





## What is *A Place in the West*?

*Half-Life: A Place in the West* is a fan-made comic book set within Valve's acclaimed *Half-Life* universe, in which Earth has fallen under the grip of the totalitarian Combine empire following a scientific experiment gone very wrong.

As a group of military commandos sweep across the American wasteland kidnapping children, a troubled father, an intrepid young scientist, and an ancient alien warrior are drawn to the strange city from which the attackers sprung: New Franklin. Once inside, they discover a powerful secret, but the city holds many dangers, and deceptive temptations. Faced with warring clans, diabolical experiments, a treacherous conspiracy, and the growing shadow of the Combine, they must unlock New Franklin's mysteries before it's too late - and the lives of everyone in the city hang in the balance.

*A Place in the West* delivers a compelling story, and a complex and intriguing cast of all-new characters, drawing on the rich mythology of the *Half-Life* universe in an entirely new medium for the series.

The comic will run for a total of thirteen chapters, the first of which, *Following Portents*, is available for free to download and comes to a total of 38 pages. The remaining chapters will be released sequentially as paid-DLC, and will vary between 25-30 pages in length.



## Do I need to be Familiar with *Half-Life*?

Nope! The first chapter features a three-page prologue designed to bring new readers up to speed with the world of *Half-Life*. *A Place in the West* is also set in the interim between *Half-Life* and *Half-Life 2*, which means that you needn't be familiar with Valve's later games anyway. That isn't to say, however, that you won't find exciting things to enjoy if you are familiar with the series.



### **What Other Features Are There?**

The comic is displayed and presented in an app designed by ourselves for the best possible reading experience. Through a fully-  
animated menu screen, derived in style from the menus of *Half-Life 2*, you can quickly and easily navigate between the comic  
pages and chapters, adjusting zoom & language options, the credits, and the extras section. The extras section will be  
continuously updated over the course of the comic's production, and will include a series of three-to-five-page comic 'shorts'  
that further develop the world of New Franklin and its occupants, as well as some "Behind the Scenes" commentary videos!

The comic is also available in PDF form; simply purchase the comic, and a copy will be automatically downloaded into your  
Steam files. This will enable you to read *A Place in the West* in whatever format you see fit: be it via our app, or as a PDF on  
your mobile device.

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Title: Half-Life: A Place in the West  
Genre: Indie  
Developer:  
Michael Pelletier, Ross Joseph Gardner  
Publisher:  
Michael Pelletier, Ross Joseph Gardner  
Release Date: 30 Sep, 2016

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English,Russian,German,Czech,Turkish







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Read the first chapter, absolutely amazing, I DEFINETLY recommend this for anyone, you don't even have to be a fan, but it might help, I hope they come out with more chapters VERY soon!. It's good fanmade comic. Great little bite of half lifey goodness for those who need a fix. Considering it's a comic, I won't go into the story as that would defeat the point. It has a nice art style, expands on the Half-Life mythos a little bit. I wouldn't call it a compelling read by any stretch, but a fan of comics or half-life with some time to burn should enjoy it. One thing is nobody knows if they will actually finish the series. Plus there are achievements, which are nice.. really enjoyed this comic, i would recommend it to any Half-life fan. A worthy offering at a good price.. It's really interesting to see the Half-Life universe in the point of view from citizens and refugees. It has a pretty interesting story and the characters are great too.

Now if Valve would make a Half-Life comic, that would be extraordinary. Amaizing!

Keep up the good work.. I love this, gives me more info about the story of my most favorite game of all time, half life 2.. This is a really interesting comic i ever read about the Half Life universe it tell the story really well i want to read more when the next chapter comes out and this is like Half life 3. One of the things that make the Half Life games amazing is their pacing. Now guess what this comic royally facks up?



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Oh my GOODNESS! This is really **bad. REALLY.**

Normal narration tempo? No. In the middle of chapter, page strips changing with the light speed, scenes have no sense, you just trying to understand: "What the hell just happening? What am I looking at? What is he doing? Where he's going?" and more like that.

No, really, writers, what the hell? You work with one of the greatest universe ever.

Well, maybe that's cause I am a really huge fan of universe and idea at all.

Thanks god we have normal hero motivation. That's fine.

And whats wrong with hero reaction?

"Oh no, my friend, who literally was a reason go here is dead! What to do?"

"Uh, whatever. Let's keep going to the city, where we probably gonna die."

But, if you're expecting for something really impressive - you'll be dissapointed. I promise.

Perhaps, in next chapters they will deal with that and will change something, but...

But now we have not interesting story about man, who lost the daughter cause he's dumb. Really.

Well, thanks for prehistory and for "Big Mama".

Also, pictures looks wonderful, I really like it.

Well, at least it's free.

So, I hope in future we'll get a normal interesting comics, but right now I do not recommending it.

You should read it only if you are big fan and you collect all the stories of universe.. I love this. didnt know the main character was fighting with big momma till i checked it twice. I love this work it hase a great artstyle, a great story line and is an great extnsion to the Half-Life Universe with an other point of view.

11V10. If half life 3 is going to be open world, then I hope It's in this world. It's a free comic. :). Interesting story in Half-Life universe and for free.I'm waiting for the next episodes.. The writing for this is all over the place. There were, what, three flashbacks? It's the first chapter, just show it all happening in order.

The pacing is completely off, as well; it feels like I was hurtled through the story as fast as possible to the point where someone giving anything more than a bare-bones summary of the comic would end up giving a page-by-page recreation of it.

The characters don't even seem like real people. If you really must go into this, view it more as a pantomime than something resembling a more serious tone. Oh, and the characters are so forgettable that I can't remember their names, it's just Alcoholic Saddy Daddy, Plucky Girl, Vortigaunt and Supporting Characters.

If you want something with a bit more punch, a story and characters which have actual... well, character, I heartily recommend the Team Fortress comics as a starting point.

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