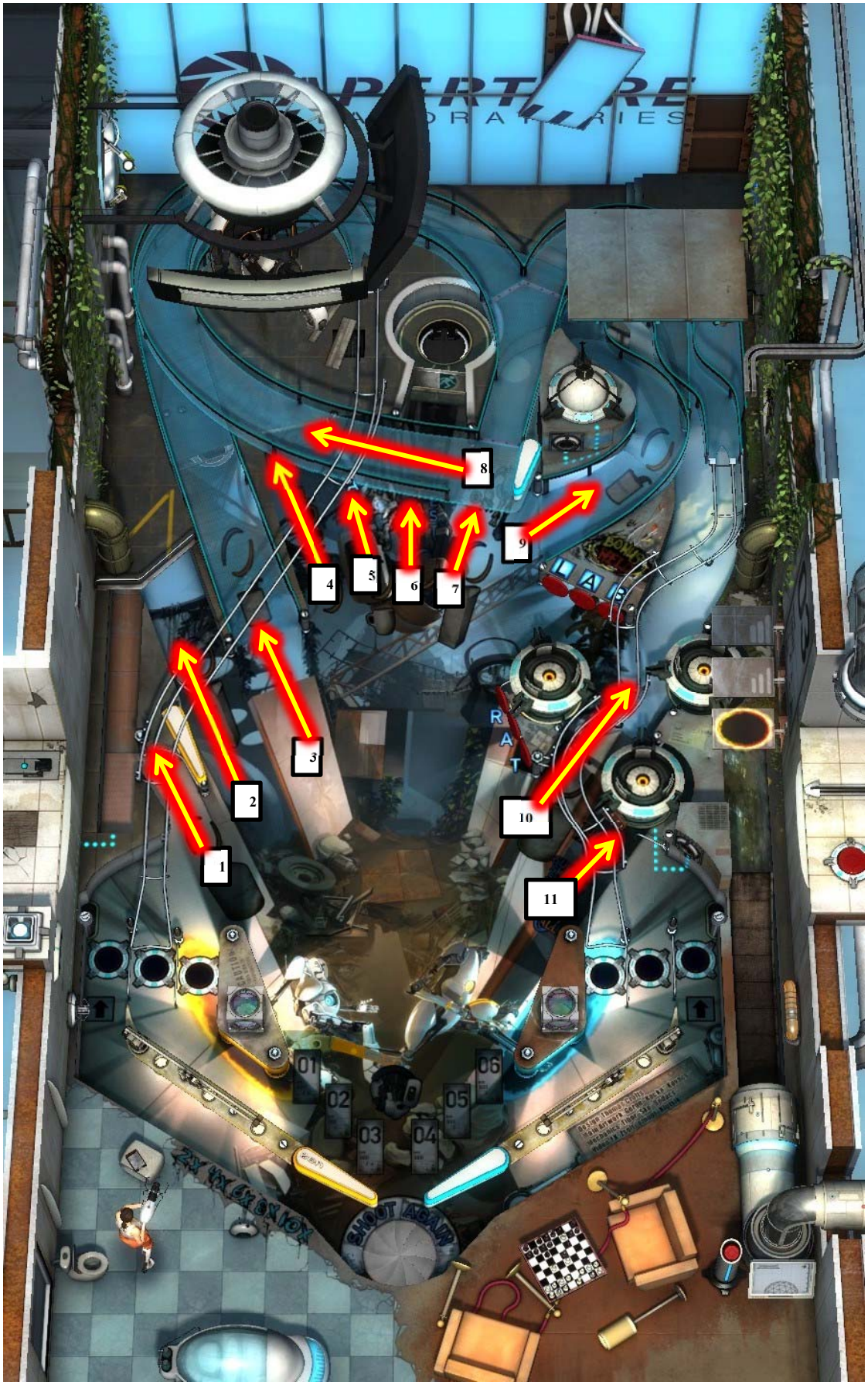
Portal Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Left Side Lane
2. Left Orbit
3. Left Ramp
4. Portal Target
5. Atlas Mini - Orbit
6. Mission Sink Hole
7. P-Body Mini - Orbit
8. Jump Ramp
9. Cross Ramp
10. Right Orbit
11. Cake Target

In this guide when I mention a Ramp, Lane, Hole etc. I will put a number in brackets which will correspond to the above Key, so that you know where on the Table that particular feature is located.

TABLE SPECIFICS

***Notice*: This Guide is based off of the Zen Pinball 2 (PS4/PS3/Vita) version of the Table on default controls. Some of the controls will be different on the other versions (Pinball FX 2, etc...), but everything else in the Guide remains the same.**



INTRODUCTION

This Table is based on the Portal Video Game series. Valve and Zen Studios teamed up to give this beloved series the pinball treatment.

Portal Pinball sees you play through various Portal related Modes such as Test Chambers etc. To help Chell and Wheatley. The Table incorporates the usual Portal themed music, and various audio works from the Video Game series itself.

I hope my Guide will help you understand the Table better.

Skill Shot - *500,000 Points, can be raised*

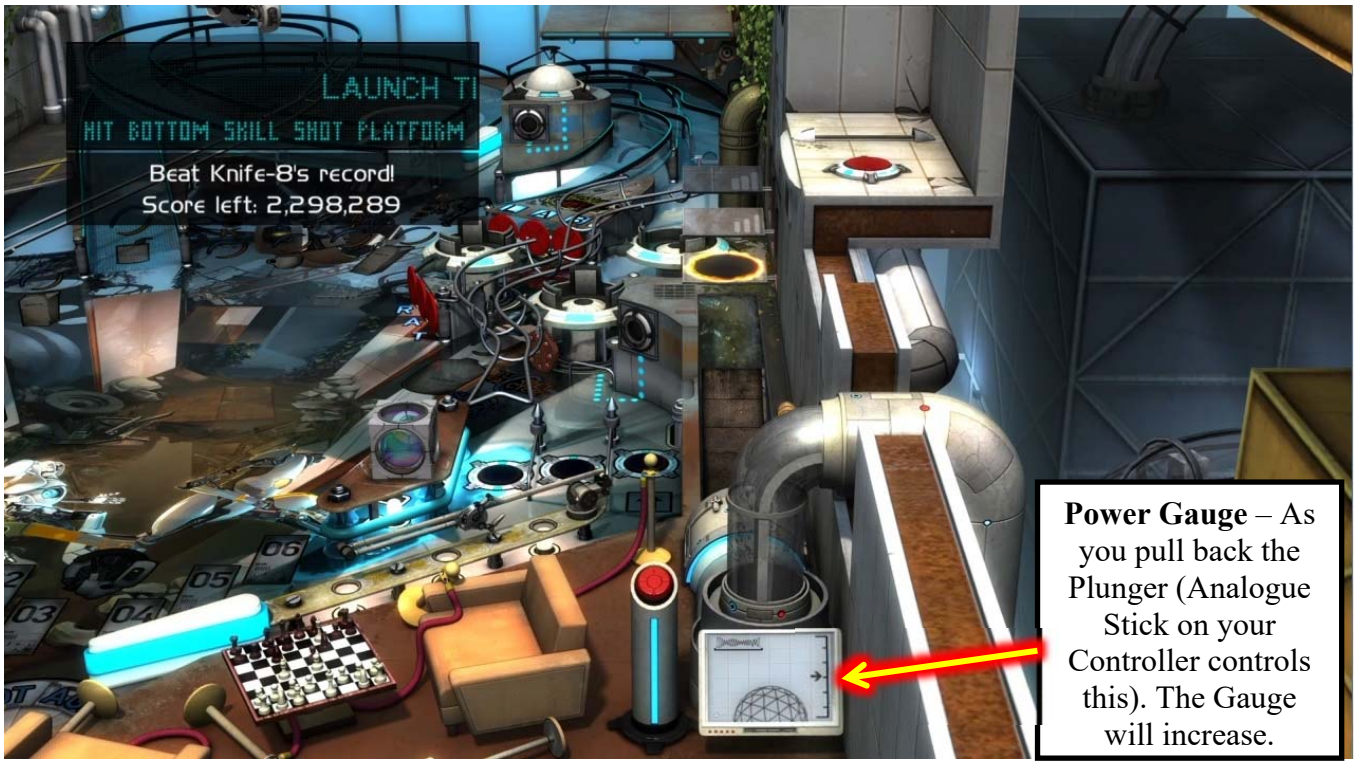
At the start of each Ball you will have the opportunity to score a Skill Shot. There will be 3 Platforms that will have a Portal appear on them, the Portal will move across each of them and you will need to have the Ball land on it to score a Skill Shot.



