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Subject: Re: Portal

Posted by [cheesesoda](#) on Tue, 11 Dec 2007 19:00:26 GMT

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You miss the point of WCC, then. You had to carry the cube around the entire level was the most time you had to spend with an object (besides the portal gun). With the sarcastic personality of GLaDOS, it made perfect sense. Plus, there was a heart on WCC, so you had to be attached to it.

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