



Beat Portal 2's toughest tests

» GLaDOS is back, and packed with bitterness from your last encounter – so you're up against some seriously devilish puzzles this time. We'll show you the easiest solutions to some of the hardest challenges, plus a few quality Easter eggs that you simply have to check out... **By Andrew Mills**

Easter eggs

Even though the original Portal game was a short and sweet affair, Valve amused and teased the gaming community with a great selection of smile-raising hidden Easter eggs. Better still, they've gone and done it again with Portal 2. You can find the best of what's been found – so far, at least – below for your delectation...

Singing turrets



» On Chapter 3 (Test Chamber 16) there's a turret tucked away behind a metal railing at the start of the room (on the right). Use the portals and the laser beam to kill the three turrets as usual, then use a portal to get the beam crossing near the door. Use the reflection cube to kill the turret, opening up the vent. Crawl inside and look down for an impromptu X-Factor audition!

Secret 'rat man' room



Portal 2 Announcement ARG

- Created by people working on Portal 2
- Intended for enthusiastic superfans
- Budget of less than \$200
- Portal updated to include radios, broadcasting mysterious S5TV images
- Certain images contained pieces of an MD5 hash of a phone number
- Phone number led to an old-fashioned BBS
- Estimated time to 'solve': 7 hours
- Actual time to solve: 7 hours 16 minutes

Portal 2 S5TV Images

- Analogue format used in HAM radio
- Watching video of ISS S5TV with S5TV software running sound from laptop speakers unexpectedly picked up by microphone
- Peculiar squeaking and beeping, degrades in visually interesting ways
- Photos of Valve whiteboards, equipment and anything science-related lying around
- Finding radios in Portal made for fun meta-game - everyone could join in

Aperture Laboratories BBS

- Single untagged photo file in a designer's version phone system in Portal office file directory
- DM-PC training files, attributed to a 2400 bar modder from 2007 (via 100 to center console)
- MP3s to handle calls, custom PHP script looping through just fragments, and some basic ASP of conversations of Portal 2 network
- Rescheduled release 2008 of data in text
- Proliferate connectivity engaged
- Several spare modems in case one died - none did
- SSH feedback for updates and monitoring available to watch reports what people were saying on these cracked and
- Combined might of modders is terrifying

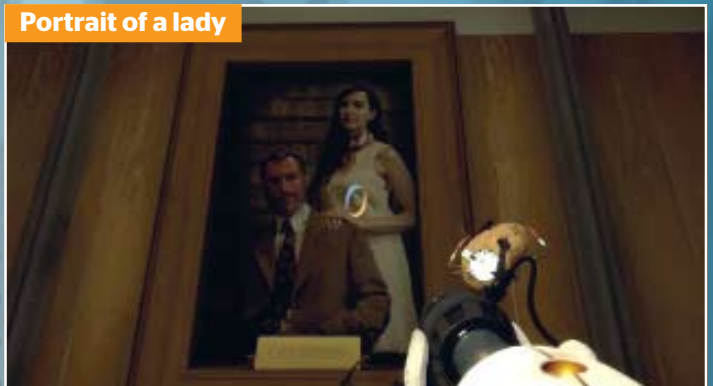
» Near the end of Chapter 3, you'll encounter a test room with a light bridge holding a Companion Cube up and to the left of the room's entrance. Get up here, then shoot a portal so that the light bridge is near(ish) the camera in the top-left corner of the room. If you have developer commentary switched on you'll hear a strange sound. This is actually an encoded image, relating to the marketing campaign for the game!

Final transmission



» This hidden room leads to an Achievement/Trophy and can be found on Chapter 2 (Chamber 6). It requires you to press the Cube button and catch the radio in the junk that gets flung your way. Now get back to the start of the room, fire a portal at the upper-left corner of the two angled wall panels and another into the first angled panel. Jump across and you'll be catapulted into the secret room: hold the radio up for the cheevo/Trophy!

Portrait of a lady



» Another Easter egg that not only grants you another cool Achievement/Trophy, but also plays a bigger role in the story (so we won't spoil it). On Chapter 6 (just after Chamber 8), there's a walkway that leads to the next test. There's a locked gate to your left on the walkway; fire a portal on the wall behind it and on the wall to your right. You'll re-enter in an office with the painting of interest hanging on the wall. Look at it for your reward...

Single-player solutions

There are many, many puzzles in Portal 2 – way too many for us to cover here. So we're going to show you how to solve the tests that are most likely going to leave you scratching your head in confusion...

Chapter 7 – Chamber 2



1
» Several components are required in this test. First, head down the stairs, take a left and at the end of here, fire a portal down at the marked piece of floor (under the panel suspended above it). Now use your second portal on the blue gel to cover the panel facing your first.



2
» Opposite the gel drops is a platform with an angled wall, so fire a portal at the upper angled portion and ensure your portal for the blue gel stays still. This will land on an angled platform on the far left. Fire a portal on the vertical wall and place the next one in the orange gel.



