

Universidad San Francisco de Quito  
Juegos y Narrativas

Manolo Iñiguez

Mechanics, Elements, and Legend of the Game

- Portales



- Arma gravedad



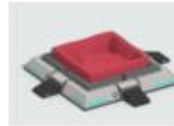
- Botón Pedestal



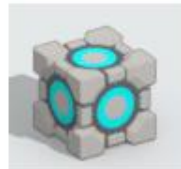
- Botón



- Botón para cubo



- Cubo contrapesado



- Rayo Tractor



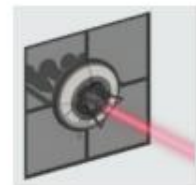
- Placa de Salto de fe



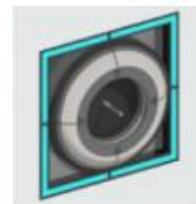
- Escaleras



- Emisor láser



- Receptor láser



- Cubo reflector



- Panel angular



- Torreta



- Campo laser



- Agua



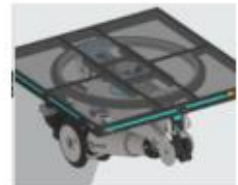
- Desintegrador



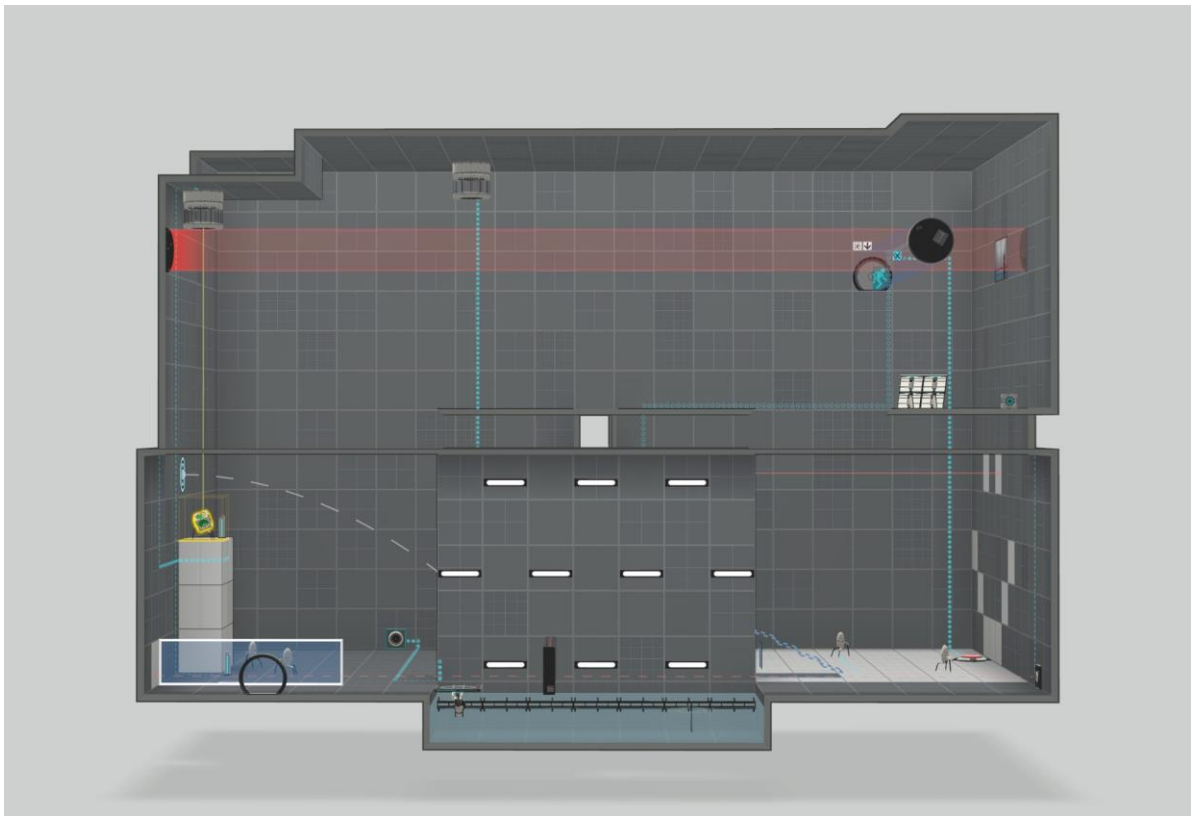
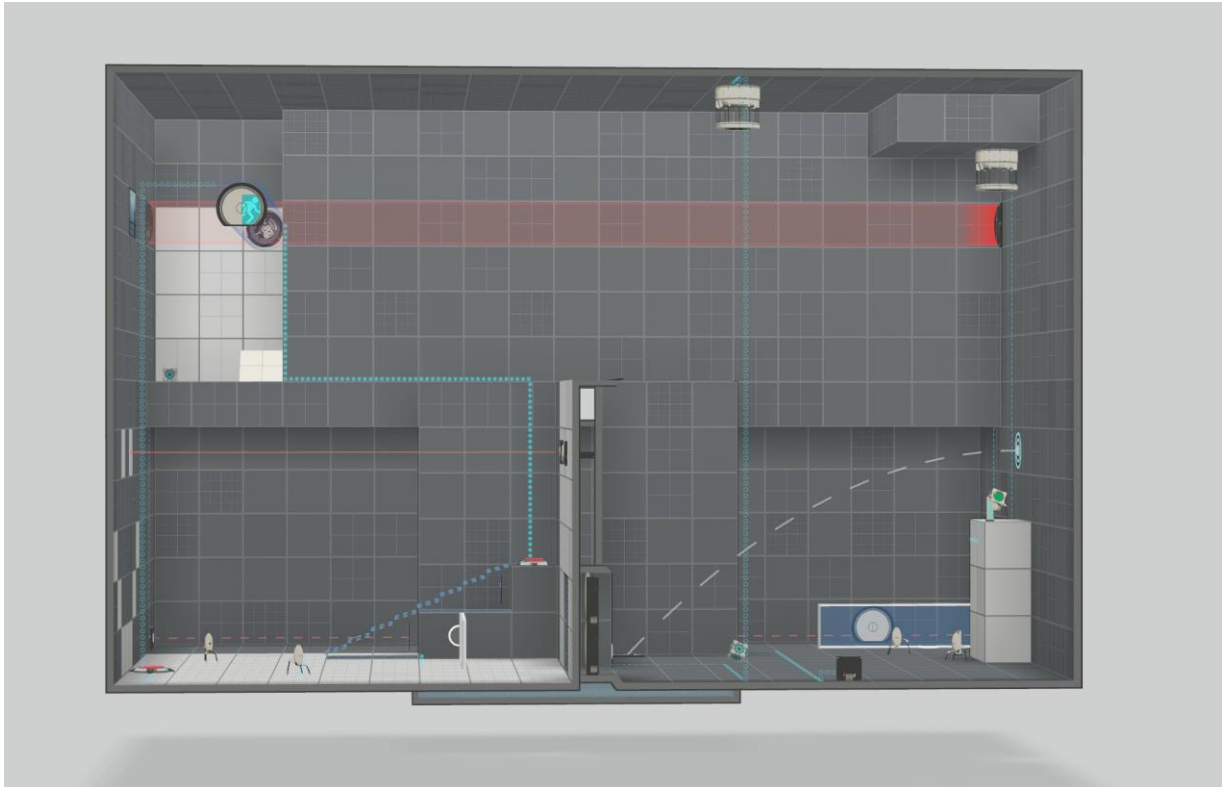
- Cristal



