


# Kitchen Escape by Holy Guacacode

## User Manual

### Basics


- You, the player, control an avocado with a bazooka.
- Press the A or Left Arrow keys to move left.
- Press the D or Right Arrow keys to move right.
- Press Up, Space, or W to jump.
- The bazooka will follow your mouse and will fire exactly where you point.
- Click (normal left click) to fire a blue portal bullet. 
- Right click to fire a red portal bullet.
- When a portal bullet collides with an appropriate wall or surface it will be destroyed and




replaced with a static portal.

-You can fire as many portals as you want, but you can only have one portal bullet and one portal of each color on the screen at any point.

-When two portals exist on screen (one of each color), you can step into the blue portal to teleport to the red portal. You can step into the red portal to teleport to the blue portal.

-Hazards will send you back to the beginning and restart the level. There are only two types of hazards: red or orange surfaces and enemies. 

-Tortilla chips will constantly fly towards the player, but they cannot travel through surfaces.

-You can only create portals on black or very dark brown surfaces. 

-Gray and red surfaces will absorb portal bullets but will not create portals. 

-If place your first portal on top of where you are located, you will not teleport after the second portal is placed until you exit the portal first by jumping or walking away and returning to the portal.


-The goal is to reach the door/exit in every level to complete it. Once you touch it, the next level


will begin.





-When you use portals to teleport, your velocity will be equal to the magnitude of your speed before entering, but you will be launched in a direction depending on what surface the exit portal is on. (Left wall portals launch you right, right wall portals launch you left, ceiling portals launch you down, and floor portals launch you up)


-At any point during a level you can press Escape to pause the game (and return to the main menu)


-Green surfaces are glass surfaces. They can be walked on like normal surfaces, but your portal bullets will travel through them. 

-Boxes are objects that can be teleported or pushed by you and enemies. 

-Black walls with red outlines are walls that behave exactly like gray surfaces, except they can

be destroyed if the red button on the level is pressed by you or a box.  

-Orange surfaces that are slightly transparent are hazards that restart the level if you touch them, but they can be shot through like glass. 

-Light brown surfaces behave exactly like gray surfaces, except they're really slippery. You will slide off of one if you don't press anything. 

## Advanced

1. Portal bullets are smaller than your character is. This means you can use portals to teleport through obstacles that you otherwise wouldn't be able to squeeze through.
2. In physics, magnitude is calculated using the following formula:  $\sqrt{x^2 + y^2}$ . This means it takes into account your speed in BOTH directions (vertical and horizontal). Because your velocity will be set to the magnitude of your speed upon entering a portal, you can actually manipulate your exit speed by changing your horizontal speed right before you come in contact with the entry portal. For example, landing on a portal with no speed in the horizontal direction will result in a slower exit velocity than if you had landed on the portal from the same exact height WITH some speed in the horizontal direction.

## Solutions/Walkthrough

### **Level 1**

Because the table in the middle of the level is too high for you to jump over, you'll need to use portals to complete this level. Every surface on this level is a normal surface that can spawn portals. This means there are numerous different ways to beat the level. Try exploring a bit with movement and portals to get a better feel for how everything works. When you're ready, shoot a portal on the right half of the ceiling or right wall and another portal anywhere on the left

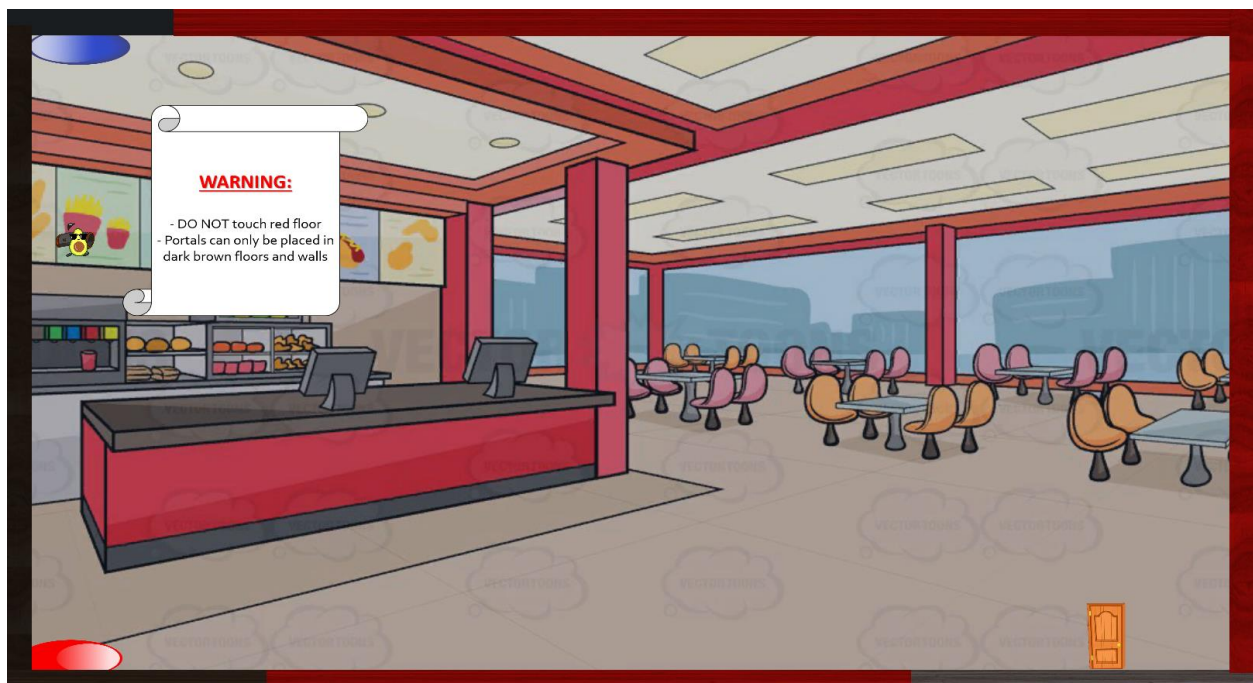
side where you can reach it and step through to teleport and make your way to the exit door to complete the level.

