

## Portal 2

Posted by PeanutAlmighty - 20 Apr 2011 20:01

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I decided to review Portal 2, after completing co-op and campaign.

I will try not to ruin anything for anyone planning to play it.

So, after starting the game, at last the main menu has been changed from the typical valve one which is used in Half-life, Garry's Mod and just about any other valve game, modded or not. Anyway, the intro scene is the best I've seen in a while, It explains the game's setting with the personality core 'Wheatly' waking you up after 9 years (I think). You get carried around in your portable room, and get to see the whole place. This is a really good part of Portal 2, the place seems really massive, when as in Portal, you had a very confined feel.

The game is very inventive, and actually requires you to think, rather than brainlessly shoot anything that moves. The new elements give a great futuristic feel to the game, e.g. light bridges, lasers, jumping goo, fast goo, gravity funnels, all sorts which can all go through your portals, which give a feeling of freedom too.

A great idea is when you are out of the test chambers, you go back to the old test chambers from when apature science was starting out. You find out a lot about the place's past, and how it was formed, and who GLaDOS is.

The twists are equally as clever, which turn the game upside down, and it features plenty of content from the old game, for example the radio plays 'still alive', and the companion cube shows it's beautiful loving face too.

And yes, there is a new very catchy song by Johnathan Coulton at the end (:

The co-op is really fun, and challenging, especially when you are trying to tell your retarded partner what to do. It makes it much easier though with the directions, you can point at something and say 'look', or 'portal here', and very handily, a '3,2,1, go!' option. And to add to the quirky side of Portal 2, you collect 8 different actions to do solo, or with your partner, from hugging to beating each other up, or doing the robot or simply waving.

There are a few things that get me about the game though, like the way valve have included a buy-only option to get clothes and accessories for your robots in multi-player, as if TF2 wasn't scammed enough.

And the portal placing gets rather irritating, as they are auto-adjusted to be exactly vertical, or horizontal, or in the middle of the tile, which is very annoying if you are trying to fit in 2 portals in one space.

But that's just me being grumpy, over-all, the game is brilliant and has a great twist and a great ending.

9.5/10 🍌

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## Re: Portal 2

Posted by M3ntoz - 28 Apr 2011 20:52

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**liger wrote:**

u've been sony'ed



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## Re: Portal 2

Posted by NEZ - 28 Apr 2011 21:04

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i think it was a great no, BRILLIANT game, i loved the first one, and i love this one. i also think that €50.00 is a lot to pay for it but regardless, it is, in my opinion, one of the best games ever.

i like the opera singing at the end 🍌

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## Re: Portal 2

Posted by Jam - 11 May 2011 13:28

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delete this post please I made a mistake

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## Re: Portal 2

Posted by Jam - 11 May 2011 13:29

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**TheBlackWaltz wrote:**

Portal 2 can be completed in 6-7 hours minimal thats as fast as the devs can do 😊  
steams timer is crappy and broken so if yours says less its lying

I completed it in 4 hours 😊  
so easy

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