



# PLANETPHILLIP

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FINISHING HALF-LIFE IS JUST THE BEGINNING!

## PORTRAIT OF FREEMAN WALKTHROUGH

by author's name

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### INTRODUCTION

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Here is an image and text walkthrough for Portrait Of Freeman. It is re-published with permission, and was originally published on Jack's Junks.

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### BASIC MOD INFORMATION

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- Released: 19 April 2003
- Author: [Jack Amano](#)
- Link: [PlanetPhillip.com](#)

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## THE WALKTHROUGH

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Grab the HEV suit by pressing the button to open the glass case. If you're not wearing it, you cannot proceed through the elevator.

Shoot out the red light to open the blast doors at the bottom of the slope.





Simply hop onto the handrail and jump up to the other side.

Jump to the other conveyer belt.





Use the ladder next the moving conveyer belt to jump onto the ledge. Jump over to the other ledge, and smash your way through the wooden crates. You should come up to a breakable grate within an alcove-type bit...

Shoot the metal cover to allow the sludge to drain out.





Shoot the support arm underneath the shelf. A crate will fall down. Use it to climb out of the grate.

Jump onto the sloped ledges on the side of wall and walk along it to get to the other side.





Use and hold the wheel. When you let go, the door closes automatically. Crank the wheel to the highest, let go, jump through the window and nick off through the door.

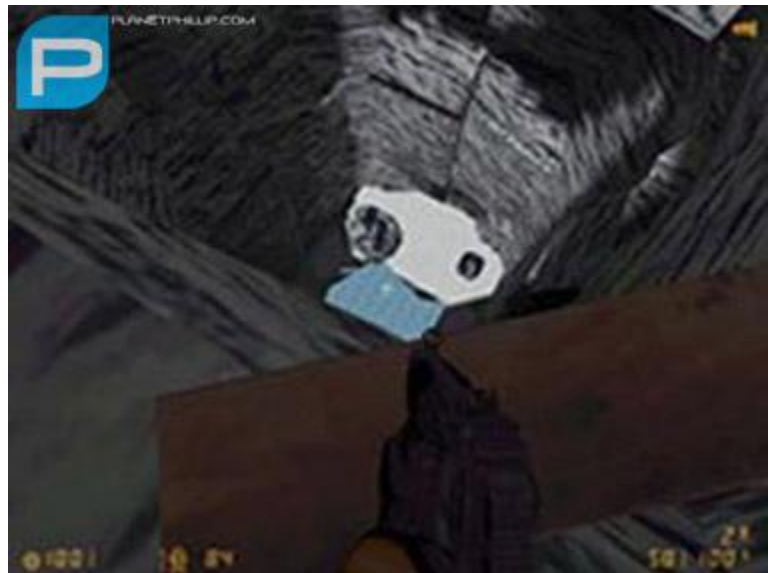
Move the crate down onto the lower floor. Place it halfway between the higher floor and the broken ladder. Jump onto the crate and then onto the ladder.





When you press the button in the shed, an Apache will spawn. Wait until it crashes into the frozen pool. Jump into the pool to continue. (Tip: Collect any weapons and ammo from the dead grunts!)

When you enter the area, the text 'Watch your head' appears. Look up, and you'll see a boulder being suspended underneath by a rocky formation. Shoot the rock and the boulder will fall and smash the frozen pool below. Jump into the pool.





From the catwalk, jump onto the ledge. Walk along until you come to the crate's exit doorway. Hop into it and crouch along until you come along a grate in the floor. Smash it and climb in.

Let the elevator rise to the top again. Shoot or smash the vent cover, then use the duck-jump manoeuvre to get into the vent.







A message will appear saying that you must activate the ventilation system. Do just that! Go forward, through the door, left at the intersection, left again. There should be a white door. Go through and activate all the lights.





Use the console. A light should turn green and a hole should open up in one of the tubes. Smash the tube and jump in.

Crouch in the water when the rollers are in the middle. There is a power box/switchboard nearby. Surface and shoot it! Climb over the rollers and jump out via the ladder.





There is a conspicuous looking book in the bookshelf. Use it to open the secret door!

When the aliens start spawning in, continuously circle around the room, ignoring the slaves and alien grunts. Continue to shoot the big red light on the UFO. Use the .357/magnum first, then the SMG. Use the static (SMG) grenades if you have any. When you shoot out the light, you win!