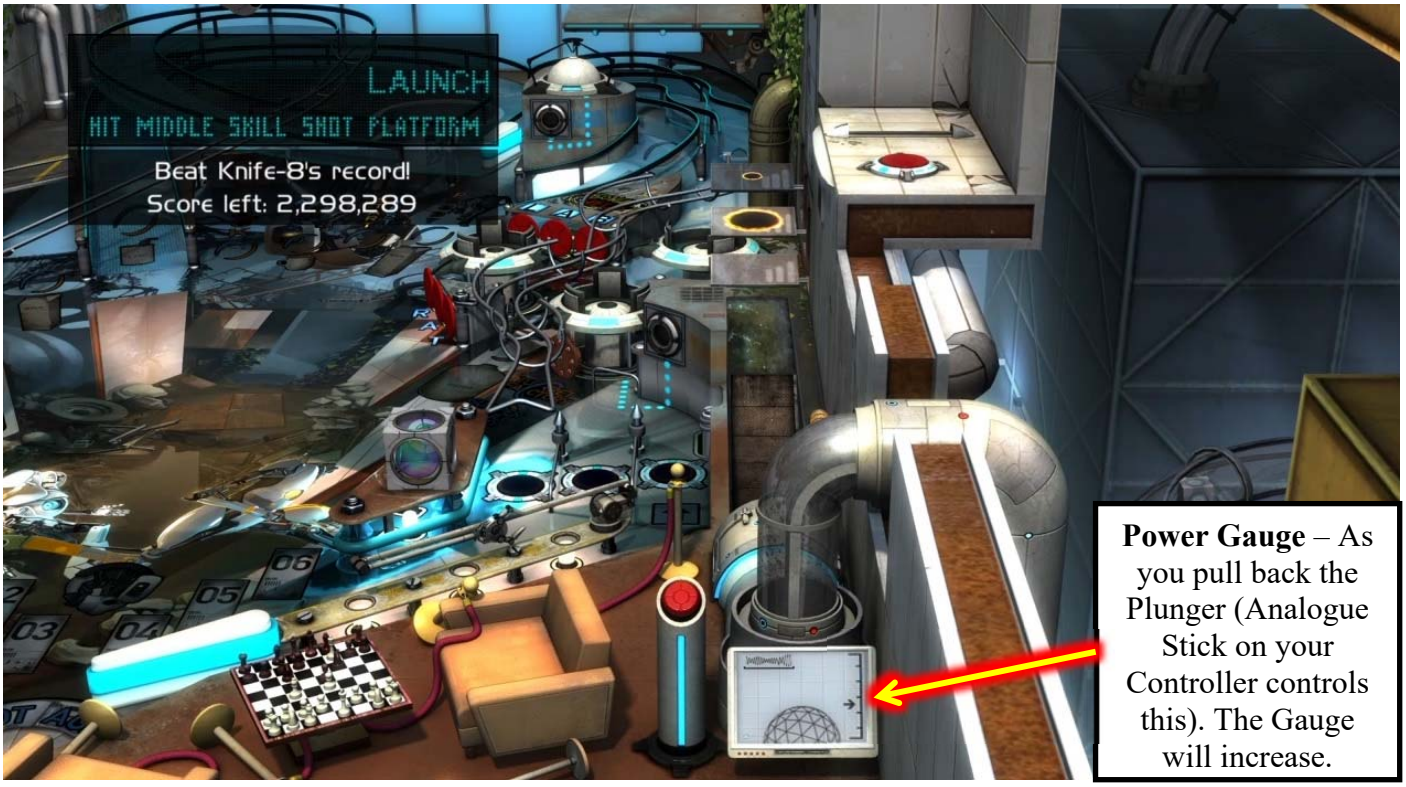
***TIP** – Hitting the Portal Target (4) will cause a Portal to appear in front of it. Hit the Ball through that Portal to be transported to the Upper Playfield, from there hit the Ball up the Jump Ramp (8) to raise the Skill Shot Base Points Value.**

Below I will show you how to adjust the Plunger to have the Ball roll through the Portal on each of the 3 Platforms -

Low Platform Portal -



Middle Platform Portal -



Power Gauge – As you pull back the Plunger (Analogue Stick on your Controller controls this). The Gauge will increase.

Top Platform Portal -



Power Gauge – As you pull back the Plunger (Analogue Stick on your Controller controls this). The Gauge will increase.

Skill Shot Bonus ***2 Million Points for scoring this shot (hitting the Jump Ramp (8)) + Skill Shot (Minimum 500,000 Points) = 2.5 Million Points –**

Now straight after you claim a Skill Shot award you will get the opportunity to score a Bonus Shot. This will require you to hit the Ball up the Jump Ramp (8) as soon as the Ball enters the top raised area of the Playfield.



This will gain you 2.5 Million Points (this increases when you raise the Skill Shot value).

Kick Back & Ball Save

Kickbacks –

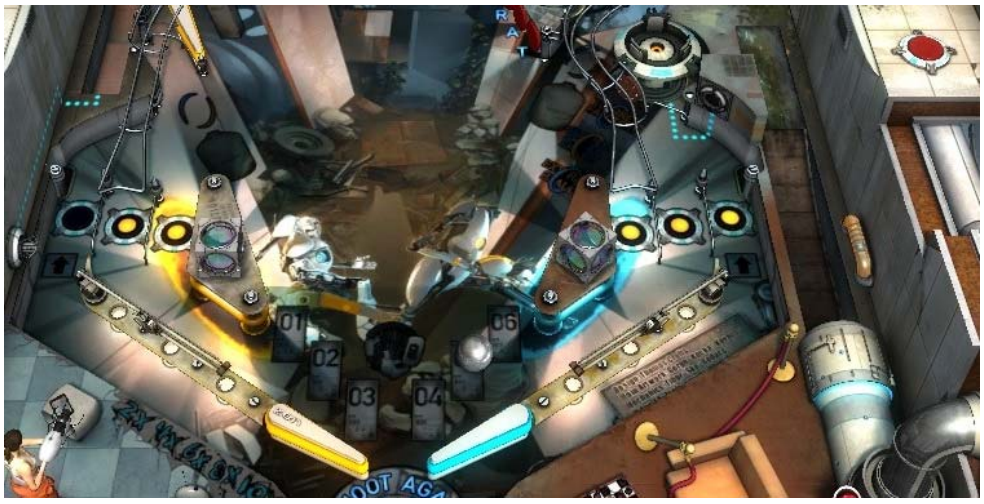
The Kickbacks on this Table are activated when you complete the 6 'PORTAL' Rollovers located on the In's & Outlane's. Use the Flipper Buttons to change which of the Rollovers are lit, so that the Ball always rolls down an unlit Rollover. This is because if it rolls down a lit Rollover, it will instead deactivate the lit Rollover.

The last Rollover you complete will correspond to which side's Kickback is activated first; for example rolling down an unlit 'E' last will cause the Right Kickback to activate and so forth. Although if one sides Kickback is already activated then the next time, it will activate the other Kickback no matter which side.

Now while a **Test Chamber** is active, you will see the Letters of the Rollovers which have been lit –



Otherwise the lit Rollovers will just be represented by a **Yellow** light –



Note - This Table doesn't reset the Kickbacks earned if you lose a Ball

Ball Save -

Ball Save can be manually activated by sending the Ball up the Cross Ramp (9) a total of 3 times. Otherwise it will be activated automatically in many of the Tables Modes.

Extra Balls

There are **5** Ways to achieve an **Extra Ball**;

Collect the Extra Balls by hitting the Ball at the Cake Target (11) -



- ***Method 1***: *Hitting the Cake Target (11) a total of 30 times;* once done collect the **Extra Ball**.
- ***Method 2***: *Gained as a random award from the Lab Rat Hurry Up Mode;* look later in the Guide at the section titled 'Hurry Up Modes – Lab Rat' for information on how to get this **Extra Ball**.
- ***Method 3***: *Completing the Cooperative Testing Multiball Mode;* look later in the Guide at the section titled 'Multiball Modes – Cooperative Testing Multiball' for information on how to get this **Extra Ball**.
- ***Method 4***: *Completing the Turret Factory Mimi - Playfield;* look later in the Guide at the section titled 'Turret Factory' for information on how to get this **Extra Ball**.
- ***Method 5***: *Defeat GLaDOS in the Final Battle;* look later in the Guide at the section titled 'Wizard Mode' for information on how to get this **Extra Ball**.

Raising the Multiplier

To raise the Bonus Multiplier you will send the Ball around the Left Orbit (2) a total of 3 times –



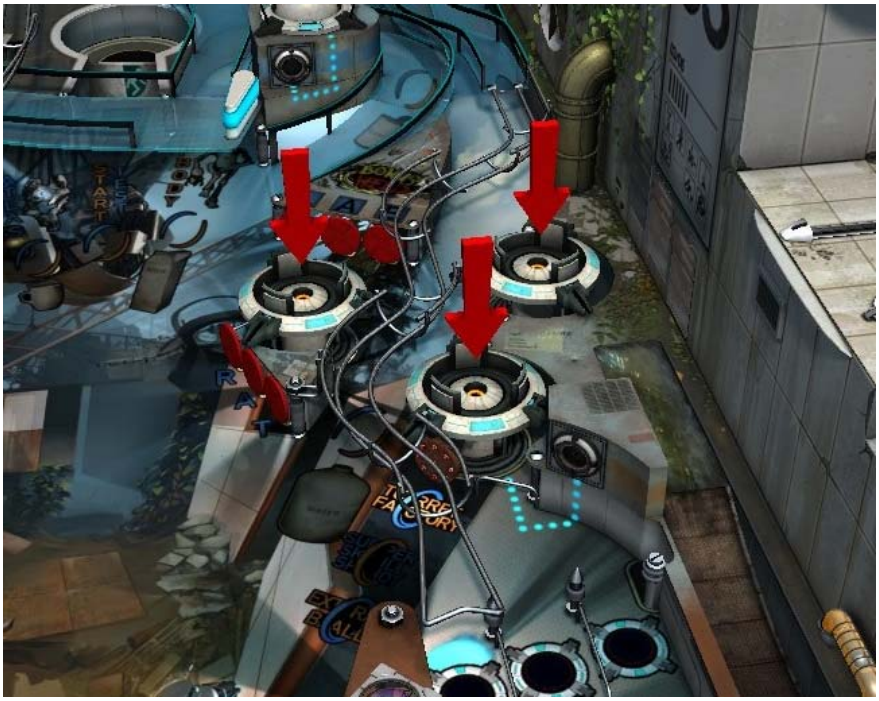
Upon doing so for the third time the Multiplier will be raised to 2x times. Repeat this process to raise it again to 4x times, each time it will raise by 2x times until it maxes out at 10x times.

Once you complete max out the Multiplier at 10x times, any further completions result in a 1 Million Point Bonus.

