

BEFORE WE BEGIN...

The Advanced Portal Experience is a collaborative VR Escape Room experience based on Valve's puzzle-platform game series, PORTAL, that encourages guests to interact with their physical surroundings and is grounded by three core components:

Dark Humor

Unique Puzzle Mechanic

Memorable Characters

[Please click here to watch a short video that will provide a primer on the worldbuilding, tone, and mechanics of the series](#)



APERTURE
LABORATORIES

+

P  **ORTAL**™

Advanced

Experience

WHO
ARE
WE?

.....

Aperture Laboratories continues to pave the way in the world of science. Our revolutionary “Portal Project” has become the cornerstone of all scientific breakthroughs. *

We continue to develop and rigorously test all Aperture branded products.

We are pleased to welcome you to our newest testing initiative.

TESTING IS THE FUTURE, AND THE FUTURE STARTS WITH YOU.

*This fact is being unfairly disputed by all known scientific journals

A NEW MISSION

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Our next scientific undertaking is centered around Cooperative Group Testing. The key to any successful cooperative test is trust. And as our data clearly shows, humans cannot be trusted.

However, we have found that competition leads to a measurable increase in the human capacity for cooperation.

Never underestimate humanity's ability to unite against a common enemy in the name of spite.

THINKING WITH PORTALS



Do we expect them to succeed? No. We expect them to generate results! And results equals science.

In this series of tests, our test subjects - codenamed “Guests” - will be sorted into two competing teams:

TEAM BLUE and TEAM ORANGE.



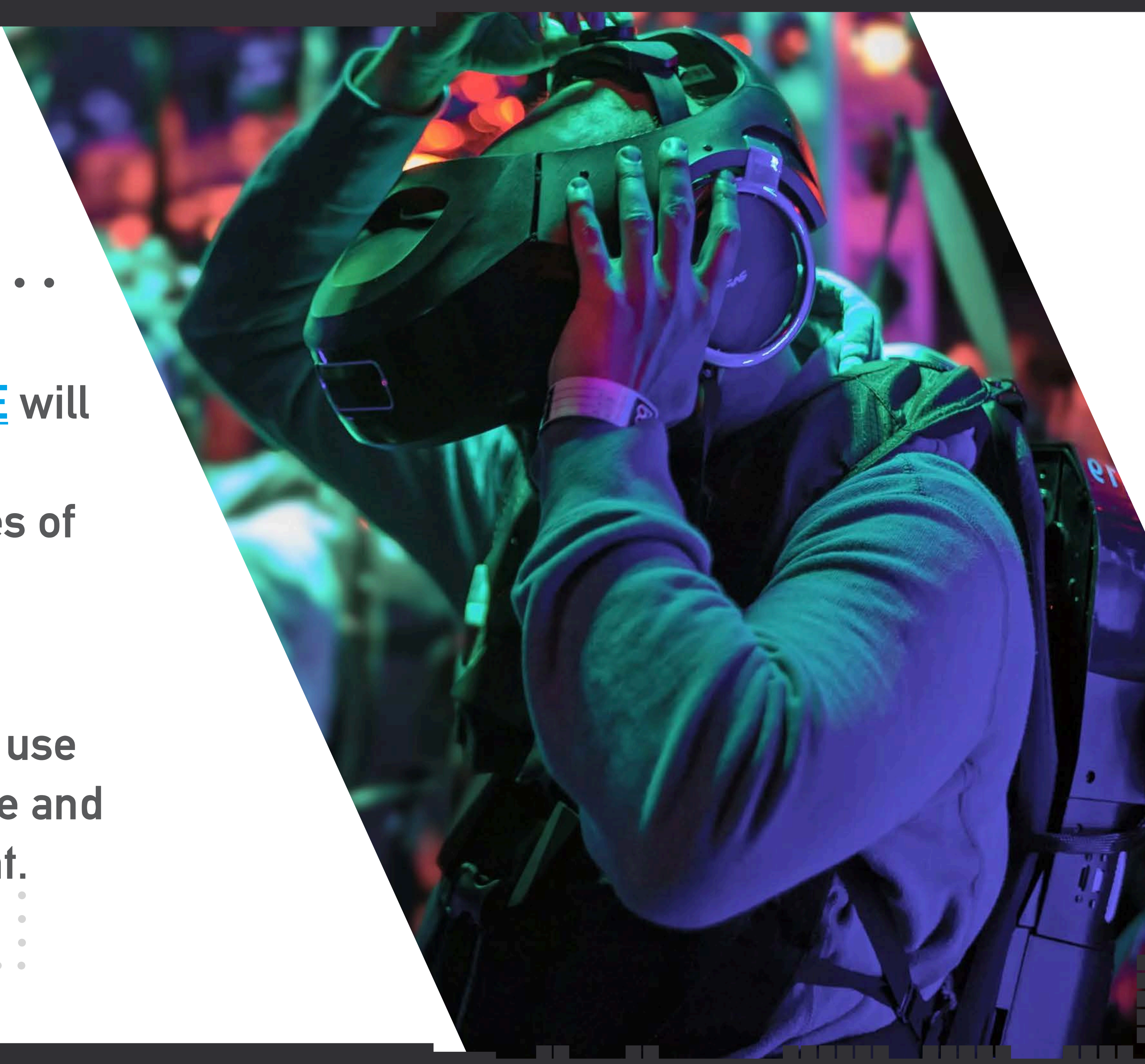
Teams will work together to solve physical puzzles in what is colloquially known as an “Escape Room” - this will require harmonious group communication, teamwork, and trust.

