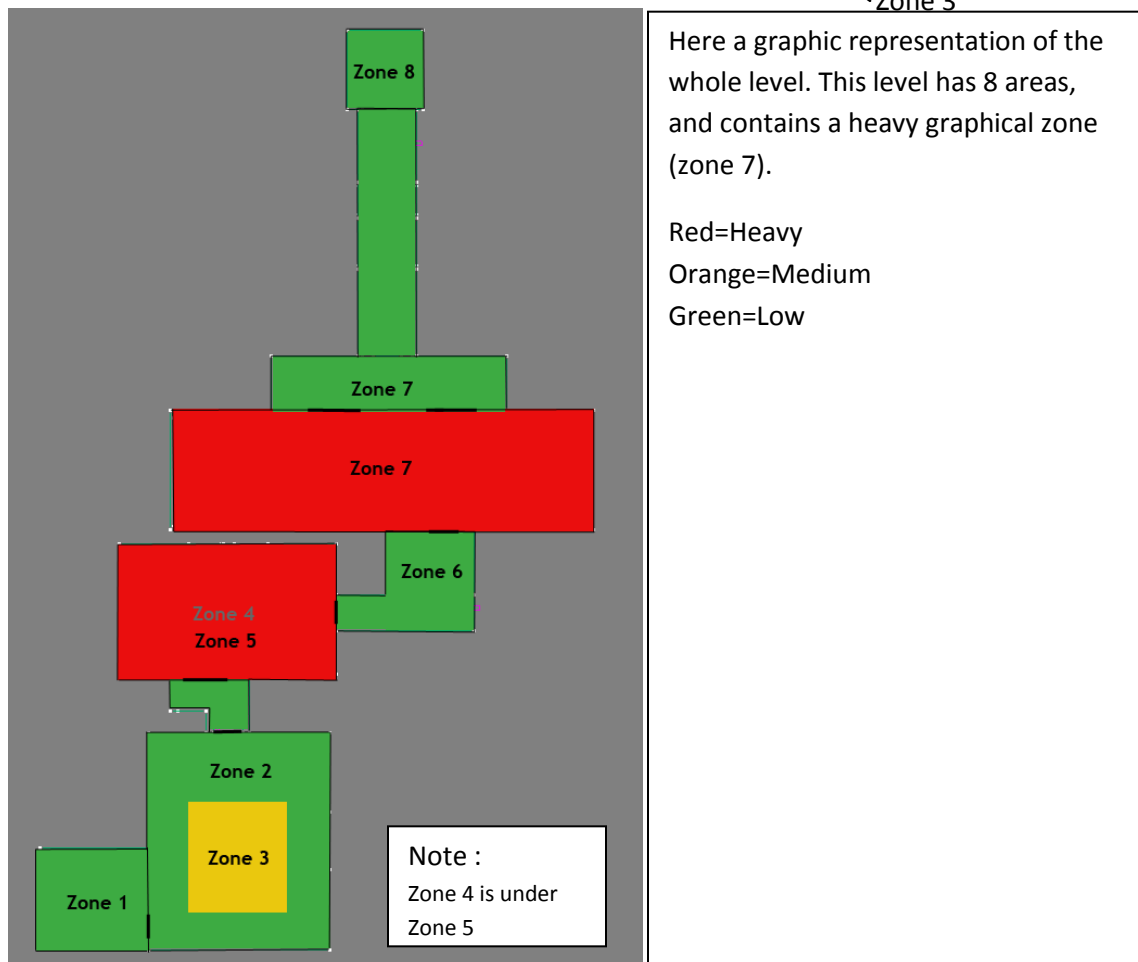
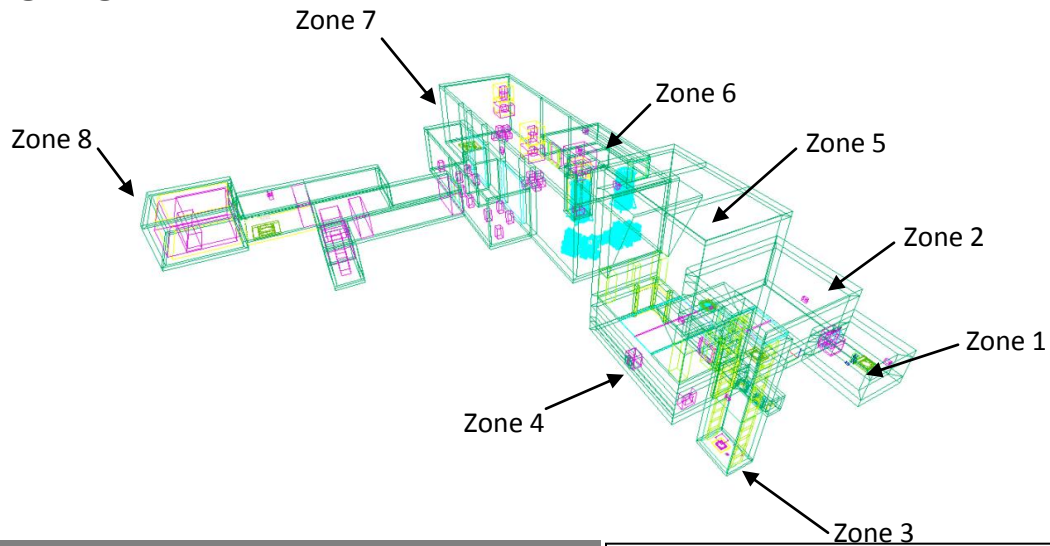