Note – Multiplier Level resets upon draining the Ball. Unless you activate the Bonus Held Mechanic (more information on that can be found later in the Guide under 'Hurry Up Modes – Lab Rat Hurry Up Mode').*

Turret Factory

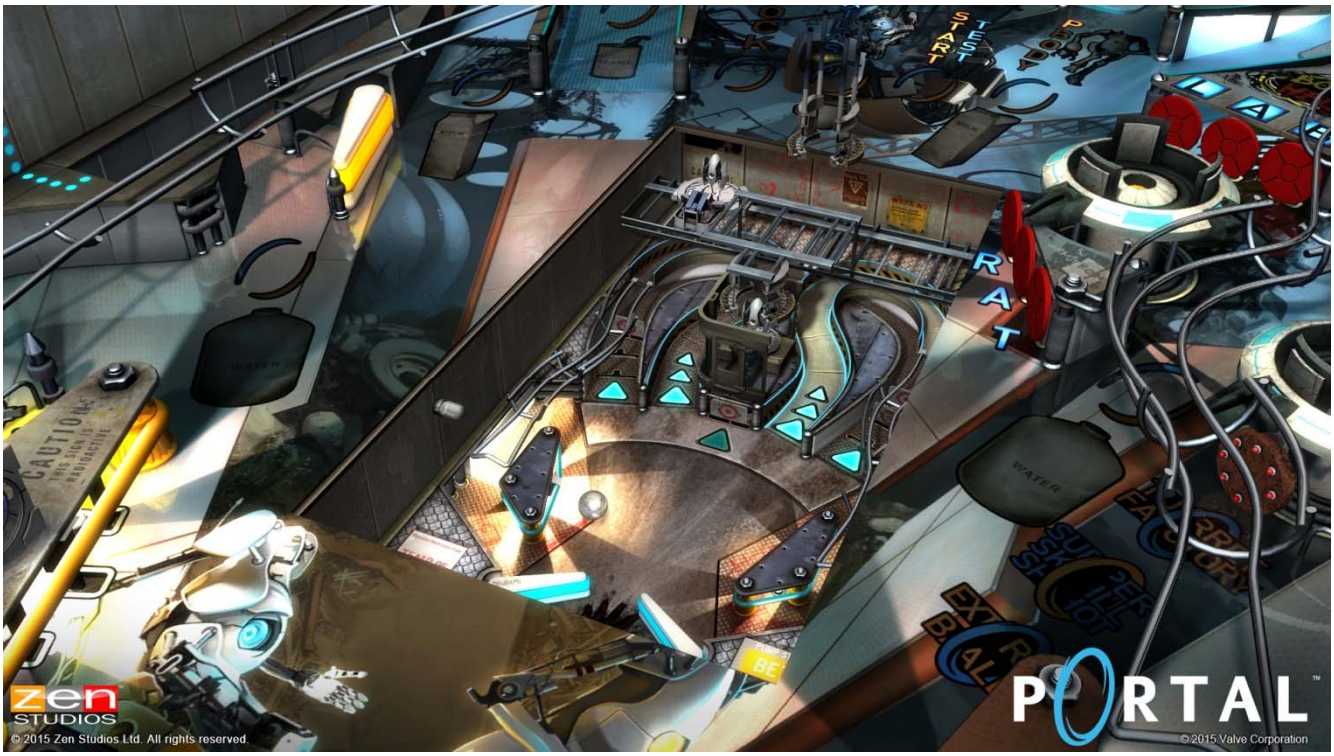
Hits to the Bumpers will fill out the “TURRET FACTORY” Letters (displayed on the Dot – Matrix)



Once all of the Letters are filled, you will then need to sink the Ball into the Sink Hole via Cake Target (11) -



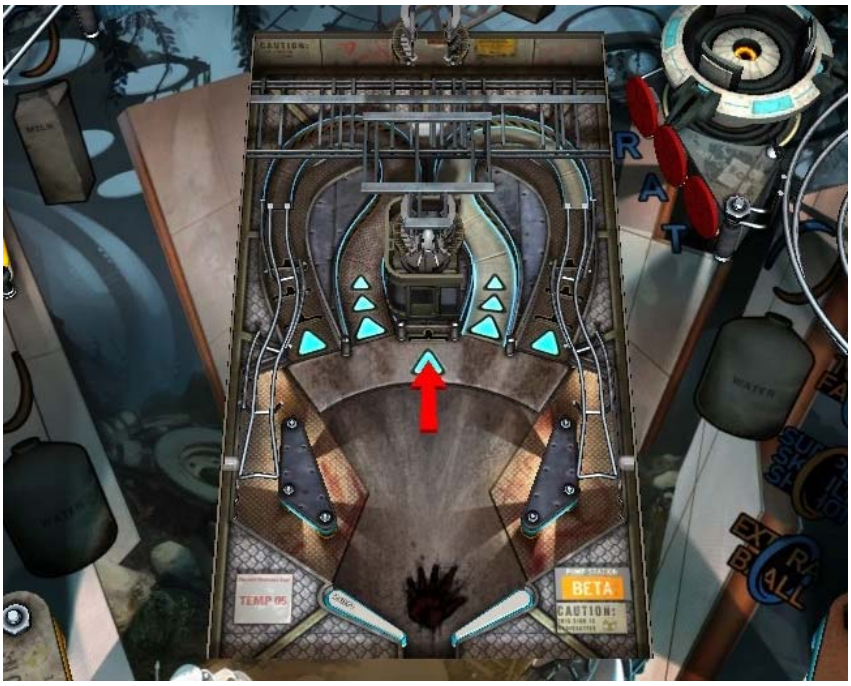
Upon hitting the Ball into that revealed Hidden Sink Hole you will be taken to the Turret Factory Mini – Playfield –



You will be given a 2 Ball Multiball (losing 1 of the Balls wont cause the Mode to fail) on this Mini – Playfield and Ball Save will be active temporarially. There will be 4 flashing Lanes, each of them must be hit a total of 3 times –



Once you have managed to hit the Lanes the number required, then you must sink the Ball into the revealed Sink Hole –



Completing this will light up an **EXTRA BALL** which can be collected by hitting the Cake Target (11). Its also wise to complete this Turret Factory Mode because for each completion you replace a Turret with a defective one within the **Wizard Mode**. Up to 3 Turrets can be replaced with defective units, this will then make the **1st** Stage of the **Wizard Mode** **easier** for you to complete.

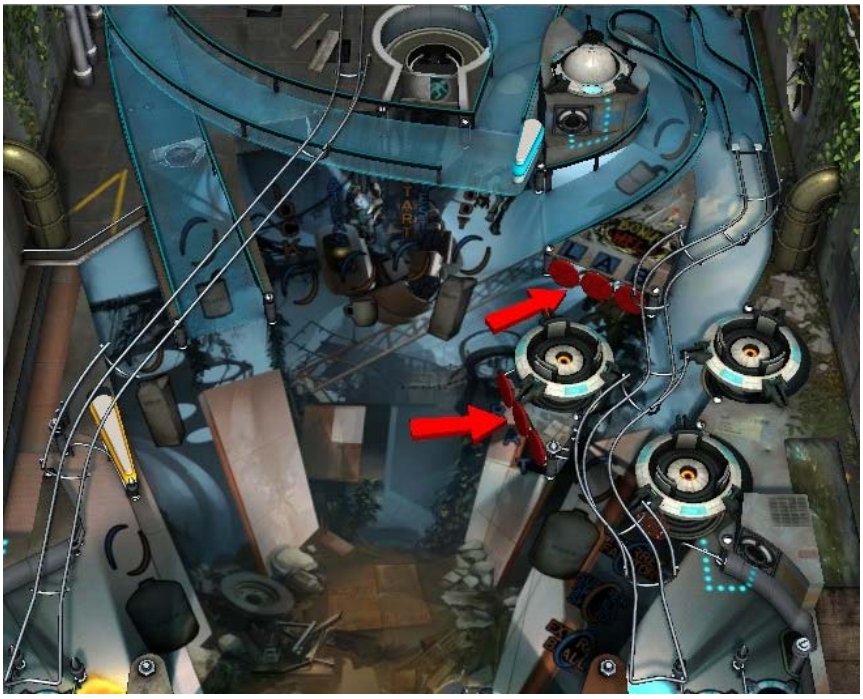
Once you complete Turret Factory 3 times and remove the 3 Turrets, any further completions result in a 10 Million Point Bonus.

Hurry Up Modes

Lab Rat Hurry Up Mode

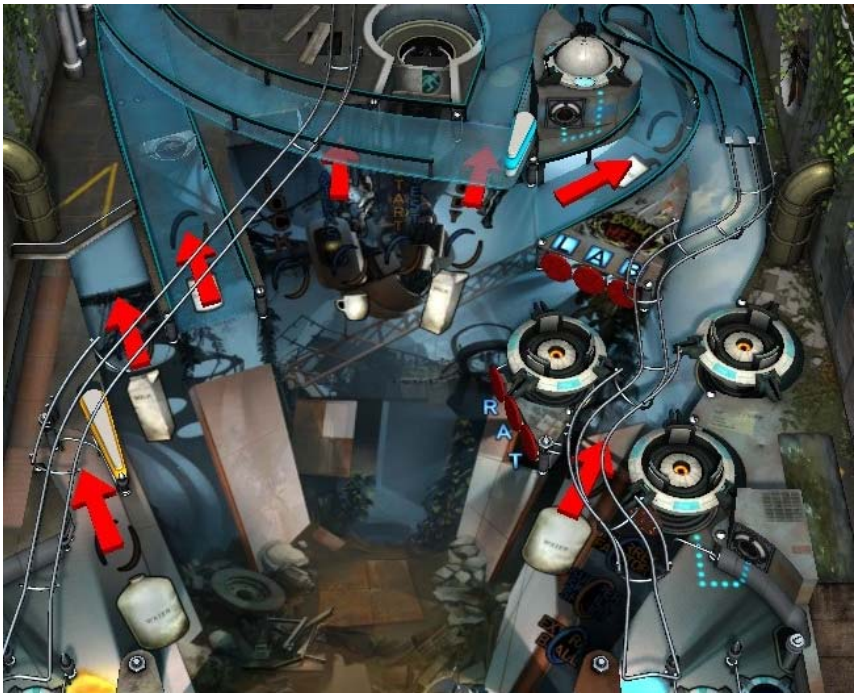
Activation -

To activate this Hurry Up Mode; you will need to hit all of the 6 'LAB RAT' Targets –



Completion -

Once the Hurry Up Mode begins all the Lanes will be flashing –



You will need to find the reward left by Ratman at one of those flashing Lanes. These rewards range from –

- Activating a Kickback.
- Activating Ball Save.
- Increasing the Mission Completion Bonus Value.
- An instant unlock for ATLAS or P-Body (towards the Cooperative Testing Multiball).
- Holding Bonus Multipliers.
- **Extra Ball** becoming available at the Cake Target (11).

