

# Half-Life

## Downloads

- [Half-Life Patch 1.1.1.0](#) (German)
- [Half-Life Patch 1.1.1.0](#) (English)
- [Half-Life Patch 1.1.1.0 auf 1.1.1.2](#) (Replaces [WON](#) with WON2, requires *at least* version 1.1.1.0 as base version)

## Info

### Multiplayer Information



- Internet play: yes
- LAN play: yes
- Lobby search: untested
- Direct IP: yes
- Play via [gameranger](#): no
- [coop](#): no
- Singleplayer campaign: yes
- Hotseat: no

Half-Life was one of the first 3D shooters in which you could also move up and down. The game has several successors, including [Half-Life Opposing Force](#) and [Half-Life Blueshift](#) or [Half-Life 2](#). It also served as the basis for the modification [Counter-Strike](#), which is now also available as a standalone retail game.

## Purchasing

This game can still be bought today at [Steam](#). You may also find it on <https://archive.org> but you still need a CD key. The uncut version is not available in Germany.

## Installation

### Normal Approach

Very simple: Install from CD and apply patch 1.1.1.0. For Opposing Force you don't have to do an update anymore and as a base for CS you can use it. A crack is not necessary as long as you use a valid CD key. The only important thing when patching it is to use the correct language version. English patches do not work on the German HL version and the other way around. I don't know if

there are bots for it. For newer [Counter-Strike](#) 1.5 servers it may be necessary to apply the 1.1.1.2 patch. With this the language version seems to matter again. It also replaces the old [WON](#) master servers with the privately operated WON2 servers of the [Steamless-Project](#). So there are server queries again, only not on servers operated by Valve, but on privately operated ones.

## Installer hangs/not visible Under Windows 10

When starting the installer either directly via `setup.exe` or the auto play program, it is known to happen, that the installer waits forever to continue. You can see it in the task manager Details tab, but it won't show up on-screen. If so, then it is most likely, the program waits for something. Try doing the steps described in [continuing\\_hanging\\_installers\\_windows\\_10](#).

## Network

The game can be used via LAN and (with dedicated servers) also via the Internet. However, there are practically none of them anymore. The former WON servers no longer exist. For servers the port 27015 (UDP) has to be forwarded.

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Last update: **2022-04-01-23-42**

