Hank Plays Portal #5

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https://youtube.com/watch?v=do5bQPh5lAM
https://nerdfighteria.info/v/do5bQPh5lAM

Hello and welcome to Hank Green plays Portal. Uh, this is me, playing Portal. This is my playing Portal.

(0:07) (*GLaDOS: The Vital Apparatus Vent will deliver a Weighted Companion Cube in Three. Two. One.*) *My companion cube! Hello! Hello companion cube. I missed you so much*. Okay, I'm not even picking you up yet. *Companion cube companionate me!*

(0:32) So again, this is not as hard as it should be because I've played it before. Oh, where are we going? Where are we going buddy? I thought we were going up another level, but we're not.

(0:47) This is you blocking that for me. Thank you. Oooof. Aaa! Please. I'm not sure if I'm going to get shot in the back right now or not. Faster though. Yep, shot in the back; should have paid attention. That's exactly what I was afraid of.

(1:23) Okay, loaded, loaded up. Did you shoot it yet? (*GLaDOS: ...the companion cube...cannot speak*) You say that, but we have this relationship, the companion cube and I - get out of the way, wow, that was close, that was close.

(1:51) Alright. This, I think, is a good place to start. Did I get it through? I don't think I did. I did get it through; I'm so talented! Where did my companion cube go? I was worried, for a second, that I had lost it. But I didn't.

(2:11) Oh the first thing goes up! That's what I need to do, I need to get these three thrings up. These three thrings. And I'm sure I need my companion cube to do it. So now I have at least taken care of, um - I don't know what I'm supposed to do - but I've taken care of one of the death makers. Um, so here's where I am, and I might as well take my companion cube down, because I'm pretty sure I'm going to need it. Don't know for sure I am, but I'm pretty sure I am.

(2:39) So companion cube. Going up there. That opens that door. This door is opened here. Okay. I don't have another cube to use to do that, but - oh, I have another, another creepy place to explore, I can't get in though, for some reason. This has got more creepy drawings, and some stuff, some canned food. That's good, I might need canned food, you never know.

(3:24) So, right. What do I have to do here? I need, I need this to come through here, so right in the middle is what I need. I've done a blue so I need to do a not-blue, a yellow, for the other one. Am I going to seriously regret doing something that I've already done? Because I hate it when that happens. Yikes, please don't hit me.

(4:01) Okay, now that that is put in place. Four minutes in, and I'm still fairly confident that I know what I'm supposed to be doing. I don't know how to raise that third one. This seems to be how to raise the - there's third one is in here. Whoa! What? Okay, I'm not sure what to do with that. I'm sure it has something to do with the companion cube.

(4:27) Alright. What's going on? Waa! Yes! Okay. (*GLaDOS: The Enrichment Center reminds you that the Weighted Companion Cube cannot speak*) I didn't say it could. (*GLaDOS: In the event that the Weighted Companion Cube does speak, the Enrichment Center urges you to disregard its advice*) (*laughing*) 'Cause you wouldn't want me-

(4:55) Alright, so, I think I just have to deflect this into there. Aa! I'm going to die. Yes! Wow! Ooof. That was, that could have been way worse. So all three of them are now in place. The companion cube must companionate me as I go on to the next level. Because I love my companion cube, it has a heart on it.

(5:26) Oh, ballsack! Oh, pff. Stupid. My companion cube waiting for me, like a good companion. Excellent. It's a little bit busted up, but it's not too bad. You're not too bad, just a little bit busted up. (*GLaDOS: You did it*) I did it!

(6:00) (*GLaDOS: The Weighted Companion Cube...cannot accompany you for for the rest of the test and, unfortunately, must be euthanized*) (*Sigh*) That's right. See this is, this is how this game became so epic, stuff like this. Fratricide achievement unlocked! Yes, I know, well it's because I've, I hemmed and hawed the first time, this time it seemed a little bit crazy to, I mean I know that there's no way to save the companion cube, so, no reason to try, right?

(6:32) Alright, what are we doing, where are we going, what's up? What are we - where are we going - what's next? Woo! Fun! Uh, I don't know, what test chamber are we on? I don't even know. 16? 17? 18!

(6:54) (*GLaDOS: ...you will be baked and then there will be cake*) Ah! Well, so far, so bad. Not the first time I've died though. I think it's the first time I've died in the poison goo though. I will be baked and then there will be cake.

(7:15) Does this work? It does. It appears to work. Okay, see, I need to figure out how to crouch. That's jump. Crouch, what is crouch? Crouch? Hello crouchy! Crouch! It's supposed to be 'c', 'c' is crouch in most other video games. *Pushing all the buttons, pushing all the buttons*. Okay, that was, that was pretty much every - oh there it was. It's alt! Of course, that makes perfect sense.

(8:07) Hand print there. Where, oh, Aperture Science. You are so creepy. What time is it? Does it say on this thing? It says that it is, no that's just the radio station. Where are we going, oh my God! This place is definitely in some serious disrepair. Alright, um, there's a door here, but I cannot open it. Woah! Almost killed myself. That was me almost killing myself, just then. There's no interesting messages on the walls here in this one for me.

(9:04) Alt is really out of the way. So, woah! God, I forgot about this! Duah! Oh, man, that was close. Alright. I'm not sure what I'm doing exactly. But we're going to have to end this episode of Hank plays Portal before, I'm thinking significantly before I - what, where am I going? Significantly before I finish this test chamber because this test chamber looks very complicated.

(9:54) I am not sure what I'm doing. This looks promising. Nope. This is bad! Okay, I can't believe I just survived that. But that was definitely the wrong strategy. So where am I? And where am I going? I could see it, I could freaking see it.

(10:29) Okay, I need blue, and then I need to go through - yeah! Success. I need to go that way. How do I get over there? How do I, how do I get over there? Okay, I just need to open a portal. Aaah! Okay.

(10:58) Well I'm going to end this episode of Hank Green plays Portal here, because I'm eleven minutes in and I'm seriously being attacked by some serious stuff. So thank you for watching me play Portal, once again. It's been fun, I hope you've enjoyed yourself. You will not see me and I will not see you, but you will hear me, next time on Hank Green plays Portal. Goodbye!