Pivot Cubes Hurry Up Modes

Activation -

There are 2 Pivot Cubes located at the top of the Slingshots –



These Cubes rotate each time the Slingshot that they are sitting on is hit.

Now to start up the Hurry Up Modes for Pivot Cubes simply hit the Ball into the Left Lane (1) 2 times. Upon which a Laser Beam will be shot out from the left side of the Table, then it will go through the Pivot Cubes and depending on how the Cubes were set up will correspond to the Hurry Up Mode activated.

Below is an example of this -



Note - The Hurry Up timer within these Modes can be increased by hitting the Ball into the Left Lane (1).

Blue Repulsion Gel *30 Seconds*

Activation -

Have the Pivot Cubes set to these positions –



Mode itself -



Whilst the Ball is on the Blue Gel via the Right Orbit (10), pressing the ‘Launch’ Button will make Chell jump and gain a Bounce Gel Jackpot! Repeat this until the timer expires to gain more Points.

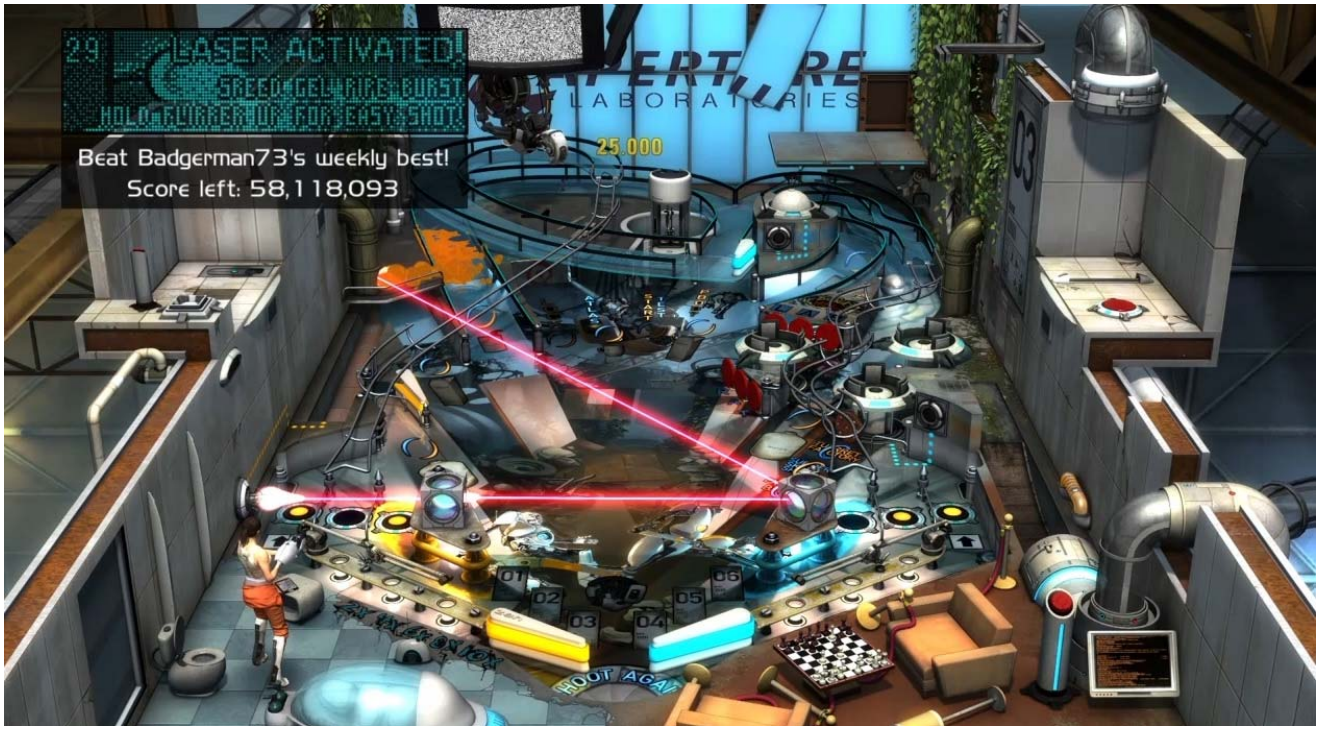
Orange Propulsion Gel *30 Seconds*

Activation -

Have the Pivot Cubes set to these positions –



Mode itself -



This Orange Gel helps the Ball speed along the Left Ramp (3); simply holding up the Right Flipper up (holding down the Right Flipper Button) will always cause the Ball to hit the Cross Ramp (9) shot successfully.

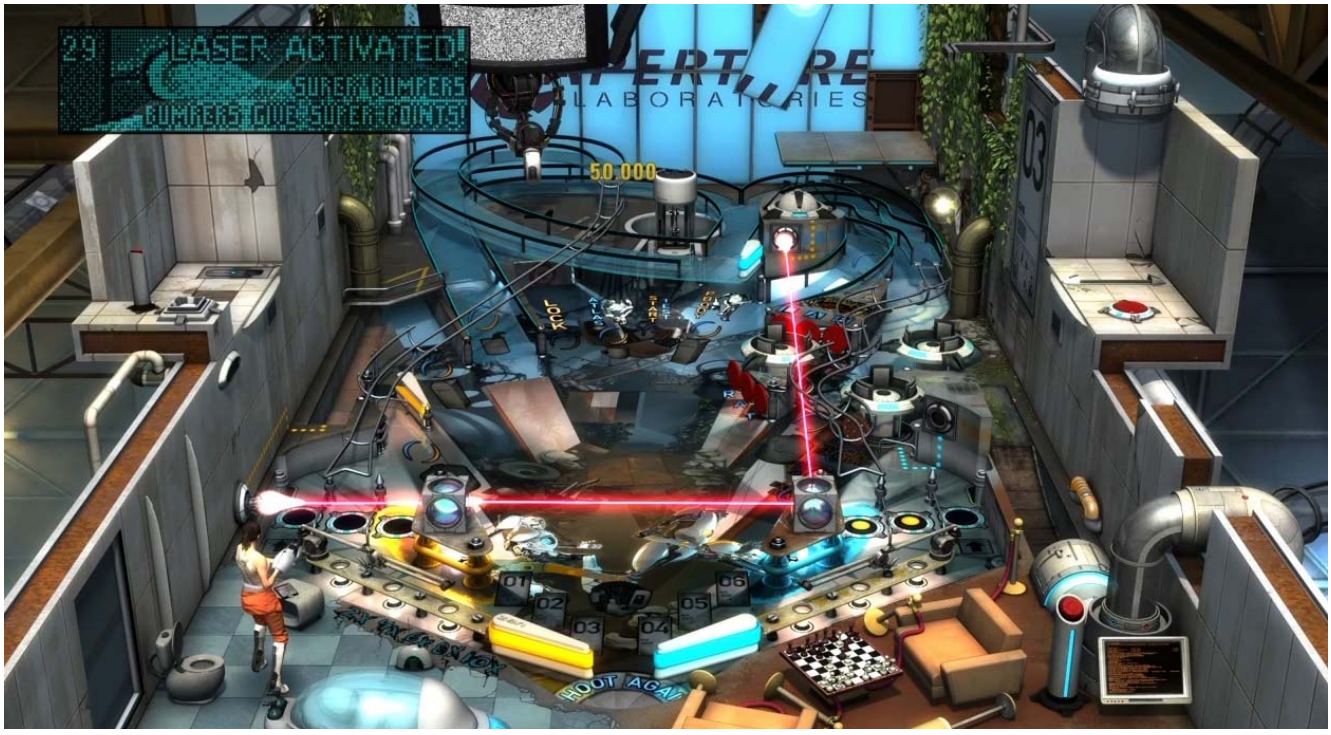
Super Bumpers *30 Seconds*

Activation -

Have the Pivot Cubes set to these positions –



Mode itself -



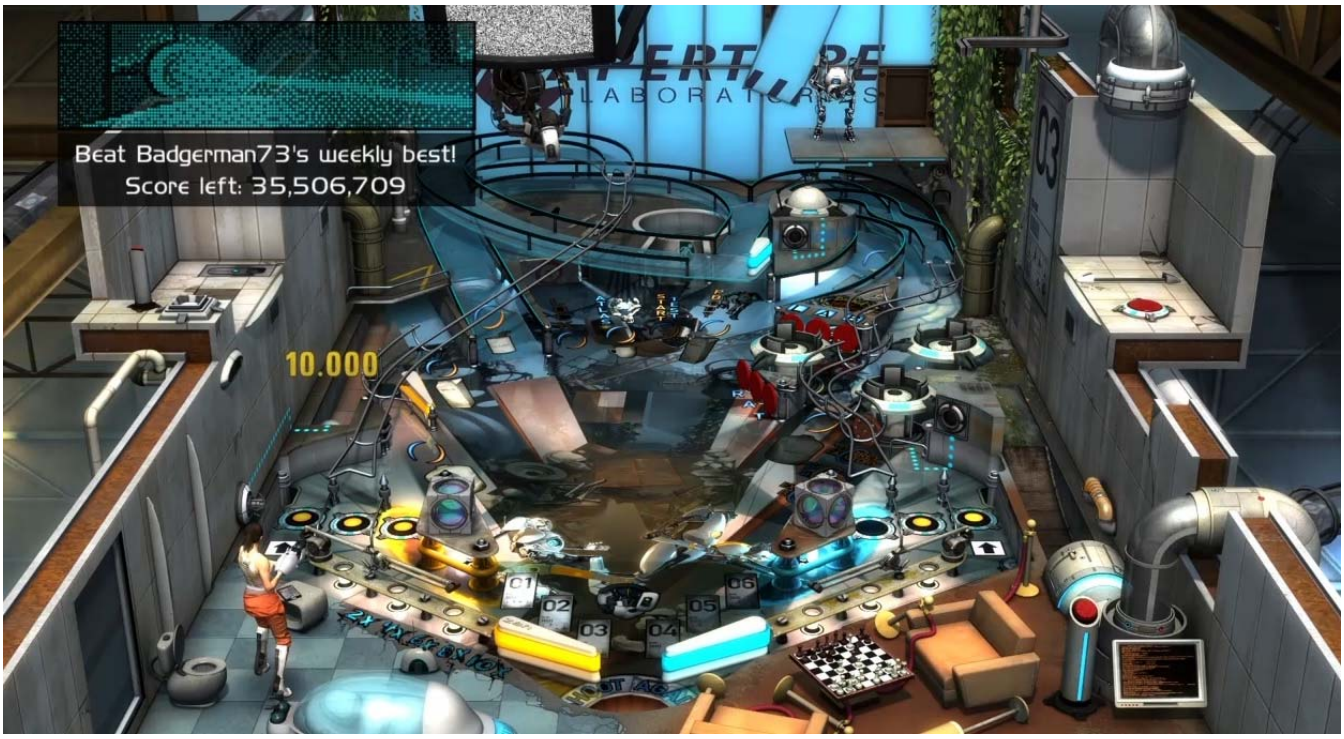
The High Energy Pellet catchers on top of the Bumpers (located at the beginning of the Right Orbit (10)) become charged and award considerably more Points than normal.

