

# "Portal 2" brings puzzle platforming to new heights

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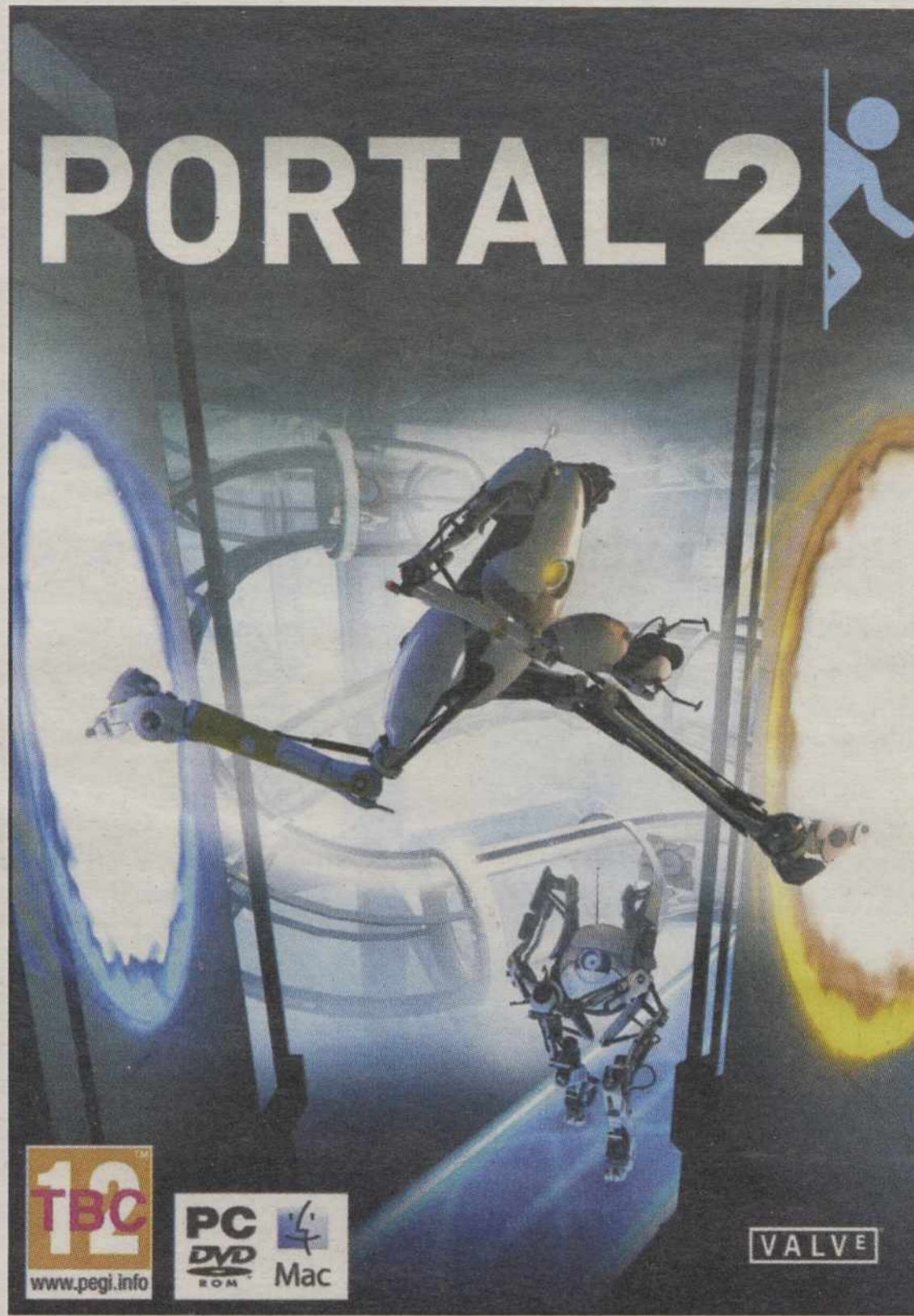
After being awakened from cryostasis you re-enter the now dilapidated Aperture Science Facility. Through a series of events you accidentally revive a twisted Artificial Intelligence and are forced to participate in testing a strange device. In order to survive and hopefully escape you will need to think in new ways; you'll need to think with portals. In the sequel to Valve's critically acclaimed "Portal" which was released (more or less) as an experiment on the Orange Box.

"Portal 2" builds on the precursor's award-winning game play with new features and an added storyline to create an excellent sequel that doesn't disappoint.

As a stand-alone, "Portal 2" has a more in-depth storyline than the prequel. "Portal 2" begins with the player controlling Chell (the main character from "Portal 1"), as she is being woken up from cryo-stasis some time after the events of "Portal 1." You soon come across a personality core (basically a mobile Artificial Intelligence) named Wheatley, who tries to assist the player in escaping the facility but instead accidentally re-activates GLaDOS (an

artificial intelligence that is obsessed with testing). She then puts you back into the testing facility, where you have to finish a new series

to shoot two different portals (one orange and one blue) which can be traveled between to cross long distances or obstacles



of puzzles.

The main event that "Portal 2" revolves around is the Aperture Science Handheld Portal Device (or Portal Gun). The Portal Gun has the ability

that would be otherwise impassable. Besides simply traversing between the two portals, they can be used for more complicated puzzles, such as falling from a high ledge into

a portal on the floor at high speed, to exit from a second portal on a nearby wall and fly across a wide gap in the floor.

