
Subject: Portal

Posted by [AoBfrost](#) on Tue, 11 Dec 2007 18:40:28 GMT

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Anyone play the game Portal? I recently got it for the PC and beat it the day I bought it from Steam, it took 4 hours from beginning to end with dying 2 times.

I really liked the game and was just curious if anyone else plays the game.

Also, the cake does exist, and you can noclip to it, just load up the last level or the boss fight, then no clip on the very bottom room. Theres the cake and the companion cube.

Subject: Re: Portal

Posted by [Oblivion165](#) on Tue, 11 Dec 2007 18:51:36 GMT

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Portal was good...but like you said, any joe can beat it in just a few short hours. I never got stuck and died once from a turret. The advanced challenged were way too damn easy and the other challenges were probably the best thing about it.

Other than those damned "Step" ones.

I don't think the game was long enough to merit all this companion cube business, its not like it was even important in the game at all, it was only on one level and used poorly. They try to build it up as this object for people to seek and buy but really it just wasn't that gold of an object. I would much rather have one of those white cameras on my wall or such.

Subject: Re: Portal

Posted by [cheesesoda](#) on Tue, 11 Dec 2007 19:00:26 GMT

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You miss the point of WCC, then. You had to carry the cube around the entire level was the most time you had to spend with an object (besides the portal gun). With the sarcastic personality of GLaDOS, it made perfect sense. Plus, there was a heart on WCC, so you had to be attached to it.

Subject: Re: Portal

Posted by [Carrierll](#) on Tue, 11 Dec 2007 19:17:18 GMT

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Lol. I threw it in the fire without any hesitation because;

A) You can't take it past the little dot grid thing anyway

B) You're told to

C) I'm a heartless bastard. (It's actually a problem...)

I quite liked it, it was new and inventive and different, not a common thing in games these days.

Besides, that credits sequence is SOOOO AMUSING!

... Except the ones who are dead...

But there's no use crying over every mistake, you just keep going on until you run out of cake, and the science gets done, and you make a cool gun, for the people who are still alive...!

...

I'm not even angry, I'm being so sincere right now, even though you broke my heart, and killed me. And tore me to peices, and threw every peice into a fire. As it burned, it really hurt because I was so happy for you!

lol!

Subject: Re: Portal

Posted by [Zion](#) on Tue, 11 Dec 2007 19:43:00 GMT

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<http://www.escapistmagazine.com/articles/view/editorials/zeropunctuation/2541-Zero-Punctuation-The-Orange-Box>

Portal is at the end of this video.

Portal, even though a 3-4 hour game (someone done it in just over 18 minutes) that's a good time for a game. It's 100% entertaining and narrows the gap between you and the balls tightinly fantastic ending.

Definatly a game and a half, if not, THE game of this year. I hope they make Portal 2 next year.
=^_^=

Subject: Re: Portal

Posted by [R315r4z0r](#) on Tue, 11 Dec 2007 20:37:10 GMT

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Portal is the best game ever. And I refuse to believe the cake is real.

Subject: Re: Portal

Posted by [Renx](#) on Tue, 11 Dec 2007 20:38:08 GMT

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It was never meant to be a full, 10+ hour game. For it's price, it's about the length you should expect. Maybe longer than expected if you include the advanced levels. I agree that the first three weren't really that "advanced," but the last three took a good deal of thinking.

Subject: Re: Portal

Posted by [R315r4z0r](#) on Tue, 11 Dec 2007 20:40:47 GMT

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Portal wasn't short. It took me about 3 hours to beat and I was very satisfied with the game. It was the perfect length.

Subject: Re: Portal

Posted by [Lone0001](#) on Tue, 11 Dec 2007 20:42:14 GMT

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I have never tried it but it looks fun so I'll try it some time.

Subject: Re: Portal

Posted by [Majiin Vegeta](#) on Tue, 11 Dec 2007 21:16:25 GMT

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Portal is the shortest game I have actually enjoyed in a long long long time!

Subject: Re: Portal

Posted by [Ryu](#) on Tue, 11 Dec 2007 21:42:39 GMT

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Awesome game, I can safely say it's better then Halo 3 & Crysis, combined.

