into an air duct through a vent. It contains some equipment in one direction, and the other direction allows you to get the jump on the enemies in the hall. In the hall there is another breakable vent but it is too high up to jump into it.*

Gz4

*Minor Secret:*

*Once you get outside, after the zombies there is a health pack and a handgun where the turret is at.*

To gain entry to security locked door navigate through the far bunker and deactivate security. You then gain go through this door.

In the next room (guarded by tripmines) after you kill the soldiers you can climb up the destroyed tank turret onto the buildings and jump over the light posts to the other side. Once you get to the other side break one of the vents and jump through. If there are no vents then you are on the wrong side. (You can see these vents while you are still on the ground)

Gz5

In this room with the rotating machinery (and sometimes these can be blocked because for some reason the dead soldiers transfer into this level) in order to start the sequence you need to shoot the circuit panel with a bullet or hit it with your knife. (It has caution strips in front of it and it’s by the machinery on the main level) Then climb up onto the small platform to avoid be killed by the rising fluid. Then once things start to break simply follow the newly opened paths until you eventually get to the end and then climb up a ladder. Then follow this path to the vent in the duct.

Gz5a2

*Don’t forget to break boxes under the stairs for equipment.*

After power outage go into main power room. From here you have two paths. You can do them in any order, you need them both. I will first write about the left path. Go into the room and operate the manual lift. Be warned that there is a slave on top of it that does not come down the lift, but it will still shoot at you. You can still kill it. Use these barrels and boxes to create steps to climb up onto the above catwalk in the room you just came from. You can set up the boxes but don’t climb up right now. Now you have to follow the other path to reactivate the coolant. At the end of the hall you will come up to a barricade of coolant barrels. You should shoot them because they will leave behind toxic coolant. Then jump over the liquid and activate the button. Return to previous room and climb up your crate steps. Now one of those doors up there is unlocked. After you push the button in this new room the power will be restored. Go back to the area with steps. (Where the power first went out) The door is usable now.

Gz6

*Secret:*

*After you kill the monsters you can go down into where those pipes are behind the monsters and collect some equipment. Namely the grenade. Then go down the stairs and you will notice an armory with a small piece of metal removed from the gate. You can through a grenade through that opening and it will destroy the door. Note on rare occasions the grenade does not destroy the door. You should be able to destroy it with only one usually. It think this issue is resolved now but not sure. (I have not seen it anymore since my changes anyway) This issue is caused by if the grenade goes too far back into the room and does not destroy the explosives.*

If you get stuck here there is a vent behind the stairs behind the crates. Go through the ducts and make your way to the security booth. From here you can override security allowing you to go through the fire door. In order to get back into the duct you must go into the storage room and push the metal box to the crate. Note that sometimes the crate gets stuck in the frame of the door. (I could not resolve this) but if it does get stuck just push it to the other side of the door frame and it should go through. Just think of it as the box is actually bigger than what it looks like.

Gz6a2

None, just activate each of the required specifications. (Like in blast pit) and be careful not to destroy machines with your grenades.

Gz7

*Secret:*

*When you get inside the in the first room with the barnacle if you go to your left you will find a rope that you can climb. You can jump off of it at the top to get some extra goodies. Note that it can be somewhat challenging to jump off of it properly without falling but it is possible.*

In the room with the barnacle go to the right and climb up the side of the rocks then you can jump down a hole in the floor.

After you kill the soldiers and the turret you will come to a brick wall that has some missing bricks. This wall can be destroyed.

Immediately upon entering the long and tall “hall” with alien grunts turn left and there is a path you can follow to get down. You should probably kill the monsters first.

Gz8

Note: you will start frozen, just remain patient through the “cutscene”

*Minor Secret: After you exit the cylindrical room and go to the room that has some stairs if you go to the left inside of the little room that has a dead end door you will find some goodies.*

In the room with the antidote simply push the button on the side a collect the antidote. In this room you will also need to collect the gauss (tau cannon), which is in the small locker with the hand scanner. You will then need to charge it a little bit and shoot the armory door. Proceed through armory. Once you navigate through the ducts destroy the generator in the room to be able to walk through the wall.

Gz9

None --- just a lot of enemies. You need to make excellent use of cover. Use the best you got here. Don’t hold back. You will be well stocked before going into combat here.

Gz10

As soon as you get to the door with the dead HEV suit make sure a stock up on his ammo. \*Be sure to grab the grapple gun\* Proceed on then kill the enemies. In this room your focus will be climbing up. When you get up high you will eventually need to jump over to another seemingly impossible jump. However, it is possible and you do not need to use your grapple. Actually you can’t here. When you get up as high as you can just follow the tiny ledge until you jump down a little then you will see a vent but there are some cross bars “blocking” it. You can either navigate over them or you can go around them by hugging the left side. Be careful not to fall.

After you fall down the duct just follow the path. Then part of a walkway will be destroyed. Then if you look up you will see some horizontal “crushers” the part of the wall that they are hitting is covered with xen grapple texture, meaning you can use your grapple gun on it. I find this part to be easiest if you shoot at the edge closest to the opposite side and while you are hanging from it you will be flying back and forth. If you let go while you are flying towards the new ledge then you should make it across.

Kill the monster(s) in this next hall and then go through the door and kill remaining monsters. (Before you go through the door be sure to get the health and weapons. After you kill these enemies go onto the platform and press the button. You will then be taken up into the shuttle. Inside the shuttle push the button.

Congratulations, you have just completed Ground Zero! A mod by Necromancer. Hope you enjoyed it as much as I’ve enjoyed making it!

Jesus Christ is the answer!