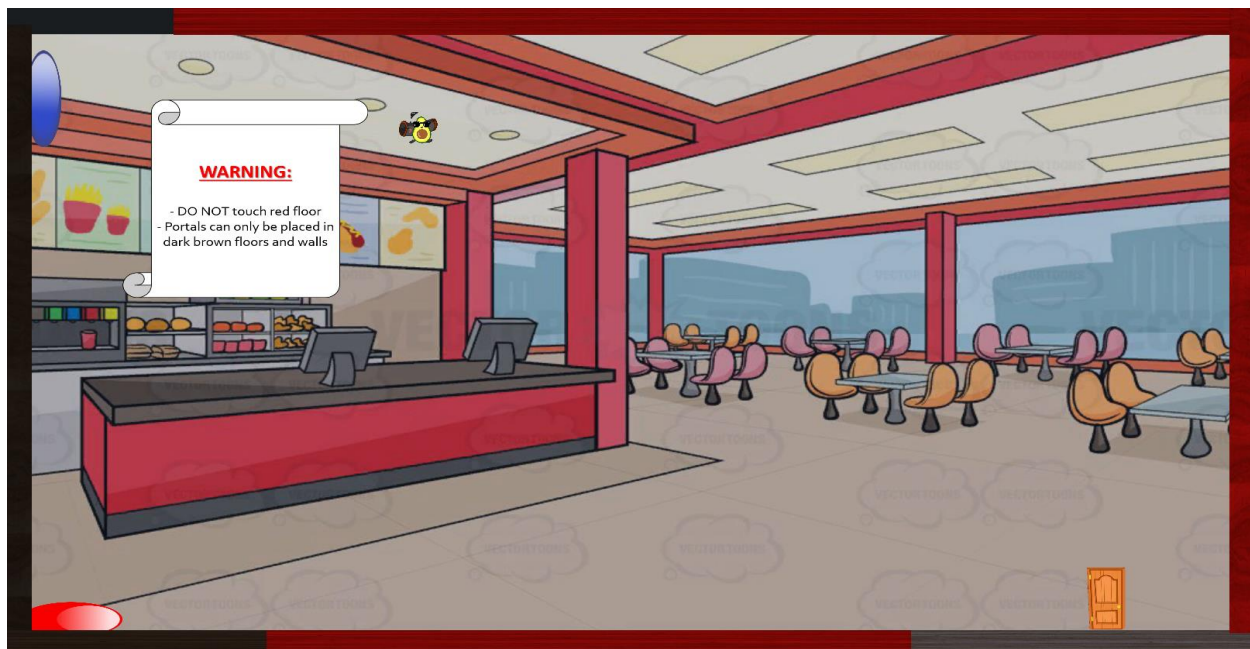
## Level 2

In this level there are two flying tortilla chips that will try to kill you. If they do end up touching you, the level will restart. No big deal. Remember, if you need a moment to think, you can always press Escape to pause. You can jump over tortilla chips if they're low enough to the ground. This level also introduces you to your first red surfaces. These are hazards that, like the tortilla chips, reset the current level. In addition to being hazards, red surfaces will not create portals if shot by your portal gun. For a quick solution to this level, shoot one portal on the right wall and the other one below you. Finally, step into the door to complete the level.

## Level 3

As the sign on the level says, you can only put a portal on black or dark brown surfaces. This means that the only surfaces in this level that can have a portal are the left-most part of the floor and ceiling and the entire left wall. The solution to the level is to first shoot one portal on the ceiling, and one portal directly below it to create an infinite loop. Then you need to fall into the bottom portal and wait until you reach a high velocity. Afterwards, shoot whatever color portal is currently on the ceiling somewhere on the upper part of the left wall. You will fall into the remaining portal and launch to the right towards the door.