OBSTACLES AHEAD

TEAM ORANGE and TEAM BLUE will race to complete a series of objectives across multiple stages of increasingly complex physical puzzles.

“Guests” will work together and use their “Portal Guns” to manipulate and traverse the testing environment.

Quantity, complexity, and duration of stages to be determined following further testing



A NEW FRONTIER

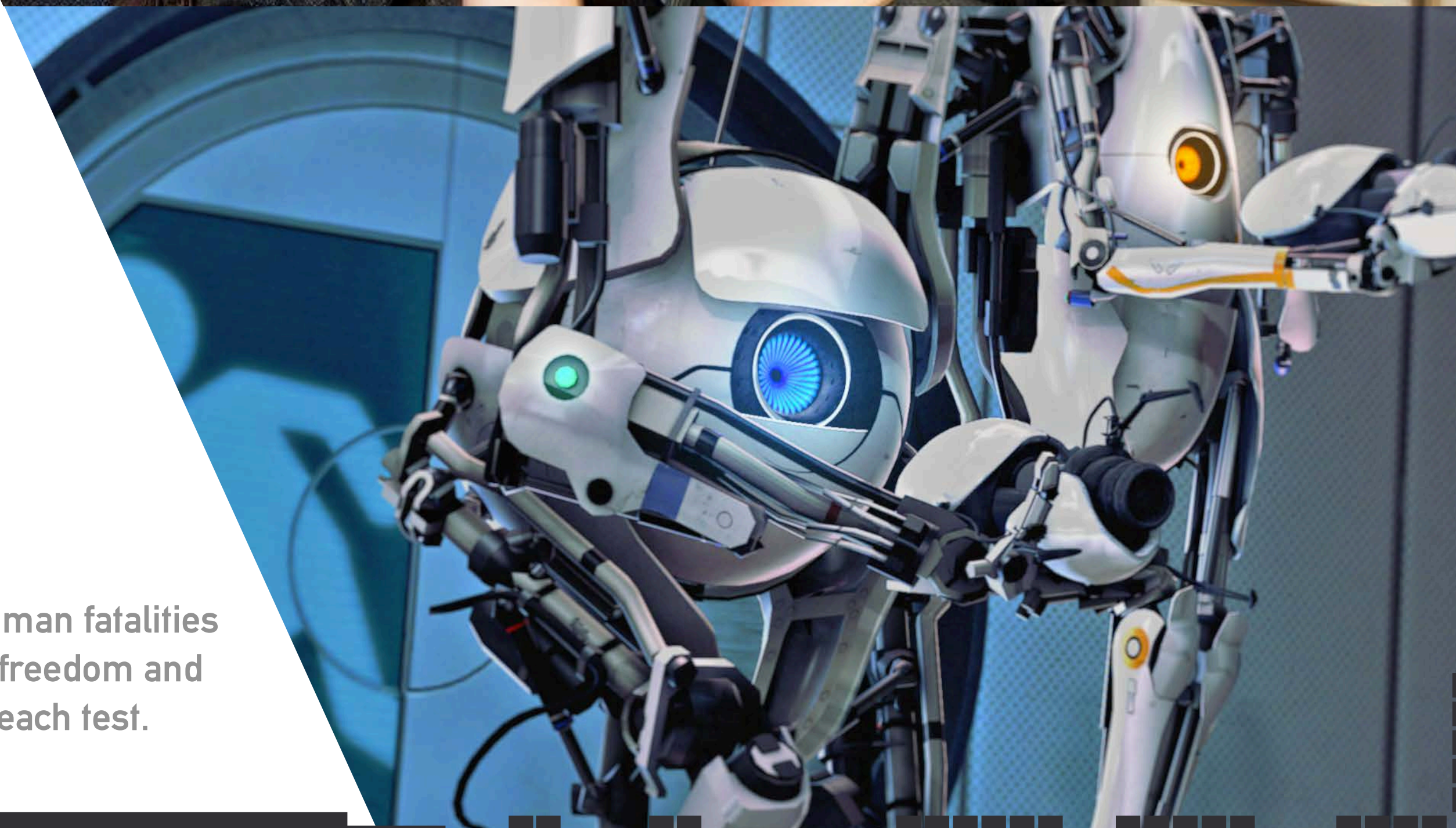
FACT #1: Humans are breakable.

