



“OK cool now we can ship the game phew. But why did this EVER work...

[Tom Forsyth wrote about a fun bug in a Half-Life 2 reissue](#), of a particular flavour I have never heard before.

So I started it up, selected new game, played the intro section. It's a fairly well-known section - you arrive at the train station with a message from Breen, a guard makes you pick up a can, and then you have to go into a room and... uh... I got stuck. I wasn't dead, I just couldn't go anywhere. I was stuck in a corridor with a guard, and nowhere to go. Bizarre.



---

[Newer](#)

[Older](#)

7th December 2025

□-P □-S

6th December 2025

“Especially helpful during live sh...

Marcin Wichary © 2022-2025

[Archive](#) [RSS feed](#) [Mastodon](#) [Email](#) [QR Code](#)

Made with [Montaigne](#) and by [anton](#) 