

# Portal 2

Emotional Manipulation Done Right  
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## The Main Character – Is You!

Portal 2 is a great example of an entertaining piece that doesn't only dictate the events of the story, but also the reaction of the players following them.

Endless subconscious signals, relationships among characters, changing visual language – every element in the game is designed to provoke a specific emotional reaction within the players.

Adding that the first person's view of a mute character as the protagonist, Portal 2 becomes a game where the main characters are, in fact, the players themselves.

## Slow And Steady Wins the Race

The game's narrative holds many complicated elements of a psychological thriller, like complexed characters and a resolution revolving around conquering inner demons, rather than just aiming right.

Yet, the extended length of the game allows the creators the luxury of building that depth at a slow and steady pace. What begins as a shallow "escape-room" plot, becomes a "good vs. evil" classic, before building-up to its true deep nature, without hurting the suspension of disbelief.