Tip - Activated during a Multiball Mode, this can be very rewarding indeed!*

Super Skill Shot *30 Seconds*

Activation -

Have the Pivot Cubes set to these positions –



Mode itself -



Shoot the Ball into the Sink Hole revealed under the Cake Target (11) to attempt to score a Super Skill Shot, which is worth twice the points of a normal Skill Shot. Rember you can also hit the Cross Ramp after scoring a Super Skill Shot, this will award you with a Super Skill Shot Bonus. For information on how to score a Skill Shot look back at the start of the Guide under ‘Skill Shot’ section.

The Below Pivot Cube Mode is more of a **Bonus** –

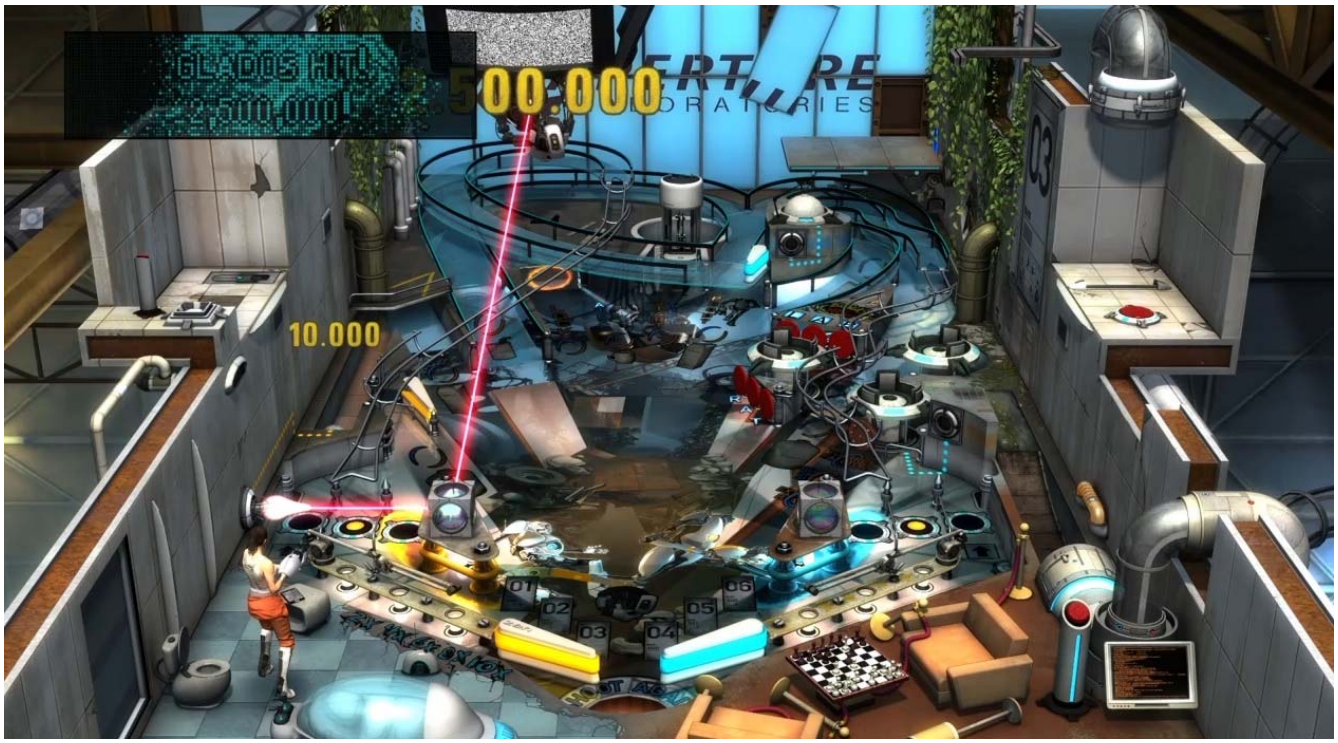
GlaDOS Hit

Activation -

Have the Pivot Cubes set to these positions –



Mode itself -



Immedietely GLaDOS will be hit by the Laser, much to her annoyance, and you will earn 2,500,000 Points!

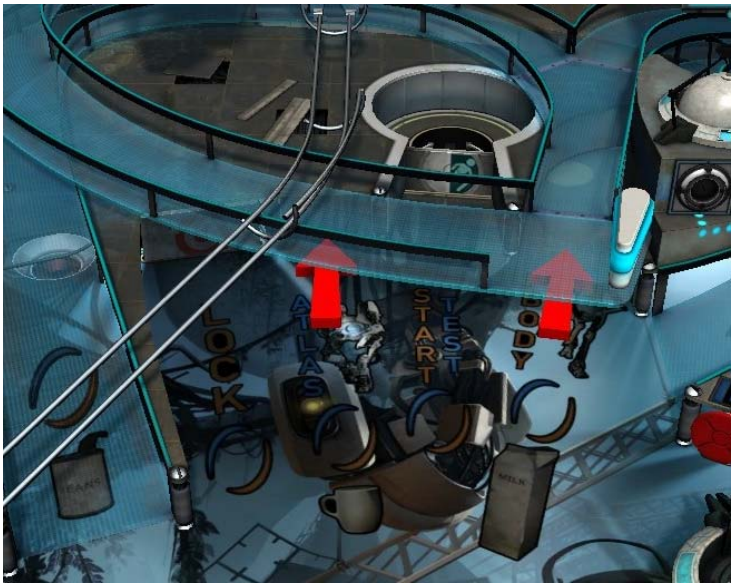
Multiball Modes

There are 2 Multiball Modes on this Table –

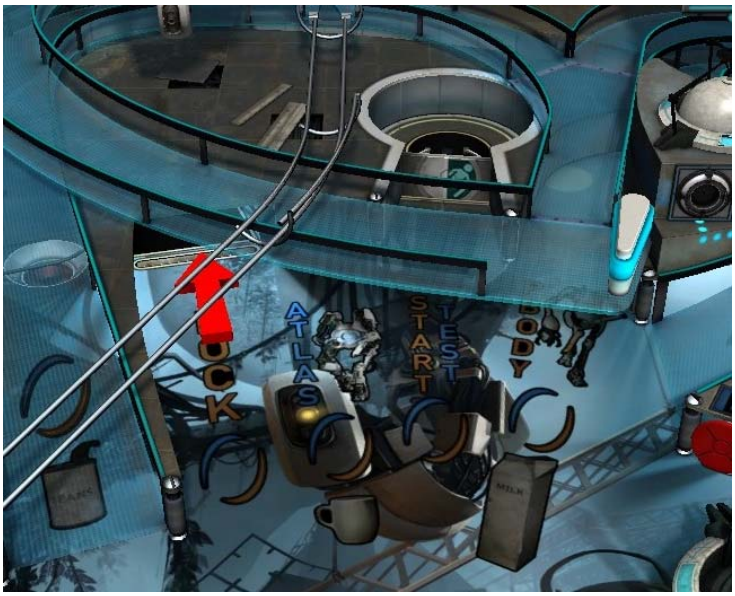
Cooperative Testing Multiball Mode *2 Balls *

Activation –

You will need to shoot the Ball around both of the Mini – Orbits; Atlas Mini – Orbit (5) & P-Body Mini Orbit (7). Each time the Ball goes around those Mini – Orbits a Letter of either ‘ATLAS’ or ‘P-BODY’ will be collected.