Level walkthrough

Overview :



Zone 1 : Beginning



Description :

This is the start of the level. The player start near the cryogenic bed, as the bed close, Glados tell the player that they are ready for the tests and give the companion cube.

On the display monitor, Glados display a cake to tease the player. To exit from that area, the player must put the cube on the switch platform and create a portal from this room to the other room (zone 002). Difficulty is very easy.

Zone 2: Locked!



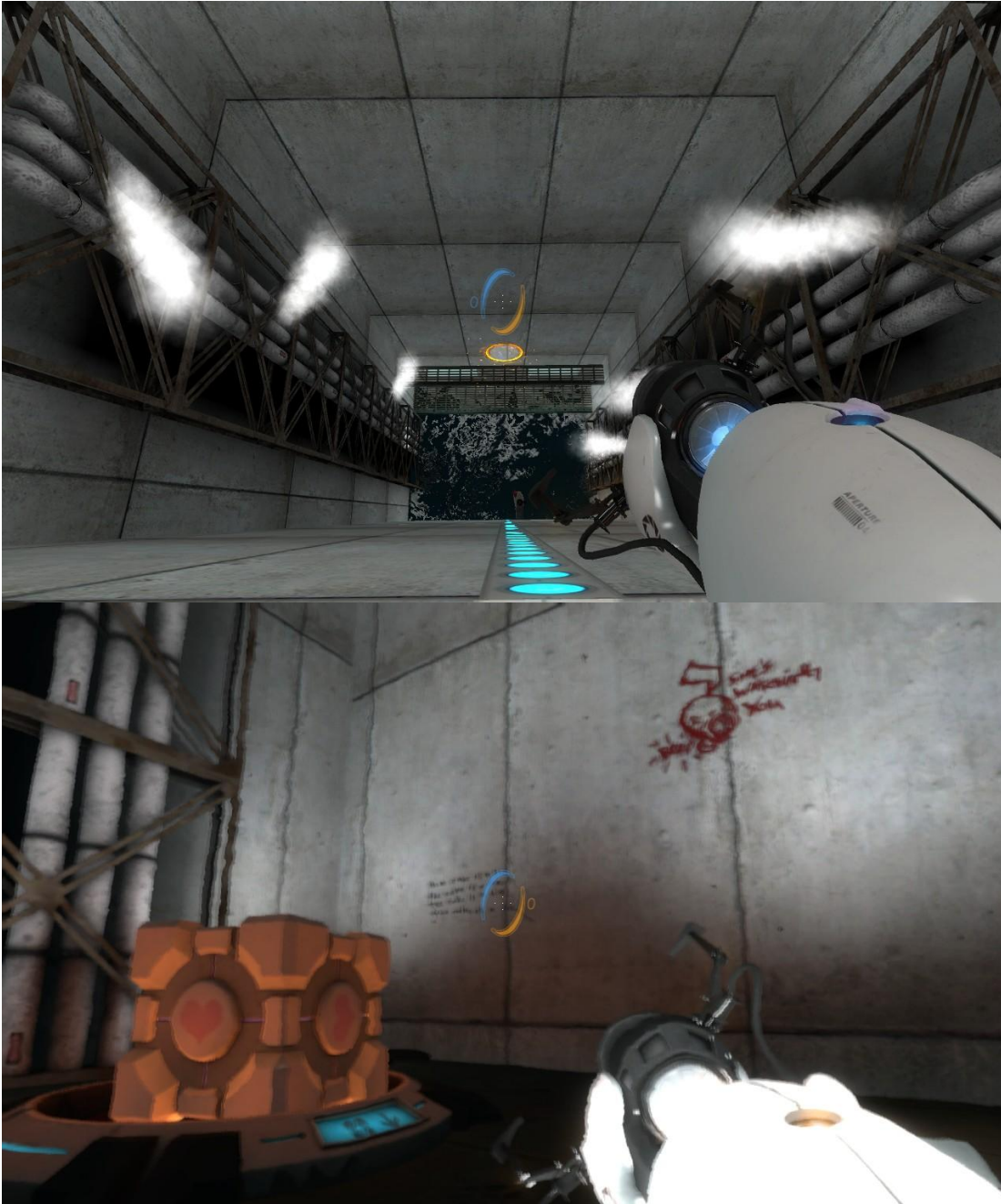
Description :

