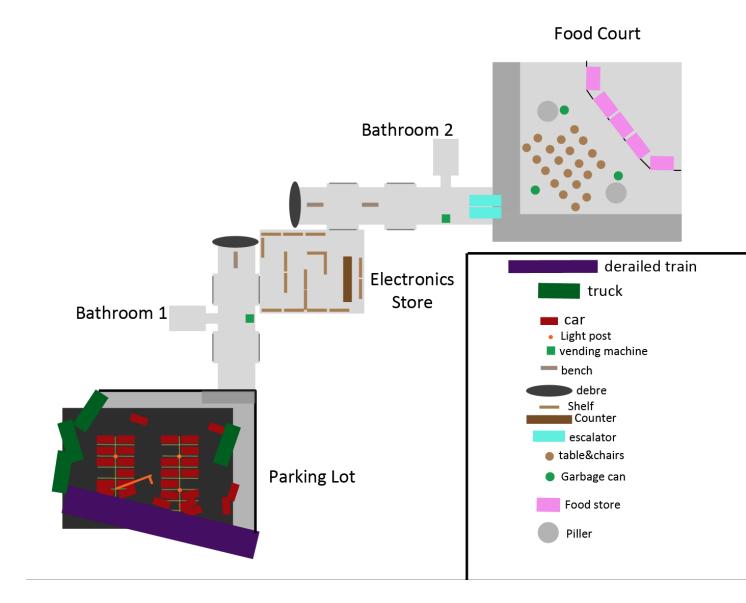
Paul Avallone Level Design P03a



- Player starts with Crowbar, 9mm Pistol, & SMG1
- Player starts in the far left of the Parking Lot. There they fight a wave of Combine Soldiers with SMG's across the lot.
- Player enters the Mall
- There's a vending machine that has fallen over and crushed a person in the hallway. There are gated stores on each side.
- If they go into Bathroom 1 they will encounter a Headcrab and ammo, health, and a Shotgun
- Player enters the ungated Electronics Store where they encounter a wave of Zombies and there are also some barnacles on the ceiling.
- The player must find a battery in the store and plug it in in order to open the other gate. There's some ammo and health behind the counter.

Paul Avallone Level Design P03a

• When you open the gate there is a lone Combine Soldier with a shotgun that comes out of Bathroom 2.

- There's some ammo and health in Bathroom 2.
- Player takes the escalator up to the second floor to the Food Court where you fight a wave of Combine Soldiers with SMGs and Shotguns.
- Theirs ammo and health in the food stores.
- A second wave of enemies made up of Combine Soldiers with SMGs and Pulse Rifles start attacking you from the 3rd floor overhang in the Food Court.
- Player then stacks some tables to get to the third floor and exits the level.