I like replaying it for GlADOS though, She makes me lol.

I pre-ordered it, so hah!

Team-Fortress 2 is fucking awesome too, I can't stop playing it.

Subject: Re: Portal

Posted by [cheesesoda](#) on Tue, 11 Dec 2007 21:43:43 GMT

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Ryu wrote on Tue, 11 December 2007 16:42Awesome game, I can safely say it's better then Halo 3 & Crysis, combined.

I like replaying it for GlADOS though, She makes me lol.

I pre-ordered it, so hah!

Team-Fortress 2 is fucking awesome too, I can't stop playing it.
We shall play... once my cousin stops bugging me every day.

Subject: Re: Portal

Posted by [Ryu](#) on Tue, 11 Dec 2007 21:46:57 GMT

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cheesesoda wrote on Tue, 11 December 2007 21:43Ryu wrote on Tue, 11 December 2007 16:42Awesome game, I can safely say it's better then Halo 3 & Crysis, combined.

I like replaying it for GlADOS though, She makes me lol.

I pre-ordered it, so hah!

Team-Fortress 2 is fucking awesome too, I can't stop playing it.
We shall play... once my cousin stops bugging me every day.

Steam = cocacolalover670, add me, We'll go on team red on gravelpit and make the awesome Sentry farm.

Their gonna' have to glue you back together, IN HELL!

Subject: Re: Portal

Posted by [Zion](#) on Tue, 11 Dec 2007 22:05:37 GMT

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"Didn't we have some fun, though? Remember the time when the platform was sliding into the fire pit and I said 'Goodbye' and you were like 'No way!'... Then I was all 'We pretended we were going to murder you'... That was great..."

<http://www.youtube.com/watch?v=jy6uoWLxGZg>

Subject: Re: Portal
Posted by [luv2pb](#) on Wed, 12 Dec 2007 03:16:35 GMT
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THE CAKE IS A LIE

Subject: Re: Portal
Posted by [kopaka649](#) on Wed, 12 Dec 2007 03:22:55 GMT
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It is a lie. It doesn't even have a collision model

Subject: Re: Portal
Posted by [YSLMuffins](#) on Wed, 12 Dec 2007 04:19:27 GMT
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I loved the song at the end of Portal, lol.

Subject: Re: Portal
Posted by [AoBfrost](#) on Wed, 12 Dec 2007 16:16:08 GMT
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I have the song if you need it.

Also, after looking at valve's site heres what I know about the half life world

Gordon freeman and black mesa tested portals
Aperture science labs tested portals too
Black mesa ended up making a interdemensional portal which caused an alien invasion
Aperture labs made a portal gun which connected the same portal in different locations
Black mesa was nuked
Aperture's glados tested and killed everyone
Glados AI loops like crazy and keeps bringing people to test
Gordon freedom is now stuck and geting out of the city run by combines.

And then goes episode one and two.

Oh hey look, portal gun prop is gonna rox.

I'm making this gun from cardstock, then resining and fiberglassing it, I've made other stuff this way, such as my master chief helmet and armor. It is highly detailed, so it will take me days to make, but it will be worth it, owning the only portal gun will be awesome.

Subject: Re: Portal

Posted by [Majiin Vegeta](#) on Wed, 12 Dec 2007 20:46:57 GMT

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the little turrets would rock as models

Subject: Re: Portal

Posted by [cmatt42](#) on Thu, 13 Dec 2007 01:38:24 GMT

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Portal was definitely the perfect example of what you should do with a game.

Subject: Re: Portal

Posted by [R315r4z0r](#) on Thu, 13 Dec 2007 01:54:06 GMT

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YSLMuffins wrote on Tue, 11 December 2007 23:19 I loved the song at the end of Portal, lol. I'm listening to that song right now as we speak XD

Oh, also Scott Ramsomair, the creator of VGcats made a flash video with that song.
<http://www.vgcats.com/comics/>

Subject: Re: Portal

Posted by [AoBfrost](#) on Thu, 13 Dec 2007 02:32:30 GMT

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<http://files.filefront.com/portal+still+alivemp3/;8791036;/fileinfo.html>

mp3 of the song, love it.