## Level 4

You might be thinking “this level looks eerily similar to the last level.” You’d be right! The only difference is the wall on the left can no longer have a portal placed on it. In addition, the size of the red surface on the floor has been reduced a bit. The solution to the level is similar to the solution to level 3. Shoot a portal on the ceiling and floor to create another infinite loop. This time, before you reach top speed (after around three teleports) shoot whatever color portal is currently on the ceiling to the right part of the dark brown floor below you. After you shoot the new portal, hold D/Right and you should be launched upwards with enough height to make the jump over the red floor, but not so much height that you hit the ceiling and restart the level. After that, just touch the door to finish.





## Level 5

This level has very few places to put a portal. Unlike the previous levels, it will require more capable movement to complete it. The tricky part about this level is the tortilla chip that will get in your way. There are two ways to deal with it. Either finish the level extremely fast, or wait in the top left corner until the chip is below you, giving you plenty of time to finish the level. To start, shoot a portal in the top left corner (on the wall, not the ceiling). Then, shoot a portal on the floor. Next, step into the floor portal and either wait for the chip or hurry the next few steps. You're going to want to jump from the highest platform into the portal you shot on the floor and continue holding D/Right. You should make an infinite loop like the previous levels, although this one is not simply vertical. After at least three teleports, shoot whatever color portal you had in the top left corner right on the floor overlapping the first portal you stepped into. Continue holding D/Right and if you placed the portal correctly (on the left half of the dark brown surface), you'll gain enough height to reach the exit door.





## Level 6

This is a simple level that makes use of advanced technique number 1 (see above). All you need to do is jump and shoot a portal through the gap. Then shoot the other portal onto the ground and step through. While inside the first portal, shoot diagonally upward and to the right to fit a portal into the gap on the ceiling. Then step out of the portal and back in to teleport up there. From this box, shoot another portal diagonally down and to the left onto the raised platform. Jump through the portal on the ceiling while holding D/Right to make it into the next section of the level. From here, jump over the red floor and shoot a portal up onto the hanging ceiling surface. Then, jump back over the red floor and shoot the other portal onto the opposite side of the first wall you shot at. Jump through this portal, and then head left and jump and shoot another portal through the gap towards the left wall. Teleport over there and then make the final jump to complete the level.



## Level 7

This level is a puzzle. Your goal is to shoot portals through the green glass floor to get the box to press the button and open the door. Because the box can only move when you teleport it, if you start out with a portal on the box, you'll need to shoot the same portal on the box again after you shoot the other portal. You can shoot through multiple glass surfaces with one shot, so your portals can reach every dark brown spot on the map except for the button. The solution is to place a portal on the left wall, then a portal where the box is located. The box will teleport twice to pick up speed and reach the high platform. Then, **BEFORE** the box reaches the middle platform, shoot the color portal that isn't on the left wall onto the right-most spot of the middle platform. This will place the box with the perfect velocity to land on the bottom slope and reach the button. Finally, step into the exit door to complete the level.





## Level 8

This is the final level; it's the hardest level in the game. In order to complete it, you need to make use of both advanced techniques and have expert platforming abilities. First, shoot a portal on the ceiling and the other portal through the gap onto the left wall. This is where advanced technique 2 comes into play. If you simply jump into your ceiling portal, you won't have enough velocity to make it over the orange transparent surface to the safe platform. Instead, get a running start at the beginning of the level before jumping into the portal. This will cause you to have speed in BOTH directions, which will result in a faster exit velocity. There's more room for error if you start on the right side of the room and jump left. As soon as you reach the portal, switch the key you're holding to D/Right in order to make the jump. In addition, you're going to need to shoot a portal through the orange surface onto the ground below. To accomplish this, position your mouse cursor before you jump into the first portal, and click right after you switch your key pressed to D/Right. Then, simply shoot the other portal on top of yourself to reach the ground. Now you're on a timer. The tortilla chip in the room to your right will constantly move towards you. If it manages to get below the wall in the middle of the room, you won't be able to complete the level. This means you need to move quickly after completing the first few steps. Once you're on the ground, shoot a portal through the glass onto the second ceiling spot. Make sure your other portal is on the ground to the left and jump in to reach another room. With your portals in the same spots, you're going to need to use advanced technique 2 again. This time, the exit portal is on the ground, so maximizing your speed in BOTH directions before entering will give you a higher jump than you would get if you simply jumped from the ground. In fact, that first platform below where you started is impossible to reach with a normal jump. You have to use your portals and advanced technique 2. Simply get a running start from the left of your new room and jump while holding D/Right. You will need to



release D/Right and tap it again afterwards to line yourself up while in mid-air to land on the platform. If you fail, make sure to re-enter the floor portal before the tortilla chip makes too much progress! After you make it onto the platform, simply continue platforming to reach the room that the tortilla chip is in. Now, you simply need to platform on slippery brown surfaces while avoiding the killer tortilla chip. Before you get too absorbed in your platforming, remember that you're going to need to shoot a portal through the glass onto the third and final location on the ceiling during your final platforming challenge. Complete the platforming, remember to shoot a portal up there, and then shoot your other portal on the right wall and step through. Congratulations! You've completed the game! Well done.



