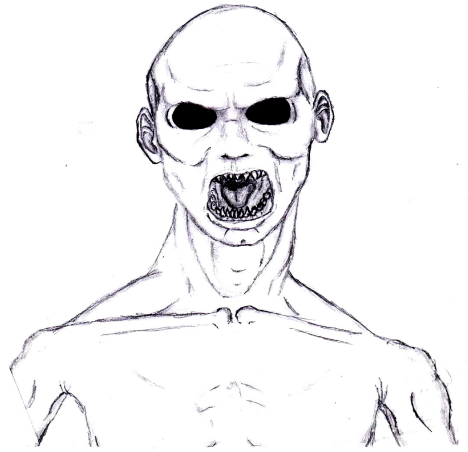# Chapter 1:
Quarantine Alpha (2011-2012)

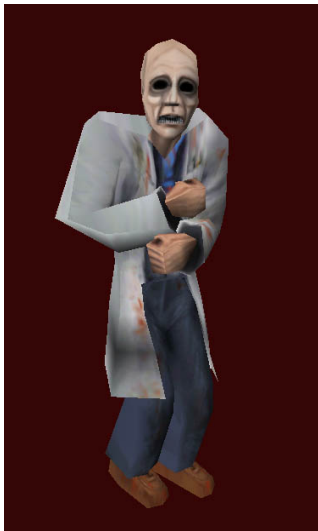"I had a mod going that'd be about demons invading the Half-Life universe with alpha themed models and npcs. You'd be playing as Ivan who, rather than a scientist, would be head of security at Black Mesa. The story was kind of silly having Gordon as his brother conducting the experiment. Instead of contacting Xen, the failed experiment would summon hell and a void would open up in the middle of the test chamber sucking Gordon in. Ivan sees that the sector Gordon is in has been quarantined, hence the name of the mod. The goal was to find Gordon and escape Black Mesa with the help of your security guard pals and the good ol' science team. Another concept was that the Xen aliens would appear, but friendly and passive to warn the player about the upcoming threat of hell."
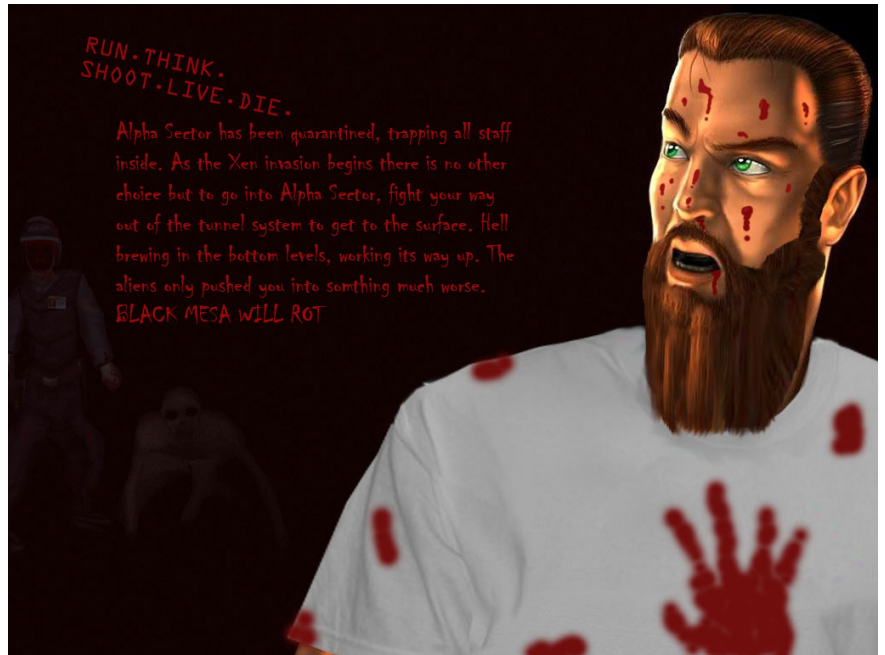
- Brian

A "fresh one" concept drawing

A Possessed demon scientist render

RUN.THINK.
SHOOT.LIVE.DIE.

Alpha Sector has been quarantined, trapping all staff inside. As the Xen invasion begins there is no other choice but to go into Alpha Sector, fight your way out of the tunnel system to get to the surface. Hell brewing in the bottom levels, working its way up. The aliens only pushed you into somthing much worse.
BLACK MESA WILL ROT

The original header image for Quarantine Alpha, starring the hero, Ivan.

The famous Ted Barney model, referred to as Douglas.
At that time, he was an original character in the story.

The Creation of Shaft

"There was so much I wanted to do, then the actual build of
an alpha version of Half-Life got out and I thought,
'Ah, screw it. I'm gonna split Quarantine Alpha in two.'
By that I meant make a beta mod and have Quarantine as
a separate project but with Shaft as my main focus."
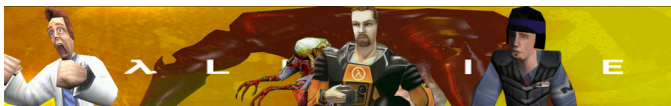   - Brian

So, in 2012, Brian and Brandon made
a new mod that became Shaft, which
actually started out as a model pack.

You're Damn Right:

The name Shaft is a pretty iconic one, but
it's origin has a long and silly back story.

"First there was Quiver, then Arrowhead,
here comes Shaft." -Original Shaft tagline

A joke common among the mods was,
in a sense, parts of an arrow for names
of the mod, Shaft was the next interesting choice.
However, most fans agree the best reason
for it's name is from the 1971 movie
"Shaft". Brian watched it after coming up
with the idea for Shaft and was instantly
inspired. The name has stuck well ever
since.

The Shaft header went through a lot of changes, including the
original Shaft: No Mercy header that was made hastily after the
original page got deleted