- Plataforma móvil



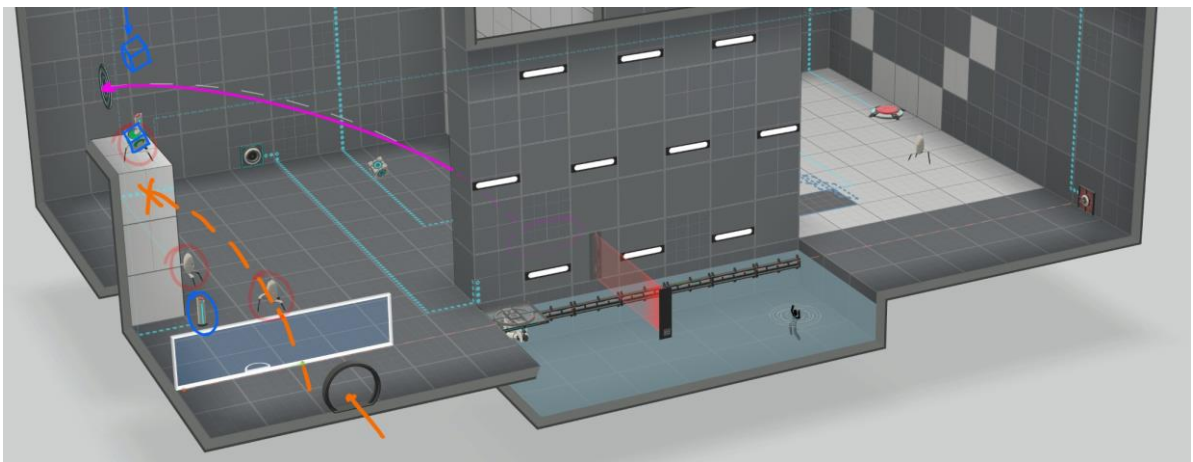
## Overview



## Objectives

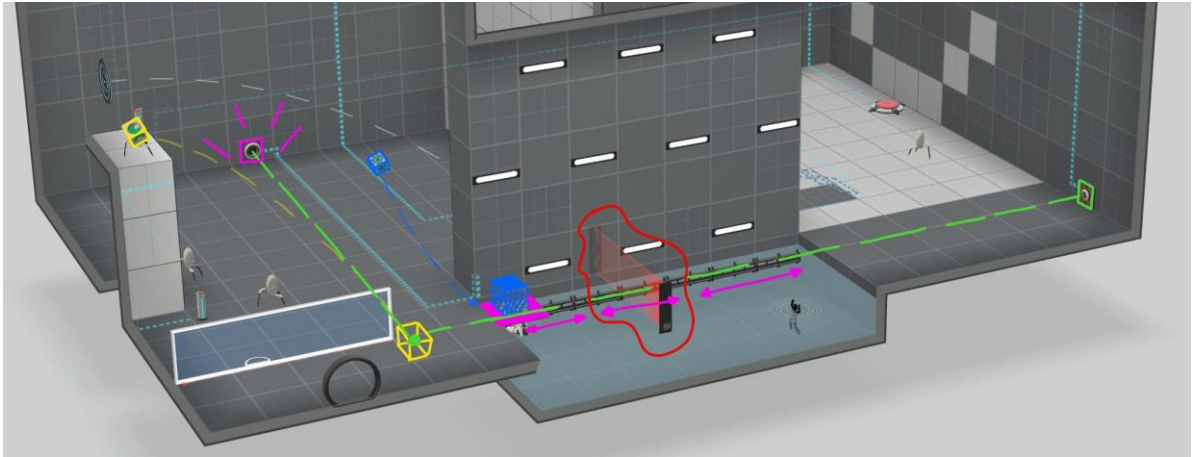
### 1. Obtain the first reflector cube and move it to the second room.

The level begins with the player behind a crystal, allowing them to analyze potential solutions to progress through the level. The player must create a portal to eliminate the two enemies in the lower section, as indicated by the orange line. Next, the player needs to activate the button on the pedestal to defeat the upper enemy, enclosed within the blue circle. The following step requires the player to ascend to the upper section with the help of the leap of faith plate, as shown by the pink line.