FACT #2: Robots are breakable AND infinitely reproducible.

SOLUTION: Temporarily transfer human consciousness into body of a robot.

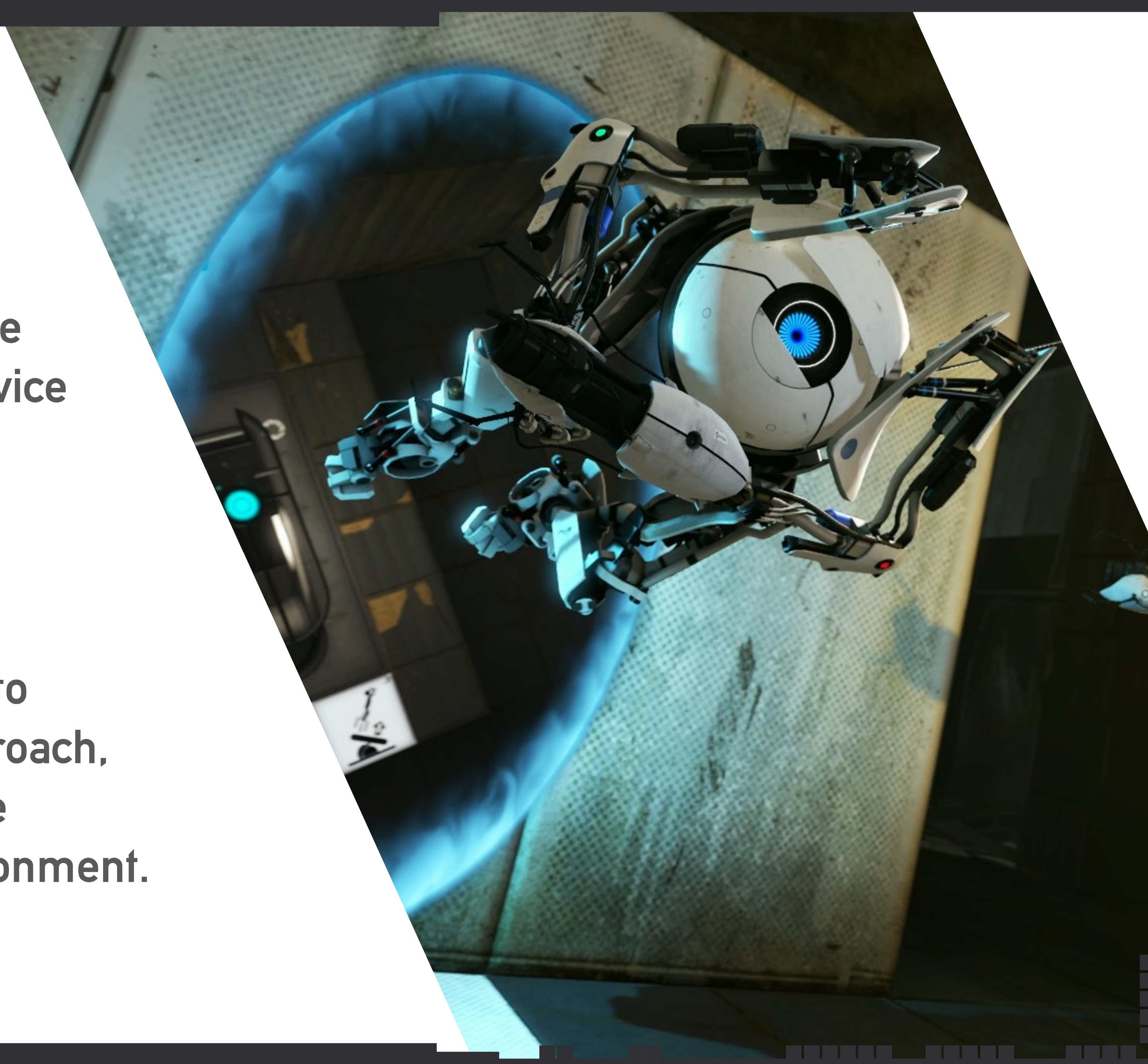


This significantly reduces human fatalities and allows “Guests” greater freedom and confidence while navigating each test.



“Guests” will use an Aperture Science Handheld Portal Device - “Portal Gun” - to create a wormhole-like connection between two flat surfaces.

The experience is designed to change the way players approach, manipulate, and surmise the possibilities in a given environment.