In this area, there will be multiple objectives:

First objective is to put the companion cube on the switch platform to open the floor to access the other area (zone 003). For this task difficulty is very easy.

Another objective (once completed the task in the lower area) is to redirect the energy ball using a portal to another area (zone 004), the door is in this area and must be unlocked from the other area (zone 003). For this task difficulty is easy.

Zone 3: Dive!



Description :

In this area, the player will have to open a portal down as the first picture, and bring his companion cube from area 2. Once the cube is removed from the platform, the floor will close back and the player will have to use the portal. Once the player has crossed the portal, he will have to place the companion cube on the platform and it will open the next area (zone 004).

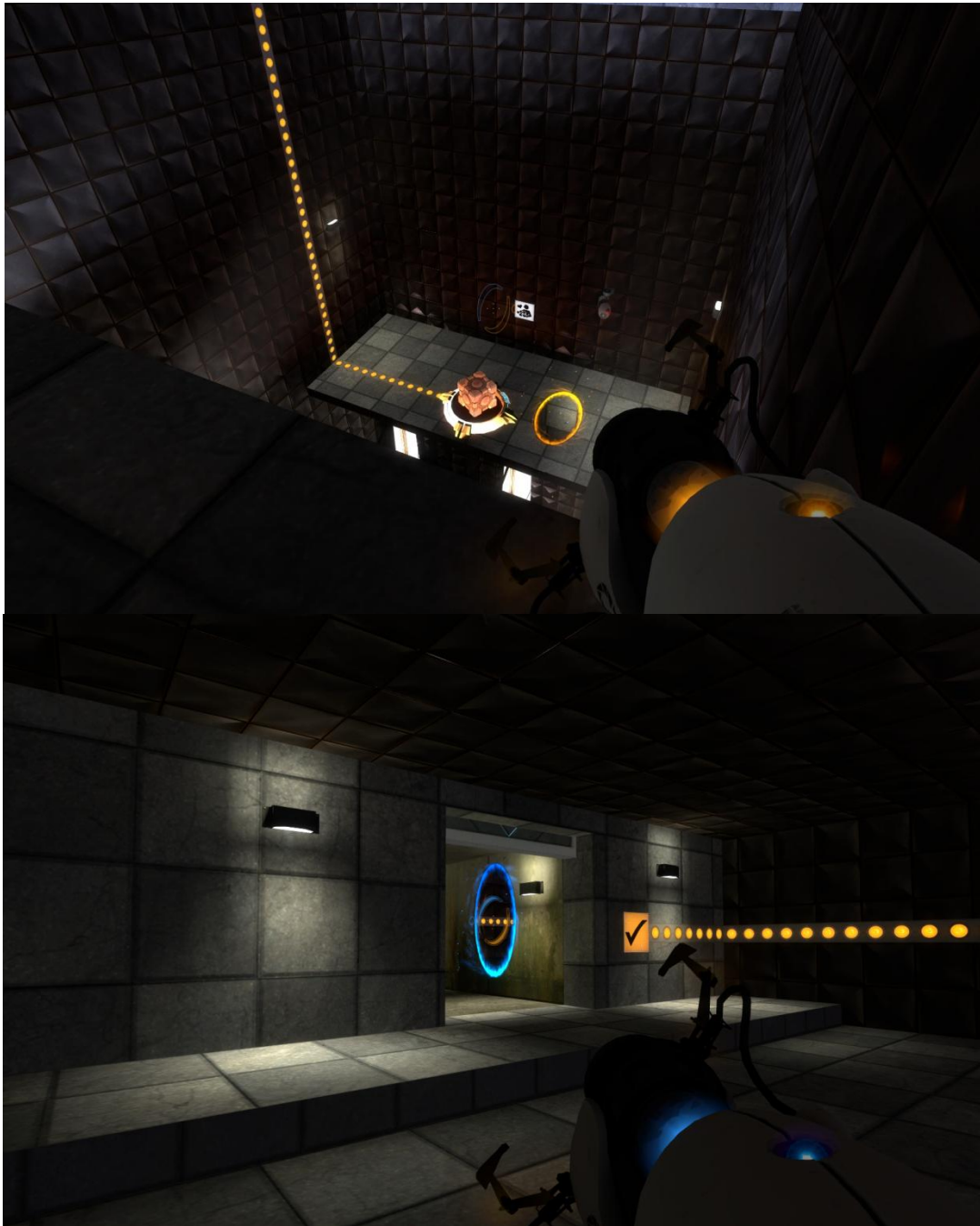
Zone 4: The ball



Description :

This is area 4. In this area, the player will have to redirect the energy ball from area 3 to the ball catcher and open the ceiling to access area 5. The player will have then to place a portal at the top to access the top area.

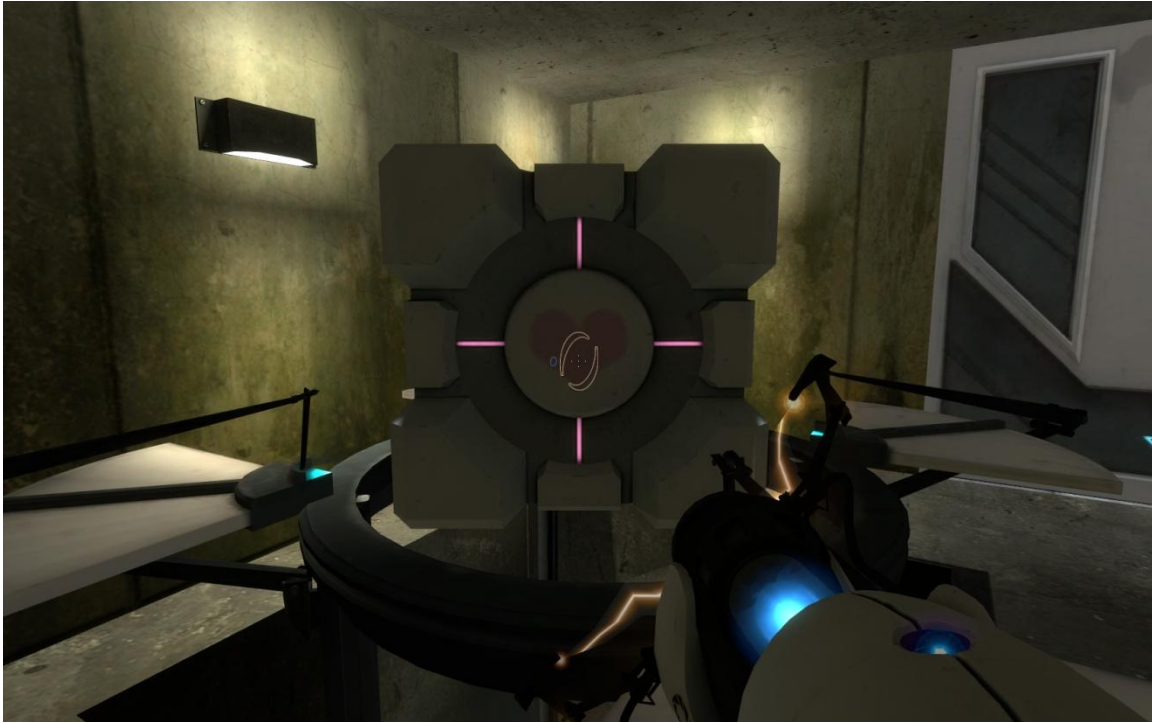
Zone 5: The climb



Description :

This is area 5. In this area, the player will have to retrieve his companion cube from area 3 and put it on the switch platform on this area. This will open a door on the top of the area. The player will have to open a portal inside the door opening, get the cube and enter the portal in the next area (area 5). Difficulty is moderate here.

