
GARAGE ENTRANCE

A Half-Life: Alyx map

James Richey
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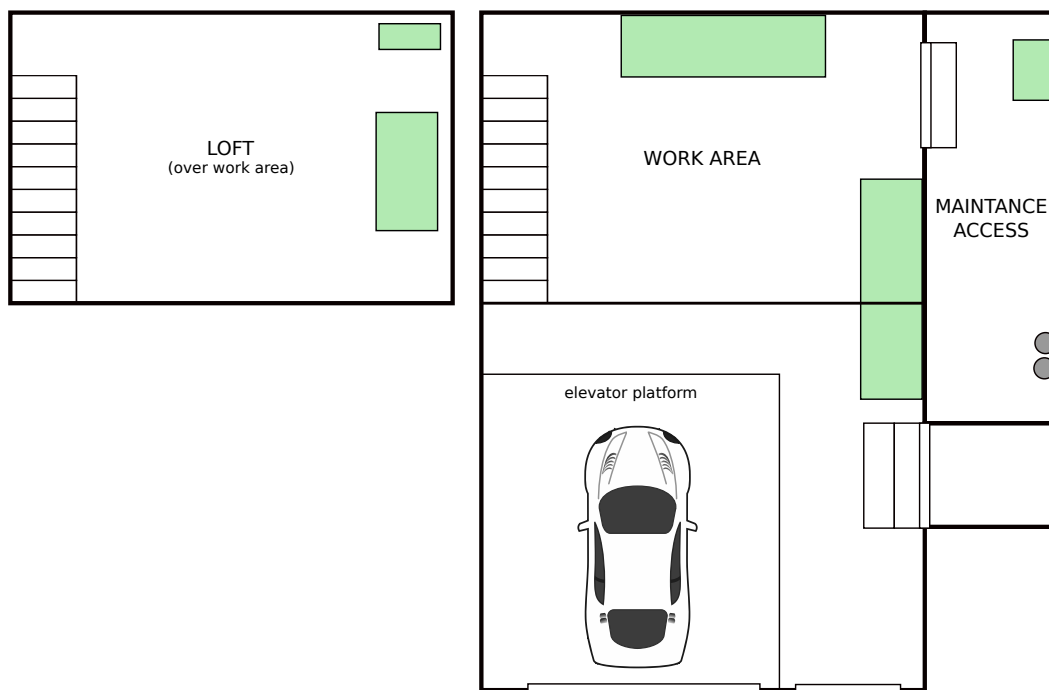
BACK STORY

You have been sent to investigate an abandoned resistance hideout. A laboratory containing technology that can be used against the Combine is rumored to be under the hideout's garage. Your mission is to search the garage and find a way to access the lab.

SYNOPSIS

This escape room style map¹ takes place in an over sized one car garage. Having just dropped down through a hole in the roof, Alyx looks around for the entrance into the hidden lab. She quickly locates the button behind a poorly hidden access panel. Pressing this button causes the floor of the garage lower down in to the tunnels that lead to the lab. However, before the system can be activated, it needs powered up using several car batteries. Alyx searches the garage looking for the batteries solving a series of puzzles along the way.

DIAGRAM



¹Escape room type maps are small maps where the main object is to exit the room. These maps focus on puzzle solving and typically do not contain enemies.

DETAILS

The over sized one car garage is attached to an old church located in the city. It was added to facilitate with the church's maintenance activities. The front of the garage contains space for a car and the back of the garage contains a work area. A loft over the work area contains the maintenance person's desk.

A small room next to the garage provides access to plumbing and electrical wires that were added during various church renovations. It has a dirt floor and no ceiling. It is obvious from this area that the garage and church were constructed at different times: the garage's cheap cinder blocks contrast to the church's elegant rock work.

Alyx has entered the garage by jumping down through a hole in the roof. Along with the hole, small translucent windows at the top of the garage allow natural light to enter. The doors that lead outside and the door to the church are locked or blocked. The only way to exit the garage is to find the lab entrance.

Looking around Alyx sees a cork board that is askew. Underneath is the access panel that contains the button that activates the elevator to the lab. Opening the panel reveals the system is powered by several car batteries. One battery is already installed and has a green LED.² The spots for the remaining batteries have red LEDs indicating more batteries are required.³ The button does not work until all the batteries have been installed.

Alyx searches the garage for the remaining batteries. Places the batteries might be found are:

- Under the car hood — an obvious place for a battery to be.
- In a bucket or container suspended from the ceiling.⁴
- On a shelf, possibly behind a locked cage.
- In a cabinet.

Alyx cannot simply grab some of the batteries! She needs to solve puzzles to access them. Some puzzle ideas include:

- The stairs to the loft have collapsed. Alyx must stack boxes, climb a shelf, and otherwise find an alternate way to the loft.
- The door to the side maintenance access room is locked with a padlock. Additionally, Alyx does not start the map with a pistol. Alyx must find a pistol and ammo to break the lock.
- The aforementioned pistol could be placed in a safe that requires a key card to access.
- Alyx must locate a valve handle to operate the mechanism that lowers the container suspended from the ceiling.⁵
- Alyx must acquire an item that is just out of reach. However, the map is constructed in a way where using the gravity gloves will not do. Alyx must find a broom or other object to push or hook the item.

Once all the batteries are in place the button works. Pressing the button causes the garage floor to slowly lower, taking the parked car with it! The elevator lowers into a series of tunnels that use to be the church's crypt. There is also a ladder on one side of the elevator shaft that allows people to climb down if the lift has been lowered. Once Alyx reaches the bottom the "you win" sequence is played.

REFERENCES

- The one garage map from Alyx.

²This helps show players that the system is powered by car batteries.

³This allows players to know how far they have progressed through the map, and how many batteries they need to find.

⁴This is constructed such that the player cannot miss that this contains a battery.

⁵It seems like the maintenance area is a good candidate for an extra valve.