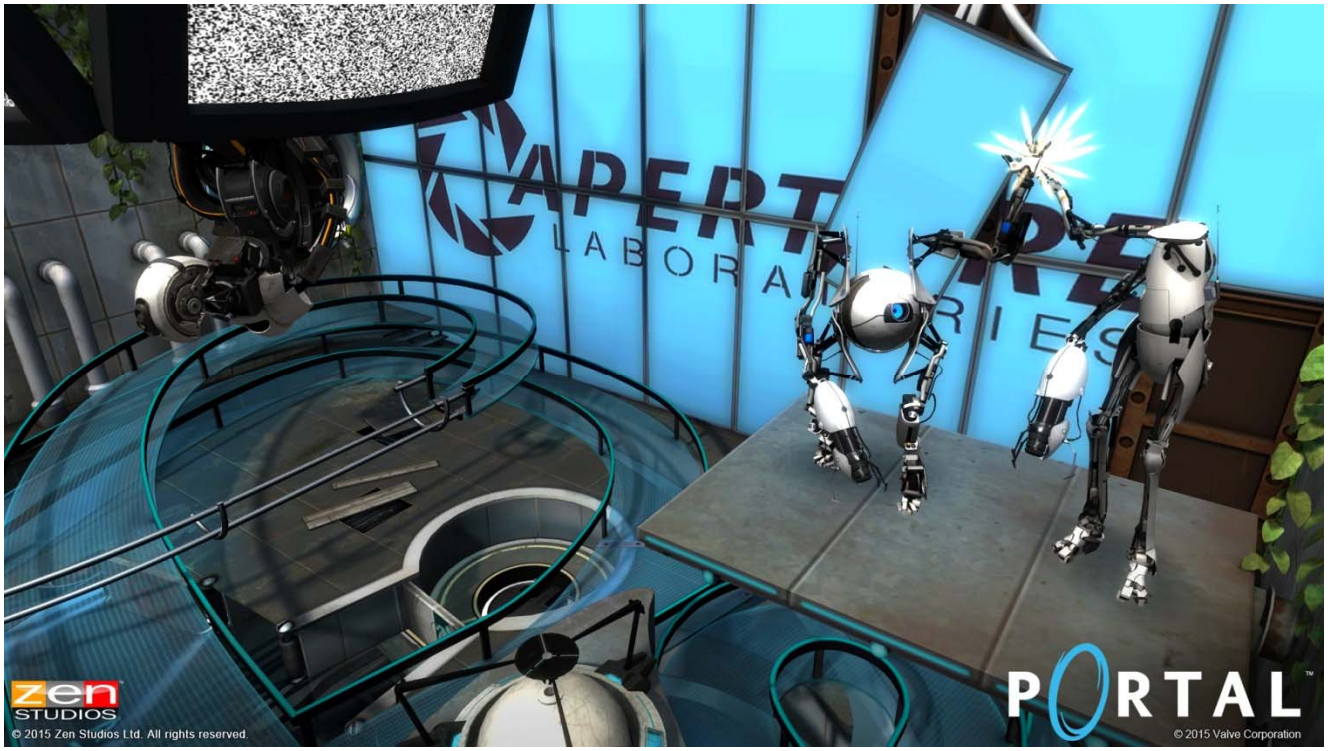


Once you have collected all the Letters for either of those Mini – Orbits you will then be able to lock a Ball via the Portal Target (4).

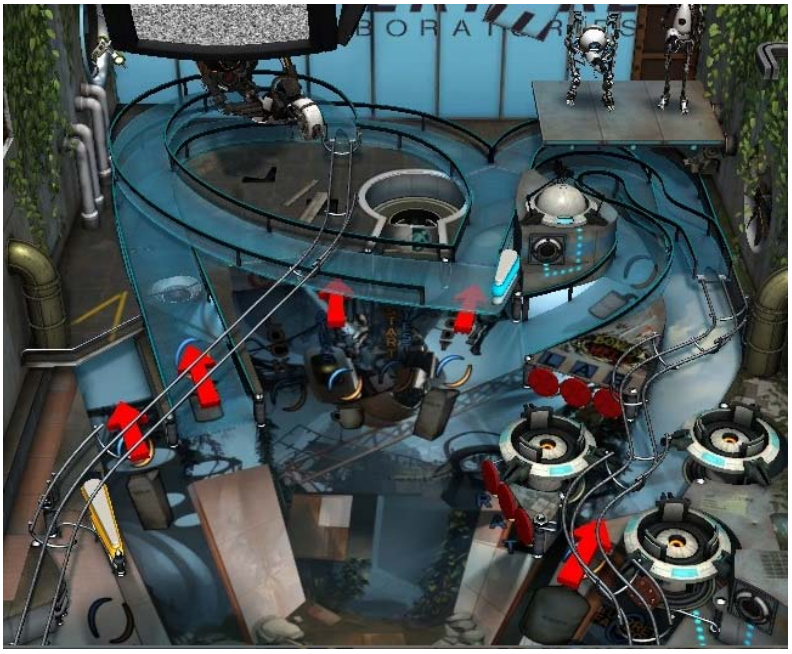


Repeat this process for the other Mini – Orbit to engage the locking process, and then lock the 2nd Ball required to start the Multiball Mode.

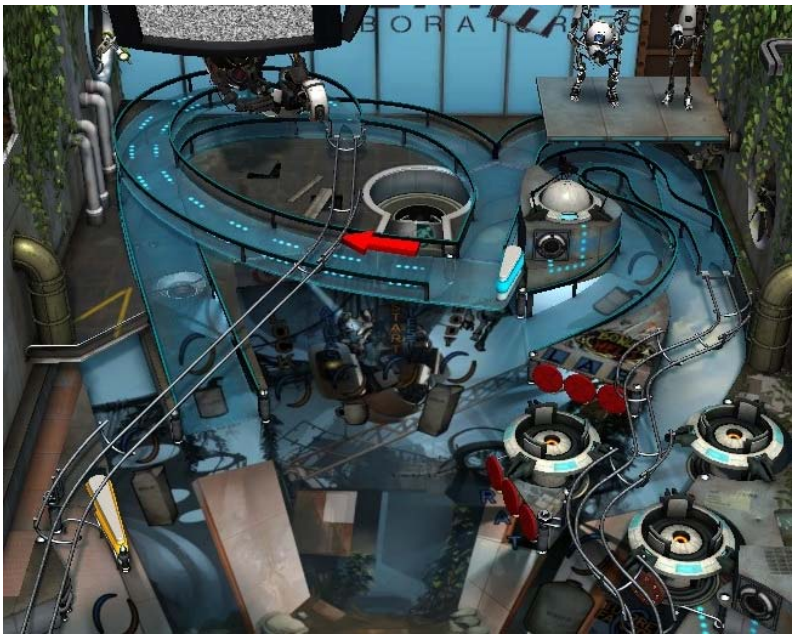
Mode itself -



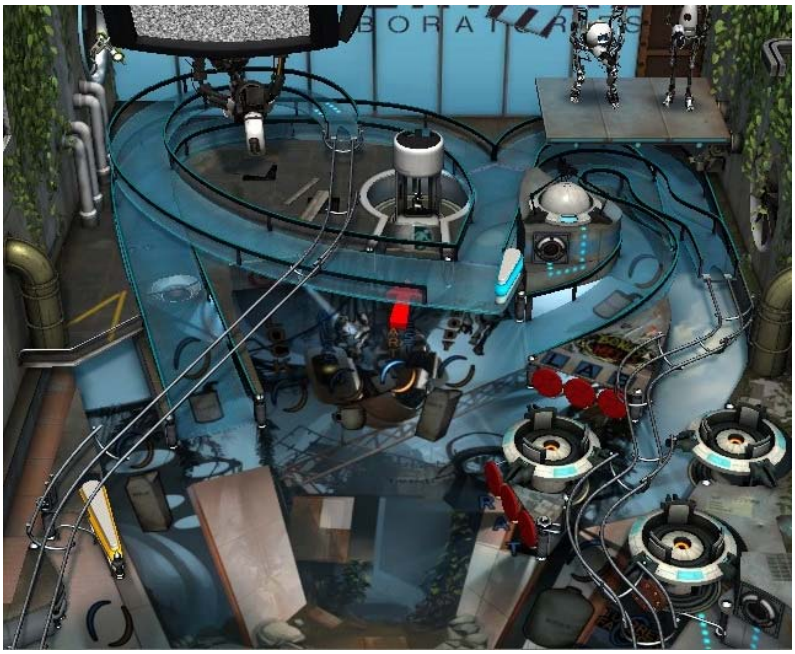
This is a 2 Ball Multiball; hitting any of the 5 flashing Lanes will reward you with a **Jackpot** -



Once all of the flashing Lanes have been hit, you will then be able to score a **Super Jackpot** via the Jump Ramp (8).



After scoring a **Super Jackpot** you can complete the Mode be sinking a Ball into the Mission Sink Hole (6). An **Extra Ball** will then become available to collect at the Cake Target (11).

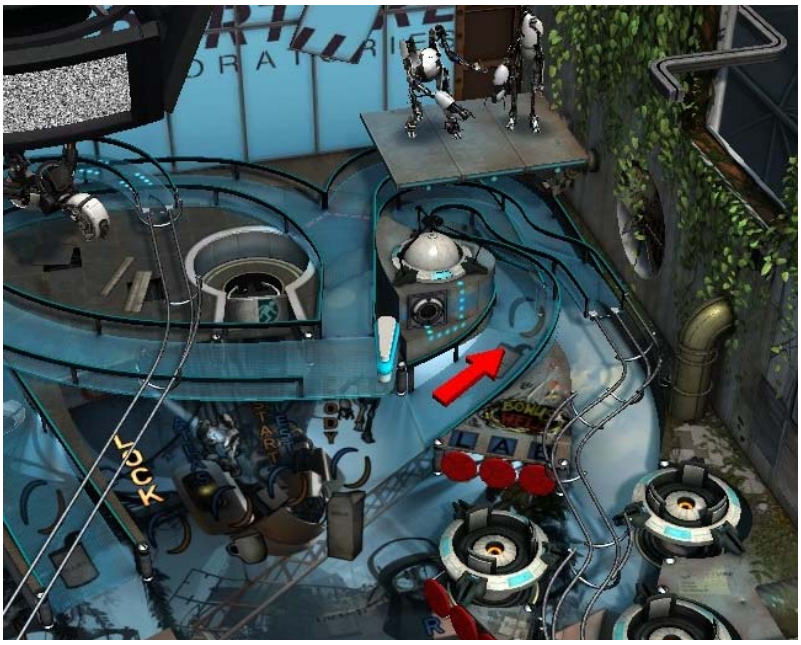


Or instead you can continue scoring **Jackpots** & **Super Jackpots** till you go down to a single Ball and the Mode automatically ends. You will need to repeat the above activation process to re-enter this Mode.

