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## Half-Life: Opposing Force Activation Code [Ativador]



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### **About This Game**

Return to the Black Mesa Research Facility as one of the military specialists assigned to eliminate Gordon Freeman. Experience an entirely new episode of single player action. Meet fierce alien opponents, and experiment with new weaponry. Named 'Game of the Year' by the Academy of Interactive Arts and Sciences.

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Title: Half-Life: Opposing Force  
Genre: Action  
Developer:  
Gearbox Software  
Publisher:  
Valve  
Franchise:  
Half-Life  
Release Date: 1 Nov, 1999

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English,French,German,Korean







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This is actually my first time playing opposing force even though i have gone though the regular half life 1 and 2 many times. It's suprisingly short.. probably half as long as half life 1.

The graphics and puzzle are just about the same difficulty but jumps are little bit harder.

It's much easier to die in earlly game from the envirmnt hazards and late game became black OPs.

Overall it's a nice little addition to the original half life 1.

8.5/10.

IF you have missed this one like me.. spend some time to try it. It's not long but it's still quite fun like regular half life. only took me 3.2 hours to finish.

. After 20k hours (might include just few afk hours...) , lemme just say that this game is nice. I might need more hours for more in depth review.

OldFartsClub!. [\(I reccomend you read this one first\)](#)

Opposing force is very similar to Half-Life, and has you facing a different, but similar group of alien's, as well as some that we have seen from Half-Life. You play as one of the military soldiers that enters Black Mesa, but the twist is that you were never told what you are doing there. There is even a part where you can kill a soldier to save a scientist and get some armor. It introduces new mechanics such as rope climbing, and new puzzles as well. I highly reccomend this game. There are only a few downsides to this game that I did not find in other games. The first is that, despite the training room and the story making you feel like a soldier, and that in Half-Life, you see soldiers everywhere, here you don't see many soldiers that you actually take into combat until about the second half of the game. Even then, you don't work with nearly the amount you fight at once in Half-Life. They also feel the need to put in black-op's soldiers to fight, which I feel is unnecessary (I mean, they have a soldier-like enemy in every HL and HL2 game. I'm more interested in fighting aliens) but it fits. However, I do not understand why you encounter more Black Ops than your own soldiers. The only other negative side to this game is that the boss fight is way easier than it is in Half-Life, for reasons I will not share here. I Still reccomend playing through it though, as the positives outweigh the negatives.

. As the first expansion pack for Half-Life 1, you trade in your HEV suit and step into the boots of Cpl. Adrian Shephard as you experience Black Mesa from a different perspective, being that of the military.

Being an expansion pack, Opposing Force introduces new weapons and enemies that you'll encounter along the way as you work towards your goal of eliminating Gordon Freeman.

A definite must have for fans of Half-Life 1.. A lot of people shame companies for making DLC/Expansion packs that complete the game. For half life this is not the case, the mainstream Half Life story following Gordon Freeman (HL, HL2 and the episodes) can be played by itself and satisfyingly goes in its own path no DLC's needed. Opposing Force is a optional story in a different perspective of the Black Mesa incident, including extremely cool easter eggs which link up with the original Half Life and are extremely satisfying. The story is nothing special but it is not bad you follow the perspective of Corporal Adrian Shepard in the military. This is one of the best things about the game, in Half Life you see the military as just souless sponges which soak up all your bullets. But in this game you see this from the militaries perspective and you get some interesting banter with your military allies and the game explains who the black ops soldiers are which make a appearance in Half Life. The game brings a few new guns which are very fun to play with but for some reason there is a very big lack of ammo and near the end the difficulty becomes super hard and I have been playing half life for a really long time on hardest difficulty, the enemies become annoying. This game is very good I reccomend playing it and its cheap I give it a 8/10. I love everything about Half Life.. virgin blue shift vs chad opposing force