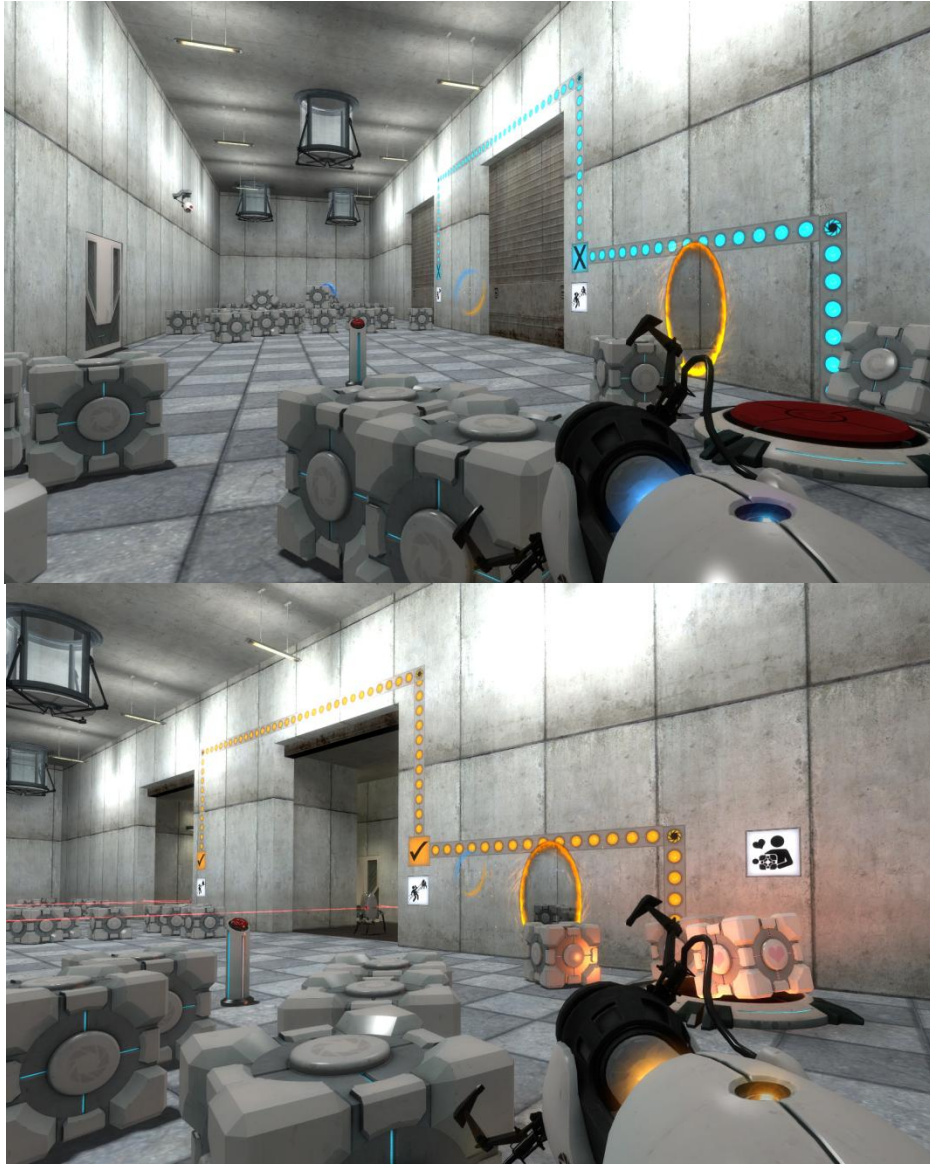
Zone 6 : The cube disposal



Description :

This is area 6. To open the door to the next area (zone 007); the player will have to drop his precious companion cube inside this inverted drop chute. Once dropped, the door will open. The difficulty for this area is very easy.

Zone 7 : Needle in a haystack!