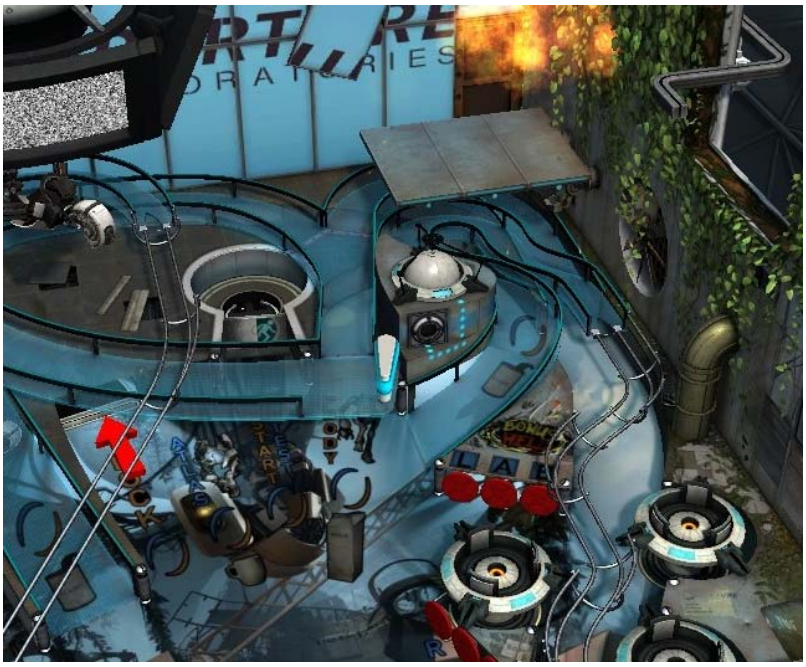
Personality Cores Multiball Mode *3 Balls *

Activation –

You will need to lock 3 Balls via the Portal Target (4). You gain access to the locking Sink Hole by first hitting the Ball up the Cross Ramp (9).



The locking Sink Hole will then become available via the Portal Target (4) for a few seconds. If you don't get the Ball into it in time, you will need to repeat the above process again for another attempt.

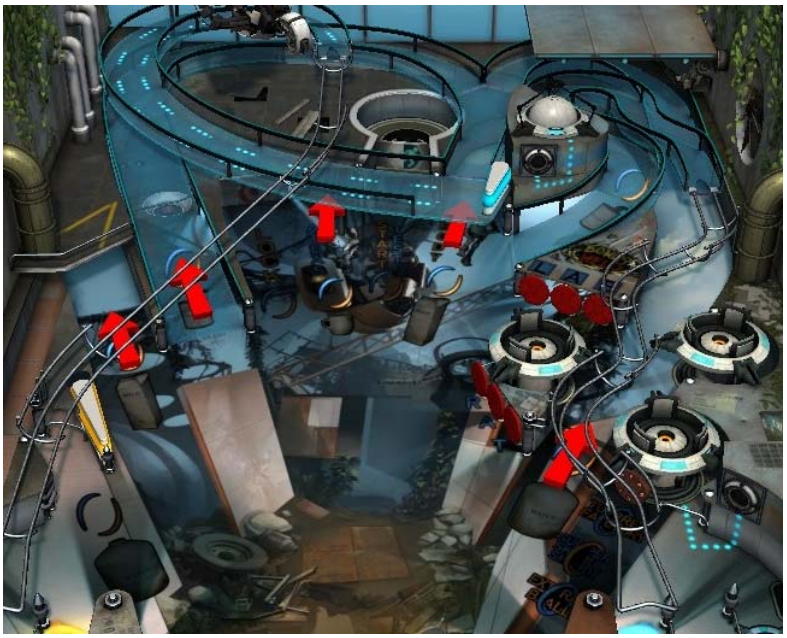


You will need to repeat this locking process a further 2 times, so that 3 Balls in total will be locked and immediately the Multiball Mode will begin.

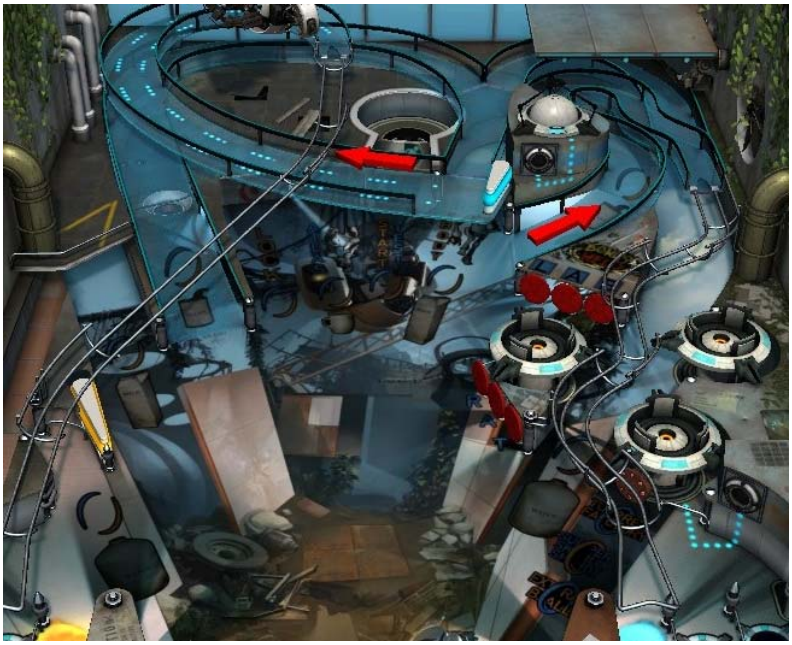
Mode itself -



This is a 3 Ball Multiball (The Balls will be the actual Personality Cores); hitting any of the 5 flashing Lanes will reward you with a **Jackpot** -



Super Jackpots will be available at the Jump Ramp (8) & Cross Ramp (9) –

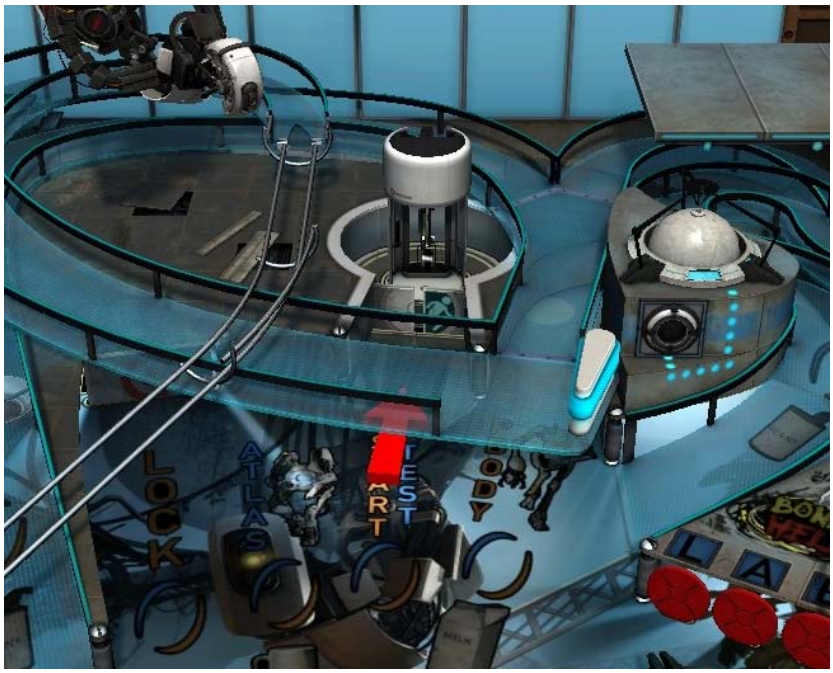


The Multiball Mode will continue as long as you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode.

Test Chambers

The 6 Test Chambers can be started in any order; they are started by hitting the Mission Sink Hole (6) twice, the second time will lock the Ball and the Dot – Matrix will display the Test Chambers which are available. Cycle through them with the Flipper Buttons and select the one you wish to play by pressing the 'Launch' Button.

***TIP** – Hitting the Jump Ramp (8) 3 times will cause the Test Chamber Completion Bonus Points to increase.**



***Note** – Test Chamber 2 saves after each Turret you destroy (completion requires 3 are destroyed). Test Chamber 4 saves after the 1st destroyed Turret as well, although you will still have to perform the steps to get to the part where you need to hit the Bumpers (more on this later under 'Test Chamber 2').*

*The other modes don't have a progress save feature, though they do have a 2nd chance if you fail the step after Chell presses the button to activate something (such as a Light Bridge). If you time out, it will go to the Button press step again. This is only once every time you start the Test Chamber.**

Also note that on the Test Chambers that have timed sequences –

- Every time you hit a flashing Lane a few Seconds will be added back to the timer.
- Any hit to a non – flashing Lane will add some Seconds to the overall timer.

