[PDF] Half-Life 2 (Orange Box): Prima Official Game Guide

David Hodgson, Stephen Stratton - pdf download free book

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Description:

You awaken in a cold, sterile room. It's barren except for a toilet, the bed pod from which you arose,
and a radio playing a chipper tune that seems completely out of place in your spartan surroundings.
You have no idea who you are or why you're here, but it's clear that something isn't

right—everything around you is in a state of disrepair, and the monotonous, synthesized voice that's gently prodding you out of your chamber doesn't seem to be quite all there.

It is clear, however, that you have some high-tech toys at your disposal. For better or worse, this unhinged artificial intelligence is apparently your only shot of getting out of wherever it is you are in one piece, and given how crazy things are looking, you're going to need all the help you can get.

In the world of Portal, you're a human rat trapped in a high-tech maze, and you need lightning reflexes and a whip-crack mind to navigate through it. Luckily, you also have science on your side...sometimes, anyway.

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