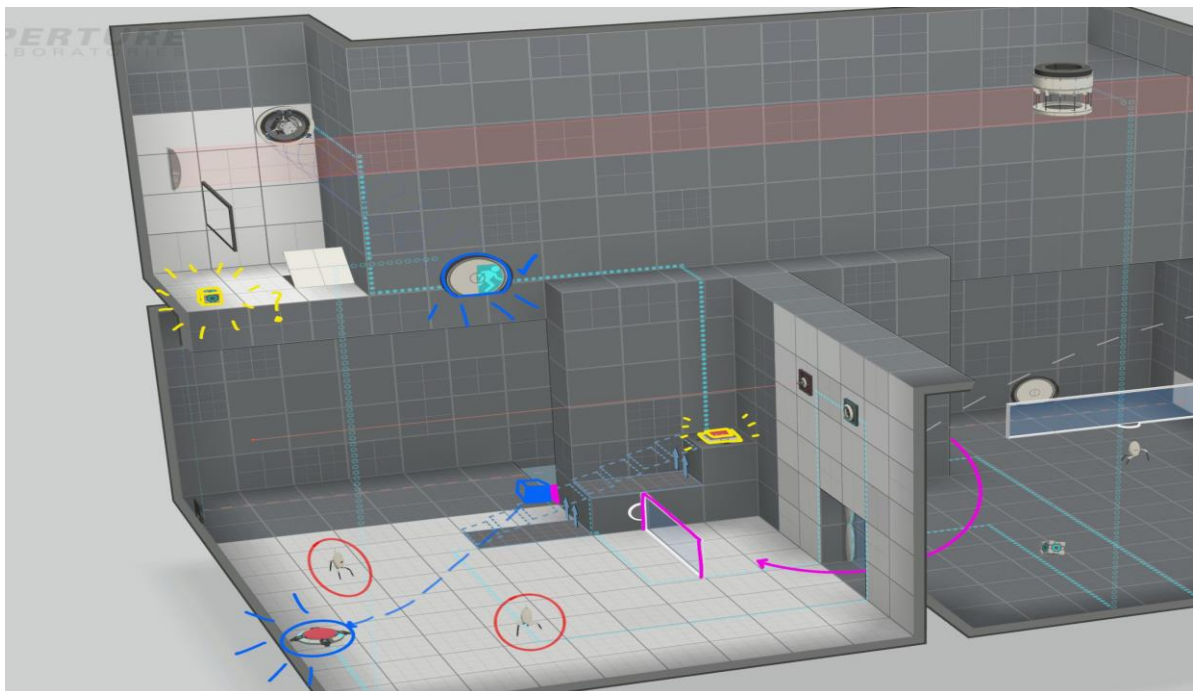
Once at the top, we need to press the pedestal button, which will activate the laser emitter enclosed in the green square. Subsequently, we must use portals to activate the laser emitter, as shown in the orange circles. This laser emitter will activate a weighted cube dispenser, as highlighted in blue.





## 2. Reach the Goal Door

Take cover behind the glass to avoid the droid fire and destroy them using portals since it is impossible to reach them without the weapon, as shown by the pink and red lines. After destroying them, we need to pick up the weighted cube and place it on a button to open the goal door, as indicated by the blue lines.

