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Half-Life Opposing Force: Prima's Official Strategy Guide



Synopsis

Extensive stats for every military, experimental, and alien weaponIn-depth walkthroughs for every alien-infested levelDetailed maps of the Black Mesa Research FacilityDeveloper's tips for single and multiplayer gamesEssential enemy and item information for your survival

Book Information

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Customer Reviews

Prima's Official Strategy Guide to Half-Life: Opposing Force is "official," read "100% dictated by Sierra." But for the \$19.99 cover price you might expect a little bit more than a minimalist walk-through, a few basic maps, and a description of enemies and weapons--especially because the cover of this book claims "Insider stats, tips, and strategies." But there isn't a whole lot that's "insider" about it. Instead, with the exception of the maps, this guide strongly resembles the user guide/manual normally included with a top-flight computer game. Although some of the more substantial information concerning Half-Life Opposing Force is lacking, there's still plenty of stuff to get the novice off on the right foot. The walk-through is written in a style that is reminiscent of a crusty drill instructor giving orders to a green recruit. And the beginner can glean some useful knowledge from the enemy and weapons descriptions as well. For example, knowing that it would take more than the seven shots in the clip of the .357 to kill a Voltigore will undoubtedly save you an embarrassing death or two. The remark concerning this book having been dictated by Sierra is aimed at the conspicuous lack of available information about the game. Where is the information on

the console and how to use it to configure certain game parameters to suit your style of play? Why is there is no information on the numerous cheats available in the game? Why did the publisher even bother to include the very limited chapter dealing with multi-player mode? Those questions aside, if you are an absolute beginner in this genre of computer game or find yourself stuck at some point in the game, this guide will help you make it through successfully. --Robert D. Gately

Look alive, soldier! And stay that way!

Very helpful, as always. These games necessitate such a guide. Too bad it took so long to come out.

As stated in my review of the guide for the basic Half-Life game, most guides are lousy. Expectations need to be measured against this unassuming standard. In comparison to the one for HL, this guide isn't quite as easy to use due to the paragraph-style walkthrough. The numbered lists and formatting in the HL guide were very helpful; this one has more pictures and does have meaningful maps, but isn't as easy to follow when you're playing through a tough spot. The quality of the information is ok, once you understand that long areas of nothing significant aren't even mentioned in the guide. (I don't fault this, but it threw me a time or two early on until I realized it.) The Marine DI tone of the book gets a little wearing, but is in keeping with the computer game; first game I've ever played where the actual menu choices call you names.:) Other than that, it's fairly readable but not as usable due to the lack of formatting effort. Probably worth the money if you're having serious trouble with the game.

feel very good . It's perfect. great and good experience. quickly. my husband think it is amazing ,

I agree with the review from J.K. Kelley. The guide for HL was fantastic! The ideal book would be the HL guide with the map format in the Opposing Force book. I don't like the paragraph-style walkthrough. The numbered format in the HL guide is excellent. The Opposing Force guide does have the information you need if you get stuck somewhere, but it doesn't have the step-by-step information like the HL guide.

this is a great one to get.

Again, I bought this guide after I beat the game. I read it and showed me a couple of spots I didn't visit. All in all a good guide.

give me my guide! I'm stuck and cant continue

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