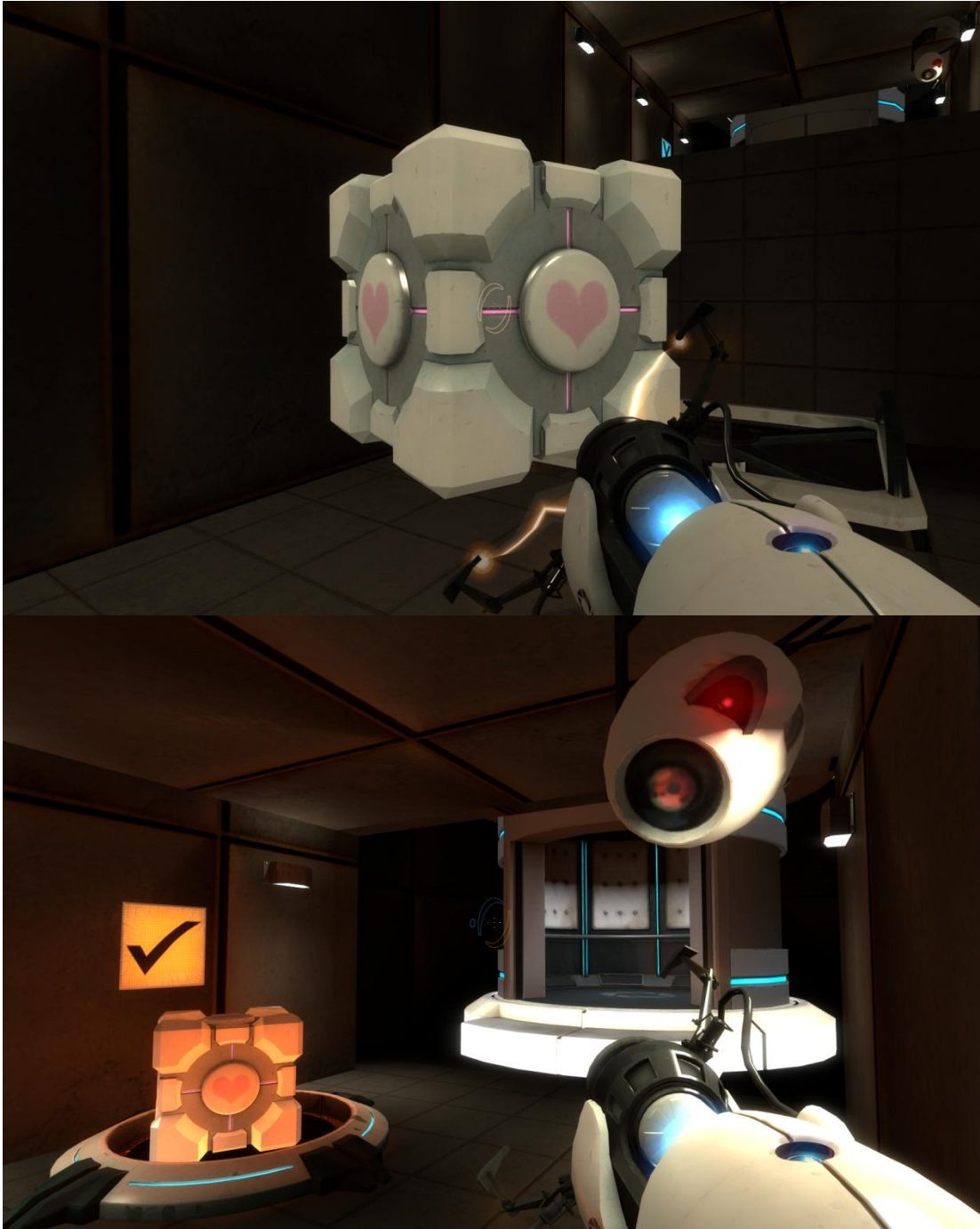
Description:

This is area 7. There are 2 main objectives.

Objective 1: Retrieve your companion cube and place it on the switch platform. For this the player need to press on the switch button and the box dropper will drop lots of cube including the companion cube. Once the proper cube is on the switch platform, the door will open.

Objective 2: Defeat the turrets. The player will have to defeat the turrets. There are some "X" marks on the ceiling that will help the player aim correctly the portal so he can drop cubes on them. Once all the turrets (6) are defeated, the next door will open. The player will have to take a portal from this area to the other, because if the cube is lifted the doors will close. The difficulty for this is average to high.

Zone 8: Ending



Description:

This is the last area (zone 008). Once the player has defeated the turrets and entered this area with his companion cube. He will have to drop his cube on the last platform switch, and the elevator door will open. Once the player enter the elevator, the door will close and the level will be completed