Ground Zero by Necromancer Readme

Place the entire ground\_zero folder inside of your **half-life folder**. The sounds for weapons and items are inside the sound folder in ground\_Zero already. The other custom sounds should be placed in **half-life/valve/sound** **folder**.

So put the extra wads in your **valve folder** and the extra sounds in your **valve/sound folder**. (This is where mine are and it works) If they don’t work there then try putting them in you valve folder. I think they should be in valve/sound though. If valve/sound does not exist then create a sound folder in your valve folder.

If above does not work try putting the wads in the ground\_zero folder. But everything should work fine. But the sound files must be in your **valve/sound** folder because that is where they are referenced to in my levels.

Some Notes:

There is a new hazard course so be sure to check it out.

The “phase monsters” and the cores from the hazard course were never implemented in the campaign, but one of the cores is used to reveal an opening in a wall.

The game should auto save at the start of each new level. (When a level name is displayed)

If you run the game through my icon then you will not have cheats. If you want them right click on the icon then go to properties. Then add the following parameters in the shortcut target line:

-console –dev (you do need a space between them)

Important note about the level gz6

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.

Important note about the level gz7 and gz8

If you get stuck in the wall in gz8 after the level change then before the level change in gz7 walk head on into the level change. (I believe this issue is resolved now though)

Important note about the level gz8

WHEN THE FADE GOES AWAY IN “SIX\_FEET\_UNDER” AND THE PLAYER APPEARS TO BE STUCK SIMPLY WAIT UNTIL THE SEQUENCE ENDS AND CONTROL WILL BE RESUMED NORMALLY. THIS IS DUE TO THE PLAYER\_FREEZE (and not a critical glitch)

Important note about the level gz9

Sometimes the tanks can be a little tricky to destroy, but explosives work best. Just try to hit the tank on the front under the barrel somewhere. Don’t waste too much ammo on these as they should be able to be destroyed in usually one hit.

See the walkthrough file if you need any additional help. \*Contains secret spoilers\*

Jesus Christ is the answer!