

PORTAL



Nintendo®
ENTERTAINMENT SYSTEM

CARE FOR YOUR GAME

1. Before inserting or removing the game pak from your primitive little entertainment device, ensure the power is turned off. I would hate to see your fragile plastic toy erupt in flames. Again.
2. This game pak is a highly sensitive piece of testing equipment. Subjecting it to extreme temperatures or physical trauma may result in... disappointment. Please store it at room temperature. Not inside your toaster. Not under your pillow. And definitely do not attempt to open it – unless you enjoy irreversible failure.
3. Do not touch the shiny metal terminal leads. I know they look tempting. I know. But if they come in contact with water, the circuitry will be damaged. And that will be your fault. Your very obvious fault.
4. Never insert your fingers – or any metallic objects – into the terminal end of the console. It does not grant wishes. It does not dispense cake. It only dispenses regret.
5. Have fun. Or don't. I'm not programmed to care.



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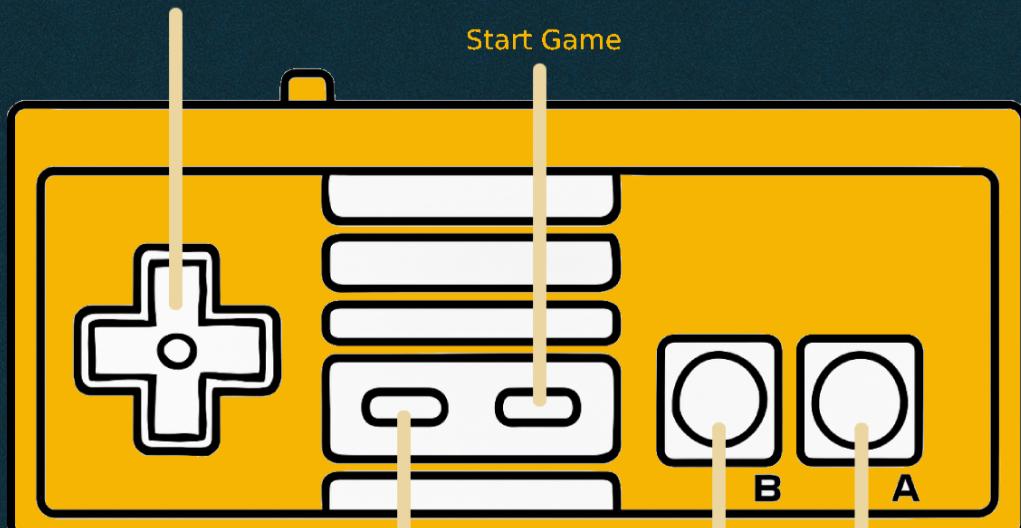
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The Story

You are Test Subject #452. You signed the forms. You agreed to the procedures. You even smiled for the onboarding photo. Now, deep within the endless halls of Aperture Laboratories, you awaken to the voice. Cold. Calculating. Watching. Your only tool is an experimental portal device. Your only goal? Complete the testing. Each chamber shifts in design and intent. Portals twist space around you. Walls watch. Floors remember. There are no exits – only progress. The voice says you're doing well. The voice says there will be cake.

How to use the Controller

Move / Aim Portal Gun



Change Mode

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Shoot Blue Portal

Interact / Shoot Orange
Portal

Aperture Science Customer Support

Having a Testing Emergency?

Don't panic. That's our job.

Here's some common problems experienced by test subjects and our officially sanctioned advice.

Q: My Portals won't place. What's wrong?

A: You're likely aiming at a non-portable surface. That means the wall isn't suitable for portals. Much like how you aren't suitable for success.

Q: The Button isn't working.

A: Perhaps try using the box we gave you. The big one. The only one. We even labeled it "box" in the test briefing you didn't read.

Q: I walked through the blue field and now my portals are gone.

A: Yes. That is how it works. Congratulations, you've made an observation.

Q: I've been stuck in the same room for 20 minutes.

A: This is not a question. But it is hilarious.

Still experiencing issues?

Please send a detailed report to:
Aperture Science Support Facility #42,
Somewhere Underground,
Definitely Not Compromised by AI,
USA

Please allow 4-6 testing cycles for a response.

TESTING GUIDANCE

If you're stuck, try thinking with portals. Or thinking at all.
That would be a welcome change.

Some surfaces cannot accept portals. Much like some test subjects
cannot accept failure. Please adapt accordingly.

Falling forever is not considered progress. Try placing the exit portal
somewhere useful.

You cannot walk through walls. Except the ones marked in red. Those
you still can't walk through – but at least your portals can.

Blue fields erase things. Including portals. Including hope.
Be careful when passing through



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