*Portal2*

**Presently Portal2 is available only on the left Game Bench machine.**

This section on the Educational Game Bench notebook contains:

* Comments about this game from Amazon.com
* Instructions for playing *Portal2* on a Game Bench machine
* A copy of the Wikipedia article on this game

**Comments from Amazon.com**

* Product Features
  + Extensive single player: Featuring next generation gameplay and a wildly-engrossing story.
  + Complete two-person co-op: Multiplayer game featuring its own dedicated story, characters, and gameplay.
  + Advanced physics: Allows for the creation of a whole new range of interesting challenges, producing a much larger but not harder game.
  + Massive sequel: The original Portal was named 2007's Game of the Year by over 30 publications worldwide.
  + The single-player portion of Portal 2 introduces a cast of dynamic new characters, a host of fresh puzzle elements
  + A much larger set of devious test chambers.
* *Portal 2* is a unique first-person Action-Puzzle-Platforming game that tests player's ability to think and act creatively as they use the game's ingenious wormhole creating portal gun to produce their own paths through otherwise sealed surfaces and across the open spaces of the game. Sequel to the original *Portal* game -- the surprise add-on hit included in Valve Corporation's 2007 release *The Orange Box* -- *Portal 2* continues the storyline from the first game, featuring both new and returning characters, and poses a range of new challenges making for a much deeper game. Additional features include a new two player co-op mode and an original soundtrack.

Like the original game, *Portal 2* is a first-person Platform-Puzzle game. In the single player campaign players assume the role of Chell, a former test subject trying to gain her freedom from the Aperture Science facility and GLaDOS, the AI controller of the facility. Set in the test chambers of the facility your goal is to make your way through the game levels using your portal gun (the Aperture Science Handheld Portal Device). The portal gun creates temporary passages through solid surfaces, allowing for creative platforming and multiple possible means of clearing a level. The game also requires the player to solve puzzles at times to clear sections of levels. In addition to point-to-point movement through portals, players can also utilize other means of movement of themselves and various objects. These include: using the momentum of portal movement to make jumps to open positions like ledges; tractor beams; and special propulsion/repulsion gels that can be carried or stored.

* If you enjoyed Portal as much as I did (and I enjoyed it a LOT), prepare to be blown away. Portal 2's single-player campaign is in every way far better than the original. It takes you through unbelievably creative levels with far more dynamics and levels than the first game. I don't want to say too much because honestly, if you are even considering this game then you need to witness it yourself.   
    
  The only real "con" I can say about this game is that it's campaign is short for the price tag. However, if you felt it was justified to pay ~$50 for Call of Duty 4 despite how short it was, then expect the same quality (if not better) with Portal 2. It's a short campaign, but it is absolutely amazing.   
    
  Many people have been complaining about the DLCs and other strange things so let me be the first to clarify this for you. Portal 2 has an in-game shop, not unlike Mannconomy from Team Fortress 2. What you can buy are little customizations for your co-op robots, things like skins or gestures. There are about 60+ negative Metacritic reviews complaining about this, saying it should have been included in the game. I honestly do not understand it. This content has nothing to do with the single-player campaign as far as I am concerned, and I really do not care about them. They are just little trinkets that make your robots pretty. I really...don't understand the enormous criticism over it. PC players (which is what I am) have complained about the "Please do not turn off your console" dialog as well, which shows up when you are saving the game. I can assure you that other than this, the entire game feels exactly as well tuned for PC as with every other Valve game. I can hardly understand why they are complaining about this so much when there are games like Call of Duty Modern Warfare 2 or Assassin's Creed II that have significantly screwed PC player over on a magnitude far greater than this.   
    
  There will be many naysayers that will criticize some very trivial things about the game, and they are doing themselves a great injustice by not enjoying the single-player campaign without any false politics and drama about DLCs or what-not. If you enjoyed the first Portal, you will definitely enjoy this second installment, most likely more than the first. If you're worried about it being too short, wait a while and pick it up when it's $5 on Steam (which you know it will be eventually), or perhaps when it is even free. Either way, you deserve to play this game. Period.

**Instructions playing *Portal2* on the left Game Bench machine**

* Get a headphone set from the circulation desk, plug it into the computer headphone jack, and turn on the headset power
* Find the Stream program folder in All Programs under the Windows Start icon
* Click on this folder
* Click on the Steam icon – a steam window will appear
* Click on the blue Portal2 button on the left
* In the news items that appear are a number of interesting movies about Portal2
* To start playing, click on the Play button in the middle of the screen. If you are not a seasoned gamer you might want to read the first part of the Wikipedia article before you start to play