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Opposing force is my favourite out of all the add ons. Blue shift was ok at most, because theres no new weapons, or enemies, and worst of all, you cant use HEV suit chargers. Opposing force however, plays the role of the soldiers that swear every five seconds. Theres new weapons, and not a single crowbar in site. You can also create a time paradox, which is pretty interesting. The Race X creatures are way better than a tiny headcrabs, and the gene worm is a lot more menacing than a Gargantua, or the Nihilanth (mind you you get to blow up a gargantua) and a PCV suit instead of an HEV suit or an armour vest. You can also interact with other soldiers, and make tiny crews. One of my favourite games, and one of the best games out there. 10/10 would die from Shock troopers again. Another Good Story / Expansion Pack of Half Life. This game has Good Storyline, Interesting objects, Many weapons, Cool Creatures, and Challenging. In my opinion The gameplay is Hard even if you play on Easy.. I think I enjoyed this one more than security guard simulator, but I do prefer military shooters over most others :) Another great expansion for Half-Life.. A nice long expansion at around 7 hours on my first playthrough on medium difficulty it's well worth \$4.99. Especially if you want more Half Life while waiting for Episode 3/Half Life 3.. stupid special ops...

good game. not THAT much to say about this game, pretty good expansion pack that actually has some great story bits such as seeing the black mesa incident from the pov of the marines (the bad guys in half-life). You play as Adrian Shepard, an HECU soldier of the Gas mask variety, nobody knows much about him. During the training course that Adrian goes through, the Gman is seen around the facility doing stuff, we know that the Gman was planning the black mesa incident around the time Adrian was in training. Once Adrian completes the training the real game begins, you are going to black mesa, everything is going perfectly until aliens destroy one of the choppers, then the chopper that you are in crashes onto the ground, Adrian is injured and the marines are fighting the race-X (a variety of aliens not from Xen, but from a completely different dimension). Now Adrian has the same mission as gordon, surviving. Adrian's starting weapons are the wrench and the deagle, these are completely new weapons that have never been in half-life before, so it is nice to see GearBox making some new weapons with this expansion pack, This game shows more proof that the Gman is the good guy and the bad guy, a whole room was about to collapse onto Adrian but the Gman saved him, than again, the Gman is the reason this actually happened, at this point in the game, gordon is in the questionable ethichs area of half-life. The government decided to cover up the cover up and sent a squad of black ops to take out the marines. Adrian finds a radio and his squad tells him "we are pulling out!!". Right when Adrian got to where him and his squad were supposed to be pulling out, the Gman stops Adrian from leaving and closes the gate on him. Fastforward a couple of hours, and Adrian has to disarm a bomb that the squad of black ops planted to destroy the facility, once Adrian does that he sees the Gman re-enable the bomb. Fastforward even more and Adrian sees gordan go through the Xen portal and has to find one on his own, he finds one in the same room and then travels to Xen. Right now on Earth, Everybody is fighting, the black ops,marines,race-X,and aliens, it is complete chaos on earth at the moment. Fast forward even more and Adrian is tasked with taking out the Geneworm, an alien that can transform the environment it is in right now into what it's home looks like. Adrian takes out this monster and the room is about to collapse, right before the room gets completely destroyed, Adrian gets saved by the Gman. Adrian is put into a safe place so that no harm can come to him and then that is how opposing force ends.

Since this is an expansion pack, of course there is going to be extra content such as more weapons, better graphics, very intresting levels, and much more.

Another thing worth mentioning is that the steam version is a tiny bit buggy (i think the problems are fixed with the HD Pack) but the disc version/WON version have a very annoying feature where you cannot uncap the fps unless you modify the game engine (this is the same with the other expansion pack and the original half-life).

Still, this is a pretty solid expansion pack that is worth checking out since it is pretty cheap, or if you bought the valve complete pack and never touched this game, you should install it because it is half-life with extra stuff in it.

While playing this game i only found 1 problem with it, it is with the elevators, basically if you are standing in an elevator there is a chance you will get stuck to the ground and will have to load a save game to go back, but this glitch is fixed by jumping around the elevator while it is moving.

9/10. Half-Life: Opposing Force is short but very fun for me ^^ . If you've played Half-Life chances are you've already played this, if you haven't on the otherhand definitely check this out after playing the original game, you're in for a visit to the Half-Life universe again to get your fix. Shephard the character you play is the a fan favorite and there is a reason for it.. Fantastic expansion for the half-life universe.

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New weapons, more pleasant encounters with scientist than in the first half-life.

More complex HECU units with more variety in the apperal aspect of the soldiers.

Different skillsets for soldiers in your platoon I.E.; Engineer Torching down sealed doors, medics for healing, etc.

I recommend you save frequently because them auto-saves are IMO not frequent enough.

Sadly the military still wants to kill you even though your on they're team

( Exluding the HECU soldiers known for their grey camo and Green PCV vest, enemy military units will be in all black. )

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