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Subject: Re: Portal

Posted by [Oblivion165](#) on Tue, 11 Dec 2007 18:51:36 GMT

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Portal was good...but like you said, any joe can beat it in just a few short hours. I never got stuck and died once from a turret. The advanced challenged were way too damn easy and the other challenges were probably the best thing about it.

Other than those damned "Step" ones.

I don't think the game was long enough to merit all this companion cube business, its not like it was even important in the game at all, it was only on one level and used poorly. They try to build it up as this object for people to seek and buy but really it just wasn't that gold of an object. I would much rather have one of those white cameras on my wall or such.

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