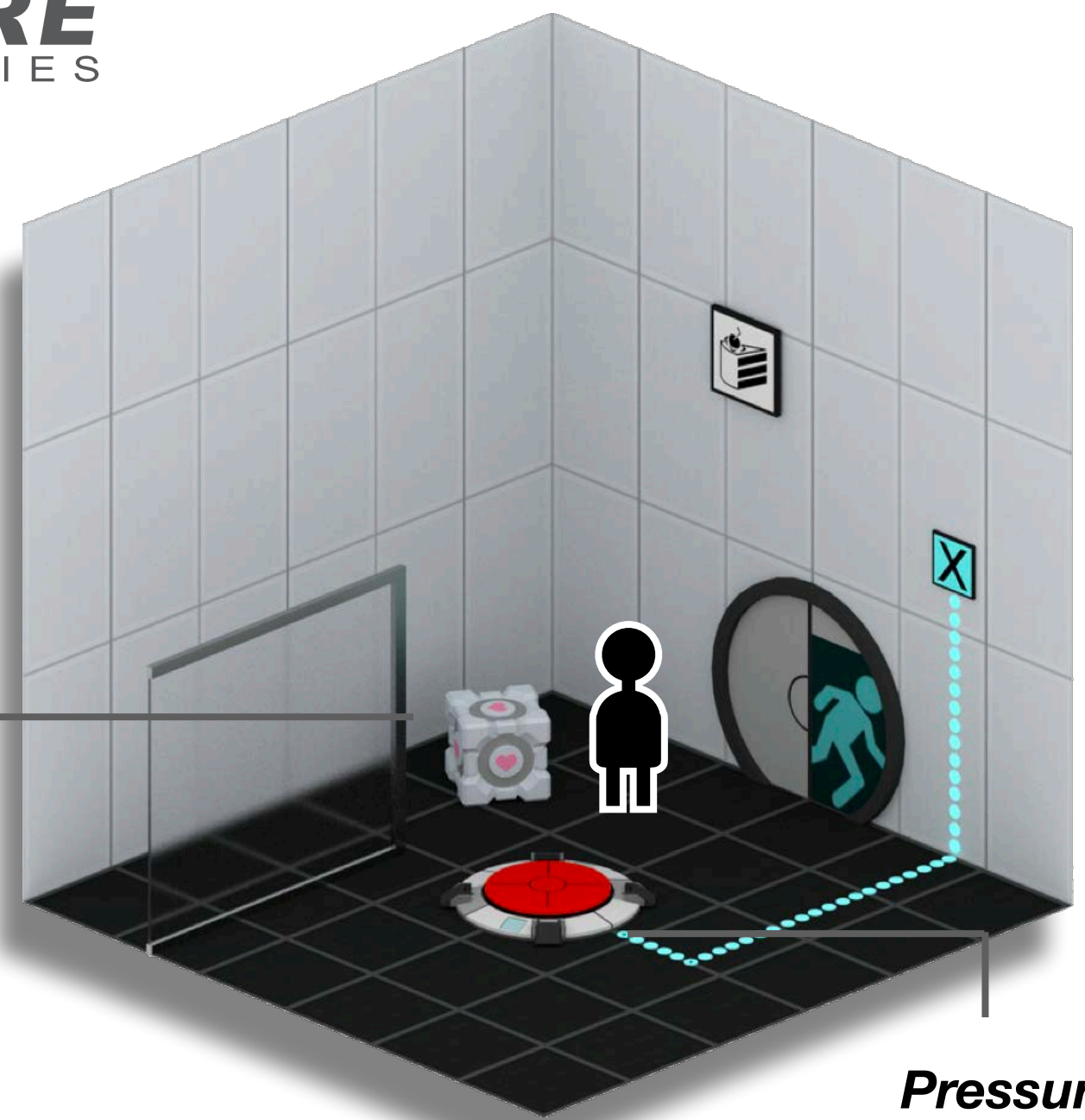


MEET GLADOS

The experience is facilitated by the artificially intelligent supercomputer - GlaDOS - who will act as the testing supervisor and will provide guidance and commentary on Guests' performance throughout the experience.

