TO THE WHITE FOREST

The beginning point-of-view can be a bit disorienting. Look down to find yourself in a demolished train car. Work your way to the far end of the train.

Wade through the water to the next car ahead.

Look up to see other rail cars on a train bridge. The game has picked up after the train sequence of Episode One.

Alyx finds you and sets you free with the Gravity Gun, which she promptly hands over. Proceed up the hill over her shoulder.

The Gravity Gun’s right trigger will blast open this door.

Follow as Alyx is astonished to see the Citadel in ruins. A portal storm flashes through.

Turn around to witness the destruction of the railway bridge. Spectacular.

Enter this tunnel, revealed by the portal storm.

Use your Gravity Gun to clear away a wooden plank, then drop down here.

Clear away more planks then toss these flammable canisters at the zombies to help Alyx defeat the crowd. (Is it a crowd of zombies? Herd? School? Murder?)

Find health packs in the supply crate before entering the communications center ahead.

Help Alyx get the equipment running by plugging the third plug into the red socket. She comically assumes she made the fix.
Watch as Alyx reaches White Forest on the screen, and learn that the data she is carrying is the key to defeating the Combine.

Exit out the door opposite after finding this gnome under the nearby bed. (An homage to the Traveling Gnome Prank.) You will earn the Little Rocket Man achievement if you launch him into space later in the game. That means a lot of gnome babysitting, but I’ll tell you when you need to bring him along. You can leave him here for now if you don’t mind a bit of backtracking later on.

Continue through here, being sure to open the health packs in this supply crate. Follow the stairs to the right, careful to avoid the toxic head crab.

Remove the boards preventing this rail sledge from sliding downhill. It will crash through the boards below, allowing you to exit.

Climb this hill on the right then catch a glimpse of something odd on the roof to the left. Drop down on the other side of the fence.

Alyx wants you to find a way to open the gate on the left. Climb this ladder on the right.

Follow the roof to this opening. Drop through after clearing the metal sheeting with your Gravity Gun.

Use this switch to raise the gate.

Remove the plank to open the trap and exit. A supply crate with med packs is below.

Alyx is attacked by something called a Hunter. It looks grave, but a friendly Vortiguant will try to revive her.