



A HALF LIFE 2 SINGLE PLAYER MODIFICATION

MAP 16: EXIT PORTAL WALKTHROUGH if you need more help, visit the SM forum [HERE](#) or Download a PDF VERSION [HERE](#)

Map 16: EXIT PORTAL



Drive all the way down the mountain until a rock blocks your way. Get out of the jeep and go through a wooden gate at your right side. Behind it you find a wooden building and some train car construction. In order to be able to use the train car down the track you need to press a button into the wooden building.



A cutscene will show that a metal structure above the train car opens. Go outside again and climb up the ladder in the metal structure that will lead you above the train car. Jump down in the car and it will bring you down the track towards the catwalk below. Jump out of the car and walk over the catwalk towards the end where you find an elevator. You first need to use the button to get the elevator up towards the

top, then enter it and go down with it.



At the bottom you find yourself surrounded by rock walls, behind one tree there is a hidden opening, behind it is a passage to a small gate. Inside you find a vent shaft in the wall, jump down through it and open the door that leads you to an indoor place that shows the top of the big portal were you have been downloading all this time the data for so you can escape with it.



At the end you find an elevator, use it to get below to the Portal. Follow the hallway around an empty room until you find a console in an empty room, on this console you see a red button. A huge elevator will bring you down towards another large hall full with consoles.



This large hall is surrounded with 4 rooms, that can be accessed by a door, and each room has its own number, (1,2,3,4) that can be found on the wall right beside the door. And at the end of the hall is there another exit that is closed by a metal gate. First go to room 2, and go through its door. Inside you find in another room with glass doors, here is a system that gives ammo as much as you need.



When you're done here go back and walk around the big hall towards room 3. Go inside, although you will not find anything else as health and suit charger. When you leave room 3 you will see in a cutscene that the metal gate at the end of the hall is opened.



Behind this gate there are 3 ways you can go next. The right door and middle two doors don't lead to anything, other than health. The left door however does lead to another small hallway with a large metal gate in it. Walk towards this gate, even when it doesn't open. Now walk back again and you will see that room 4 is now open. Go to it and enter it, in the back you find glass doors that can be opened.



In this room you find a TV screen with a button that opens that one large metal gate in that small hallway at the end of the large console hall. Step through this opened gate and you will find a keycard box attached to the wall, and glass doors in front of you that need to be opened with a keycard. Walk back again and enter room 1 in the main console hall, there you find the keycard you need. Walk back again and open the glass doors with the keycard by pressing it in the keycard box.



Walk inside and all the way back to the end, where you can see another TV screen. Stand in front of it and you will watch an instruction movie about the Baltic bomb. Once it's finished walk back and notice that at your right side one of the 4 red lights is changed in to a green light. Press on the green button and the bomb will move towards you; pick it up with your gravity gun! Walk with it all the way back to the center of the main console hall.



As shown in the instruction movie you need to blow the 4 center pillars up. Take all 4 bombs one by one from the bomb room to the main console hall, just like you did with the first one. And stick them to the center pillars, each time when you enter the console hall you will see a red box highlighted on one of the pillars. Walk towards it and press the bomb in your gravity gun against it, and then take cover!



Once all 4 pillars are blown up walk up to the damaged ceiling and look up. You will notice that the explosion has blown a hole in the roof, climb up towards it and enter the vent shaft inside.

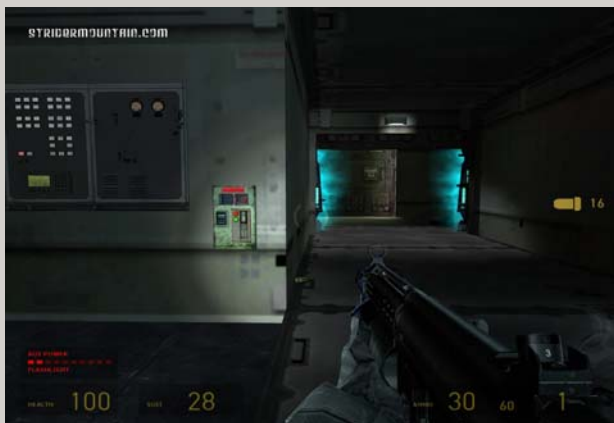


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At the other side of the vent shaft you find a room, at your left hand you find a very small hallway with the HL2 sign at the wall. Follow the sign towards the console from where you can download the Portal data. Once you're finished walk back and up the small stairs, and follow the hallway towards a stairs. At the end you will see that you are back at the Big Portal. Press the button to open the glass sliding doors and enter the Portal room.



When you enter the main portal hall you will see at your right hand some kind of small office with glass window and a door that now is closed. Walk past it and through the yellow laser beams. Now the door of the small office is opened, go inside and watch the TV screen at your left side. The rebel leader will explain a few things to you. Once he is done go outside again and do like he said. Press the 2 buttons that are placed beside the 2 gates, to close them.



Once there closed go back into the office again, the main Portal start to warm up and the rebel leader explains to you that you now need to press the console with the red flashing light above it.



Once you do it will be clear if you did download all data (eastereggs) in all last 8 maps of SM. If you didn't you will hear so and you will not be able to get out of there. Combines will blow up the wall of the office and take you to one of their holding cells. Did you download all data in the last 8 maps, then the Portal does work and you will be able to get out of there. Just walk out of the office again and up the metal bridge that lies in front of the portal. You will see small square plates fly up and down. Jump on them and walk over them towards the center of the portal. And the portal takes you out of there.

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