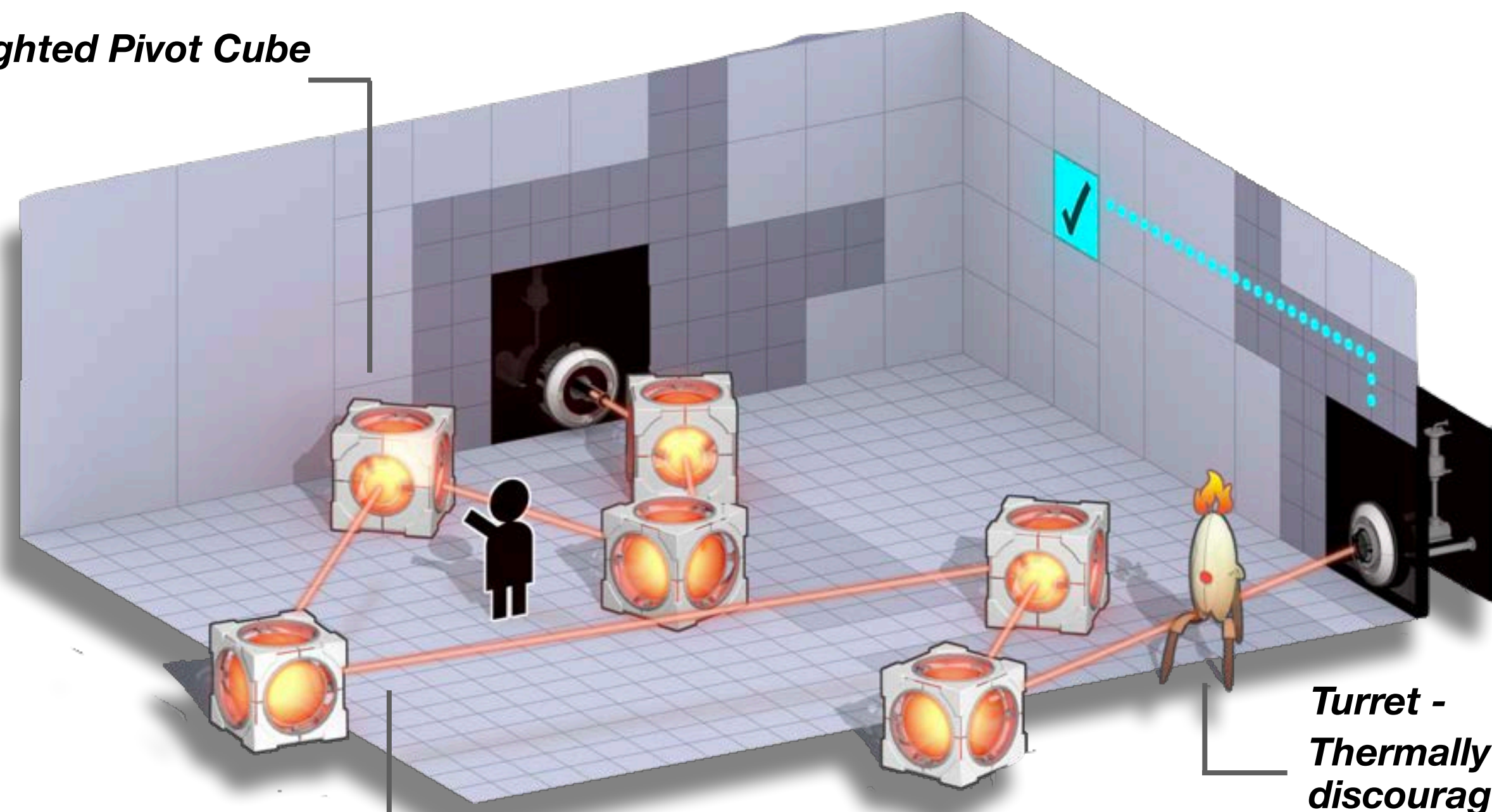


*Companion Cube -
This is your friend*



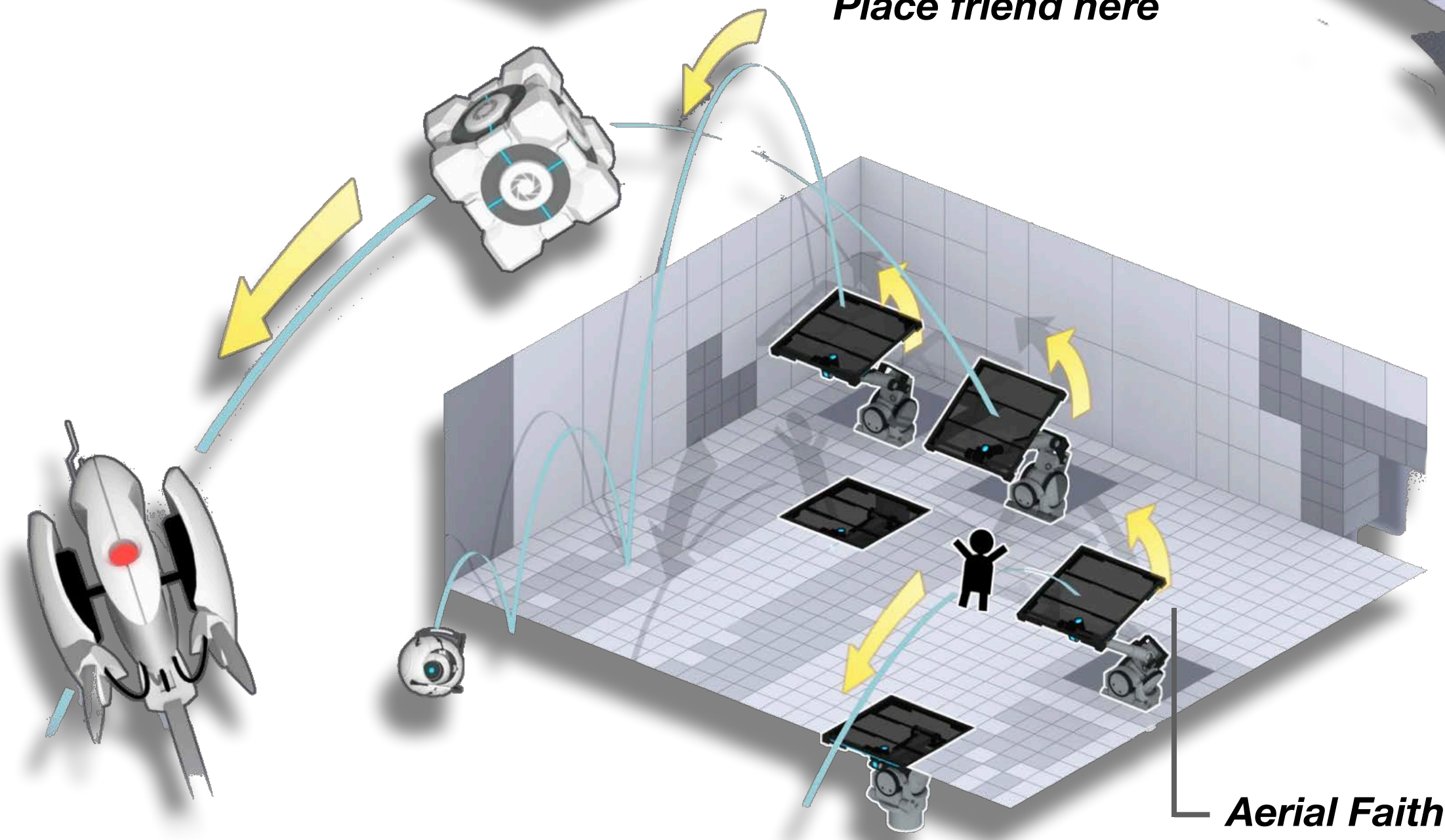
*Pressure Plate-
Place friend here*

Weighted Pivot Cube



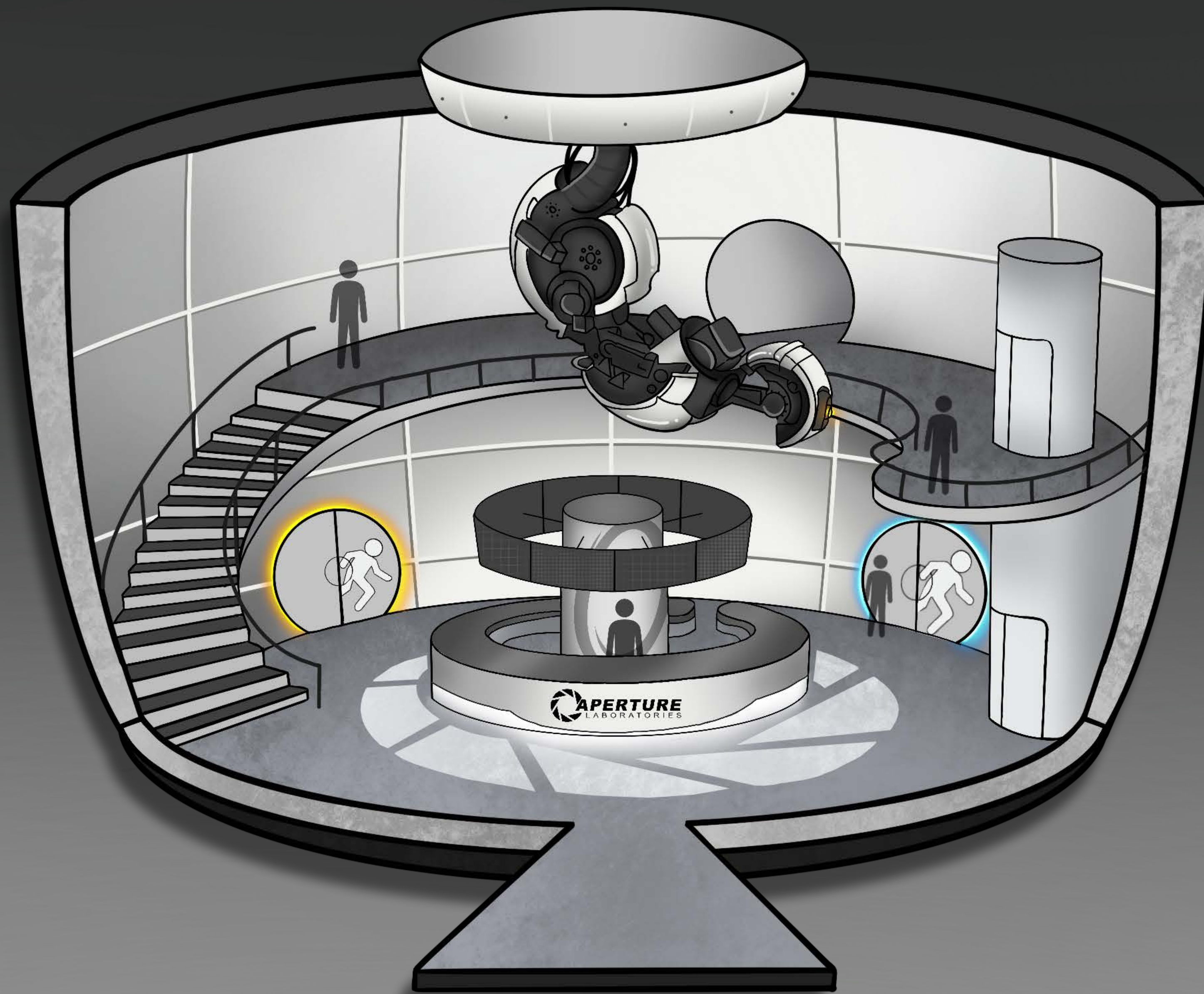
*Turret -
Thermally
discouraged*

*Thermal
Discouragement
Beam*



Aerial Faith Plate

TESTING ELEMENTS



CONCLUSION

The goal of the Advanced Portal Experience is to leverage the massive popularity of “Escape Rooms” by encouraging groups to use playful, collaborative critical thinking to solve imaginative puzzles.

This project hopes to bring to life a beloved and unique video game franchise.