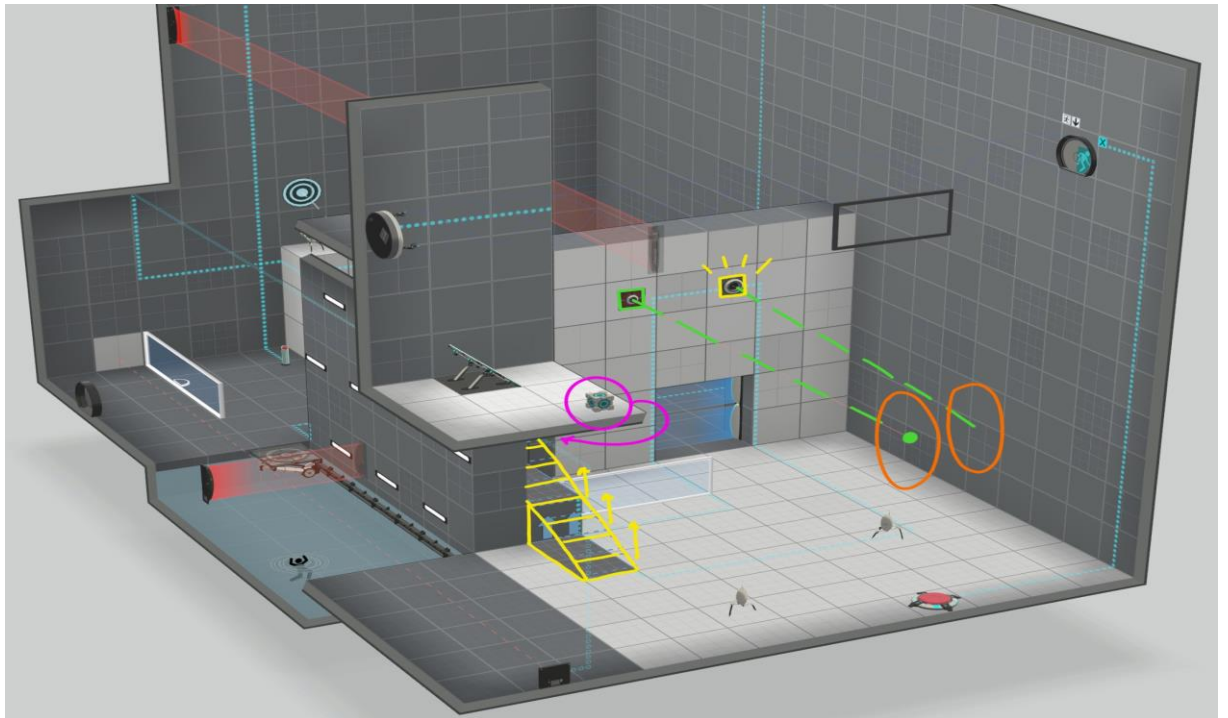


The player will see a laser on the wall that must be used to activate a laser receiver on the opposite wall via portals, as demonstrated by the green and yellow lines.

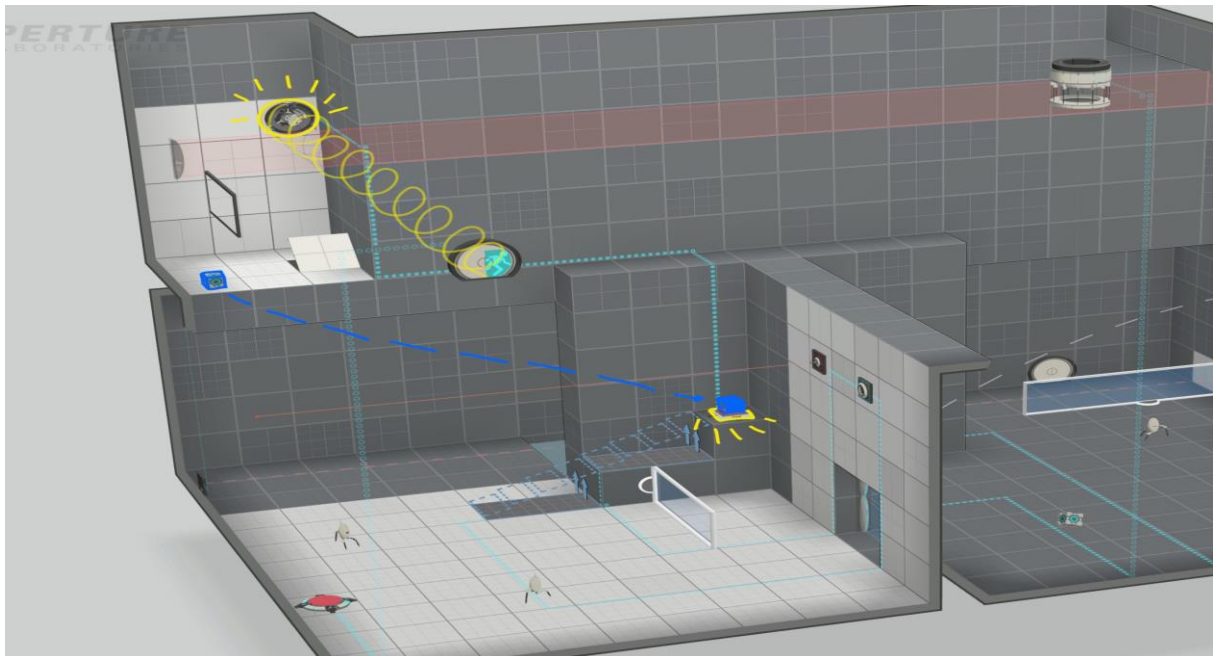
This receiver will activate stairs leading to a button for the cube, as marked by the yellow lines.

Next, the players must transport themselves to a platform in front of the goal door and retrieve a hidden cube.





With this cube, we must activate the previously mentioned button, explained with the blue lines, to activate a tractor beam, as demonstrated by the yellow lines.







12. Using the portals, activate the stairs and place the weighted cube on a button for the cube.
13. This button will activate a tractor beam that will lead to the goal.
14. The player must position themselves on the platform under the tractor beam.
15. Using portals and an angled panel, fall into a portal and exit with the angled panel to reach the tractor beam and complete the mission.

**Duration:** 10-15 min

**Difficulty:** Medium