Besides using the Portal Gun, "Portal 2" has several new features including: Lasers (which must be redirected using special blocks or portals), Excursion Funnels (funnels of light that let the player ignore gravity and travel in whatever direction the light is going), different kinds of paint-like gel which can speed up the player or make surfaces bounce, and several other new features which really add to the portal shooting experience without taking away from what made the first game great.

One of the best new features of "Portal 2" is the Cooperative Testing Initiative (Co-op mode), where two players must work together to solve more complex puzzles. Instead of taking control of the human test subject Chell, the two players control two different testing robots (Dubbed Atlas and P-body). This mode does a really great job of making both players participate equally, needing both players to cooperate with each other to solve difficult puzzles and move on to the next room. While not as in-

depth as single player, the Co-op mode also features a storyline with the same dark humor that made both single player and "Portal" great.

There are only a few gripes that I had with this game. The first would be the obvious increase in the number of loading screens between levels. Unlike "Portal" which had a loading screen maybe once every three stages or so, "Portal 2" had a loading screen almost every time you finished a stage. Also, some of the more challenging game play elements in "Portal" were not included in "Portal 2", which was disappointing. The last complaint is about the purchasable accessories for your co-op robot, such as different hats, antenna flags and a variety of paint jobs to make your character stand out from the rest. While some of the content is free with purchase of the game, most of the content must be purchased with real money.

Despite these few problems, I think that "Portal 2" is a great game, and would definitely recommend it to anyone. I give "Portal 2" a ★★★★★

"Portal 2" is Rated T and is available on PC, Xbox and PS3 for \$39.99 at Gamestop (among other video game stores).

## Boys' Tennis Team find success for doubles teams at Districts

Boys' Tennis

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"Going to State feels good because not a lot of kids get to go," Tsuruta said. He and To were the fifth seeded team at State

Tsuruta and To went to Districts as first seeds and were expected to move onto State with little

difficulty. The two stepped up to expectations, winning Districts without dropping a single set.

The doubles team that exceeded all expectations was the tandem of Wiard and Rattle. They were not seeded going into Districts but defeated the fifth and second seeds to come in second at

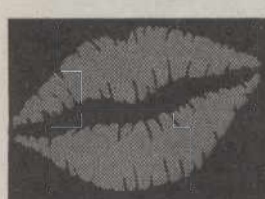
Districts. Ward Lewis, Boys' Tennis coach, describes Wiard's and Rattle's success as a "Cinderella story".

Competitors who did not go onto State but had success at Districts were Jonathan Macemon, junior and Craig Wright, sophomore as well as Anthony To, junior. These competitors came within one

match of qualifying for State play. Others who performed strongly at Districts were Andrew Brown and Kabir Samra, seniors, who won the consolation bracket in the doubles category. These competitors came within one match of qualifying for State play.

West Linn was undefeated

with a 14-0 record throughout the season and also went undefeated in the Three Rivers League with a 12-0 record. West Linn has at least had a share of the league championship for three consecutive years. Lewis attributes the team's success this season to the incredible depth of the team.



## Dwight and Meredith

## MISSING SOMETHING IN YOUR LIFE?

Dear Dwight and Meredith,

I am a freshman and I've never been on a date or had a boyfriend. I'm not bad looking or weirdly obsessed with manga like some people, but a lot of my friends have had boyfriends and say it's weird that I haven't had one. Even my mom agrees! I really want one, but how?  
Sincerely,  
Freshman Alone

Dear Freshman Alone,

The best way to start relationships is through friendships. Try to branch out your friend group and meet new people. Not only will it help you to find a

potential boyfriend, but it will also help your social life. Remember, it is not your fault that you have not had a boyfriend, and it is not necessary to have a boyfriend to be happy. Enjoy life, and if you meet someone who you like and seems to like you, just go with it.  
Sincerely,  
Dwight and Meredith

Dear Dwight and Meredith,

I recently moved to West Linn a year or two ago. I have made many friends, but no real, super, amazing friends with whom I have a connection. I know you would say to join clubs or play sports but I'm doing

that and still haven't found anyone. I just want someone who I can talk to without being judged. How do I get a best friend?  
Sincerely,  
Needing a Good Friend

Dear Needing a Good Friend,

It is good that you are being proactive about participating in activities that will enable you to meet more people. Do not be discouraged, high school is a great time for making friends. There are plenty of very good people out there. The best thing that you can do is to find a group of people that have common interests with you and see if

you connect. Be very open to new people, and eventually, you will have a great group of friends.  
Sincerely,  
Dwight and Meredith

Dear Dwight and Meredith,

Living in West Linn, I have trouble branching out from the norm. There is nothing to do in this town, and I find that every weekend I am stuck doing the same monotonous routine. I want to spice up my life, but I'm not sure how. What should I do?  
Sincerely,  
Bored in the Linn

Dear Bored in the Linn,

A good way to spice up your life is mixing up your routine. Trying to do something different every weekend can be a great way to ease your boredom. Spending time with nature and enjoying the simple things in life are great ways of truly appreciating what you have. If you get bored within the city limits, you can always travel outside of West Linn and visit the great city of Portland or you can take a day trip to the beach. Your boredom is only a mind set that you need to overcome in order to thrive in your environment.  
Sincerely,  
Dwight and Meredith