3
» Make your way over to the long platform. Make sure you have a portal on both the angled and vertical walls and run through the lower portal. Bounce off the angled platform and on to the crane holding the cube. Pick it up and drop down on to the platform below.



4
» Get the cube to the red button in the far-left corner to spin the blue platform around. Portal up to the platform above and to your left. Cover the ramp in orange gel and place a portal in front of it. Use this and the runway below to get the speed to bounce to the exit!

Chapter 7 – Chamber 4



1
» This is a cheeky puzzle that stumps many players. One thing to remember is that gel will go in the direction you're facing when you're firing off the portal, giving you much more effective control. So get the white gel over the wall and outside the boundaries, and follow it outside.



2
» Guide the gel to your left and towards the angled panel, coating it completely. See the two towers to the left? Direct the white gel over here and between them. Coat one side and place a portal facing the other tower - this will coat it. Put a portal here and repeat, so the gel climbs the tower.



3
» Fire a portal up above the platform on the right-hand tower and one by your feet. Once you're up here, look over and down at the angled wall you coated earlier. Fire a portal down there and then another by your feet. Drop down into the portal here and you'll be catapulted through the angled wall and on to the platform leading to the exit for this test.



Chapter 7 - Chamber 7



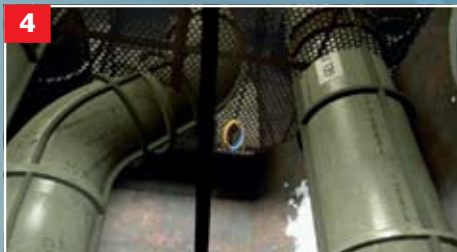
1 » To conquer this challenge, the first thing you need to do is to shoot a portal into the white gel and then place your second portal on to the ceiling at the back of the room. Once the entirety of the vertical and angled wall is covered in white gel, place a portal quite high up on the wall - followed by a second one in the orange propulsion gel that's to your left.



2 » Now lay a portal on the angled portion of the wall, and as you run and jump towards it, fire off the second portal to send you to the platform above. Shoot through the grating at the white gel, and at the space on the ground where you landed - this will coat the ceiling above you. Now get the blue gel to drip on to the floor directly below, then run and jump through the lower portal again.



3 » The goal here is to get the white gel to coat the wall just above you (past the grating) - a tricky task. Make it easier by placing your second portal on the white gel in the main room so there's a constant stream of white gel. Once there's enough, place a portal through the grating.



4 » The tunnel has an angled wall, so fire a portal to coat the walls with white gel. Fire a portal on the roof directly above and jump through to land on the other side of the tunnel. Walk up here (firing a portal in the white gel), then turn at the top to fire a second portal through the grating.

Chapter 8 - Chamber 15



1 » Your first priority is to drop the drawbridge to catch the Companion Cube. Stand on the red button to activate the beam and lay a portal where it hits the roof. Put an exit on the wall to your left. This will push the Cube against the wall, so fire a portal below, so the beam catches the Cube.



2 » Fire a portal through the circle in the glass at the wall behind, with the entry portal on the wall to your right. Take the Cube through and drop it on the button to keep the flow of orange gel going. Use the beam to carry the gel to the ramp: drop it to coat the ramp and surrounding floor.



3 » Your next objective involves taking the cube back out into the main room and setting it down on the red button for the blue beam. Go to the left of the ramp and look into the distance (to the right): there's a section of wall here that you can lay a portal on. Set one here - the entrance portal should be left where the blue beam hits the ceiling.



4 » You're almost finished, so double-check to make sure that there's a blue beam crossing the chasm (going from right to left), and then run to the back of the main room. Run across the orange propulsion gel, up the ramp and you'll land in the blue transportation beam right towards the door and the last - proper - test chamber!

Co-op solutions

Valve saved some of their most fiendishly troublesome puzzles for the co-op mode, with quite a few that will test not only your noggin, but most likely your friendship as well! So follow us as we guide you through the most difficult tests that you'll come across.

Chapter 4 - Chamber 2



1 » One of you needs to fire their first portal at the base of the blue transportation beam and then into the wall on the left (so it crosses into the blue disruption field on the right). The second player needs to use the launcher to get into the beam. Once there, the first player should have the blue beam cross into the room via the horizontal wall around the corner.



2 » Whoever is up in the enclosed area should hit the button, dropping the ball into the blue transportation beam. Drop down into the main area and stand on the switch so that the barrier drops, allowing you to fire off your first portal where the beam meets the wall.



3 » This should leave you with one shot remaining, so walk over to the wall that's facing directly opposite the red power beam and shoot your remaining portal over to it. This will create a path for the ball to go through, so that it blocks off the beam and opens up the door!

Chapter 4 - Chamber 7



1 » One player needs to head to the area behind the barrier to the right, while the second uses the jump pad to land on the other side of the chamber. The player behind the barrier should fire a portal above the red button, with an exit on the front-facing wall in the middle of the map.



2 » The second player should now place portals on the other vertical wall in the centre and on the horizontal wall on the left of the chamber - this creates a constant stream of transport beam. They should jump into the beam and the first player stand on the button to reverse its flow.



3 » Once the second player reaches the platform leading to the large red button, they should stand on it, creating a new opening on the wall at the far end of the test chamber. The first player should fire a portal at the middle of it, and one on the horizontal wall panel to the left of the chamber (that the blue beam previously went through).



4 » The first player should then jump into the portal, and they'll land on the platform by the exit. But they still have one more task to do: walk to the far right and look down, then fire off a portal on to the wall where the beam hits. They should then place a portal on the horizontal platform so that the second player can use the beam to travel up to the exit!

Chapter 5 - Chamber 2



1 » Lay some blue gel on the left-hand side of the disruption field, then one of you should jump up to the platform outside. There's a wall where the transportation beam is to the left of them, so fire a portal here and place the exit on the left side of the farthest horizontal platform below. Have the other player fire a portal under the blue gel and on the left wall.



2 » Hit the plunger and the blue bouncy gel will land in the blue transportation beam travelling vertically, so the player outside should fire the exit portal somewhere else, causing the gel to land on the platform itself (repeat this if not enough blue gel lands on the platform). This is the first of the two platforms successfully coated.



3 » The player outside should now fire the next portal across the closest platform below. The player by the plunger should hit it, and the player outside should again turn off the beam once it's travelled far enough over the platform to drop the gel and coat the second platform.



4 » Finally, you both need to be outside, with one stood on the red button. The first player should fire a portal by the blue beams before jumping down across both platforms. There's a wall near the exit that they should open with the beam, enabling the second to bounce across.

Chapter 5 - Chamber 6



1 » This test requires dexterity, as you'll need to generate several portals in rapid succession to succeed. Start by laying a portal on the angled wall to the far-left centre of the course, then under the orange gel before hitting the plunger. This will coat the runway on the far left.



2 » There's a disruption barrier at the end of the runway, so one must stay by the button to release the Deflection Cube. They also need to put a portal where the cube lands, and on the wall from which you fired the gel. The other must run and jump off the ramp as the cube flies at them.



3 » Once they've caught the cube, the player at the entrance must - very quickly - plant new portals on the two separate platforms directly beneath the laser beam. This will generate enough velocity for your co-op partner to direct the beam at each of the sets of turrets, destroying each of them in turn.



4 » Player one then needs to plant a portal on the angled wall that faces the exit so that as their partner goes back down into the portal, they'll be flung over to the exit. They need head to the orange-coated ramp, while the other places portals on the angled wall (where the cube came from) and the wall that leads to the exit. Fly through to reach the exit!

Chapter 5 – Chamber 8 (final chamber)

1



» Start off with both of you going to the right-hand side (you could split up and do both rooms separately if you like, but it's much harder that way). Now place a portal on the far right-hand wall and under the propulsion gel drop. Hit the plunger and watch as the long walkway fills up. Make sure it's fully coated, then drop a portal in the ground to the left of the gel.

2



» As one player runs through, the velocity will send them high, so shoot a portal at the wall on the floor above. One of you should head up while the other stays on the floor below. The player above should hit the button to drop the cube, and place portals on the wall facing the box and under the propulsion gel. The player below should release the gel, coating the crate and allowing it to slide down.

3



» Take the crate across the gap on the upstairs level and look for the opening on the left - there's a red arrow pointing towards it. Place a portal on the wall to the right, and place the exit portal on the wall in the area off and to the left. One player should remain in front of these platforms while the second player heads off to perform the next task.

4



» The player with the crate should head through the portals, and at the top of the slope with the lasers, drop the crate down. They then need to immediately run back to the top and run across the platforms as they raise up. Both players must then hit the override switches together.

5



» Once you enter the second half of the chamber, you'll notice a chasm covered by bouncy walls on either side, along with some - very annoying - turrets up above. Your first goal is to get the blue gel on to the turrets. Player one should place a portal under the blue transportation beam, with the exit portal on the vertical square wall up above.

6



» Player two now needs to drop their two portals under the blue gel funnel and on to the horizontal square wall facing the floor. This will allow them to drop the gel into the path of the transportation beam. Once the gel passes through the disruption barrier, one player should head past the barrier and stick to the right as the other player stands on the red button.

7



» This will allow the player standing past the barrier to shoot the entry portal on the revolved wall piece and create an exit in the upper right-hand corner. Once the gel is over the heads of the turrets, cut the beam and you both should bounce across the chasm. One should place a portal under the beam and stand on the red button, so they can place an exit on the revolving panel above them.

8



» Player two should now create portals on the marked floor square - just after the chasm - and in the upper right-hand corner. Bounce into the horizontal portal to get the height to land in the beam ahead. Hit the switch and you can both head back outside. Run and jump across the chasm. Once at the door, both of you need to perform a single gesture to open it and complete co-op mode!