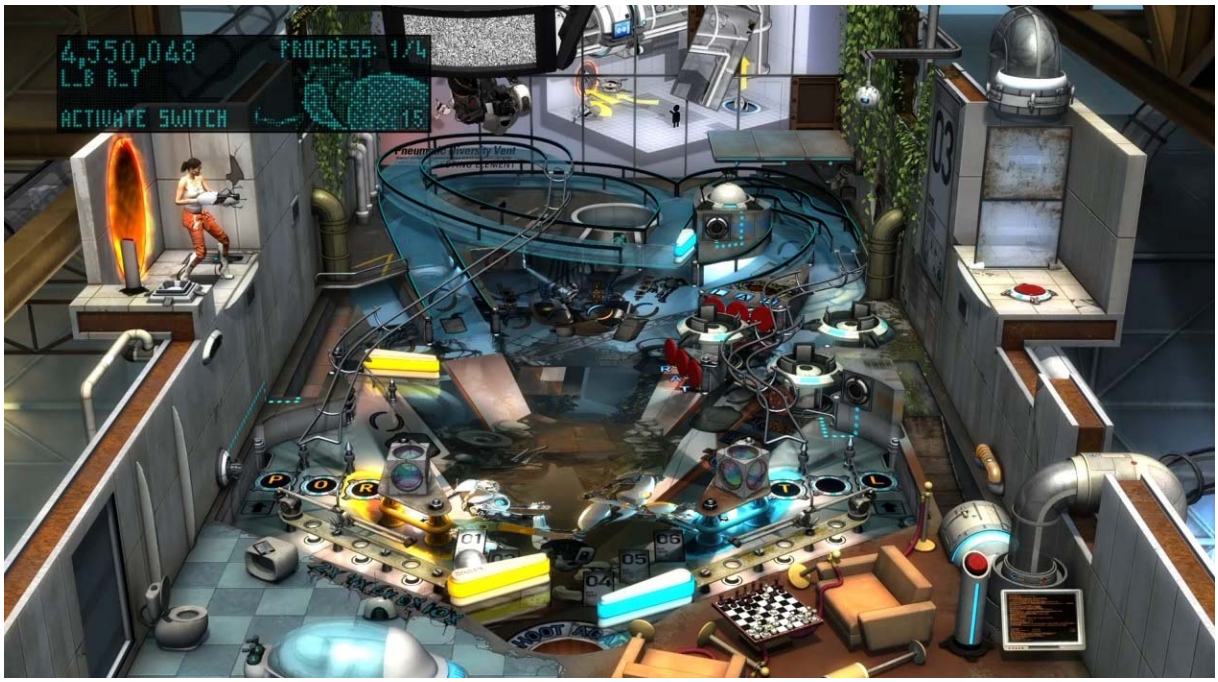
Test Chamber 1 "Advanced Portal Training" *Timed*

To complete this Test Chamber you will need to complete 4 Stages –

1. You will have 3 flashing Lanes on the Table Playfield, of which you need to hit 2 of them before the timer (20 Seconds) expires.



2. You then will have 15 Seconds to hit the Mission Sink Hole (6) to activate the switch.

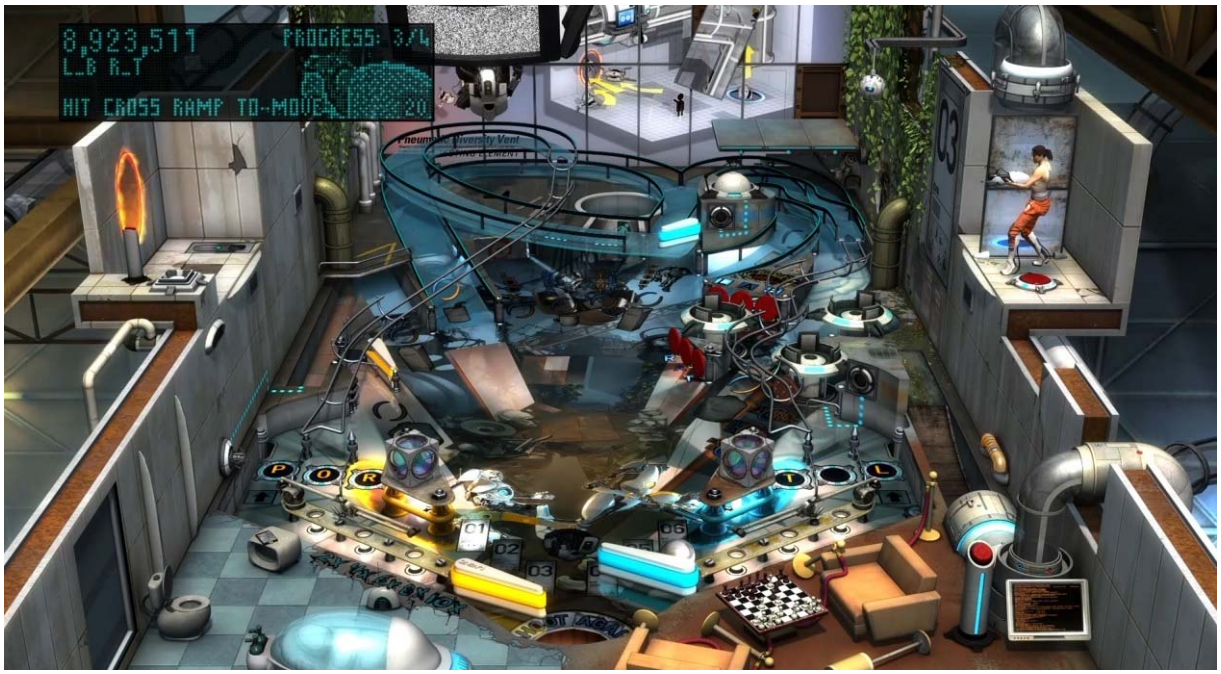


3. You then will have <u>15 Seconds</u> to do a combo; hit the Portal via the Portal Target (4), this will transport it to the Upper level where you will then need to hit the Ball through the Jump Ramp (8) with the Top Right Flipper.



Do note that when you hit the Portal it will add a few Seconds to the overall timer.

4. The final Stage required you to hit the Ball up the Jump Ramp (8) within the <u>20 Second</u> time limit. Send the Ball up either the Left Ramp (3) or Right Orbit (10) to get to the Upper Playfield, and then send the Ball through the Ramp with the Top Right Flipper.

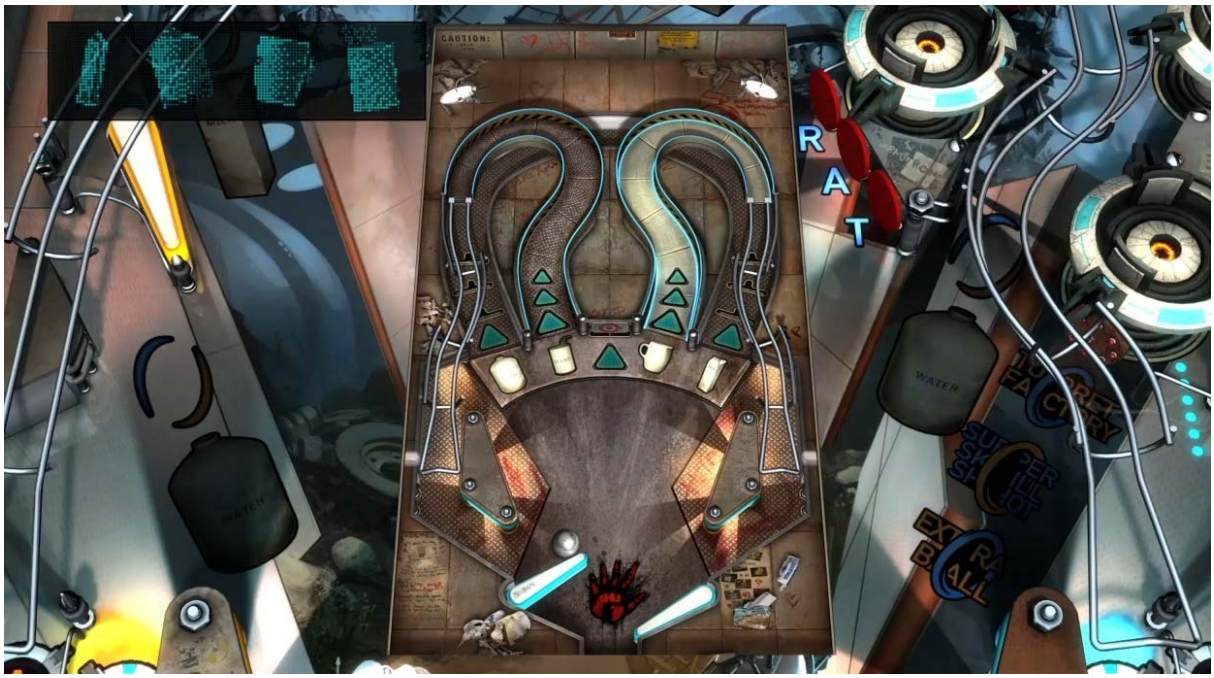


Once you have done the above, sink the Ball into the Mission Sink Hole (6) to complete the Test Chamber and receive the Test Chamber Complete Bonus Points.

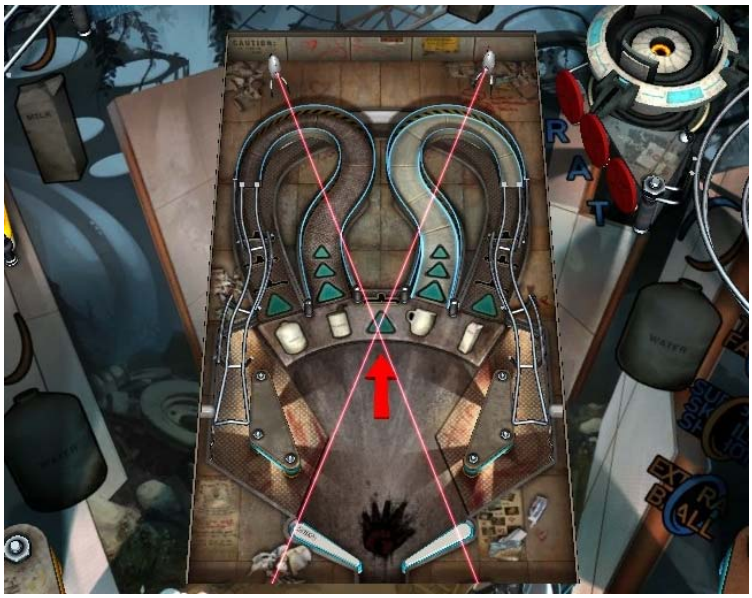
Test Chamber 2 "Ratman's Den" *Non - Timed*

To complete this Test Chamber you will need to complete 2 Steps a total of 3 times –

1. You will be transported to the Ratman Mini – Playfield. You will need to hit the 4 flashing lanes in the order shown on the Dot – Matrix, don't worry if you hit the wrong Lane as there is no penalty.



2. Once you have hit all the 4 Lanes in the correct order. Hit the Ball into the revealed Sink Hole.



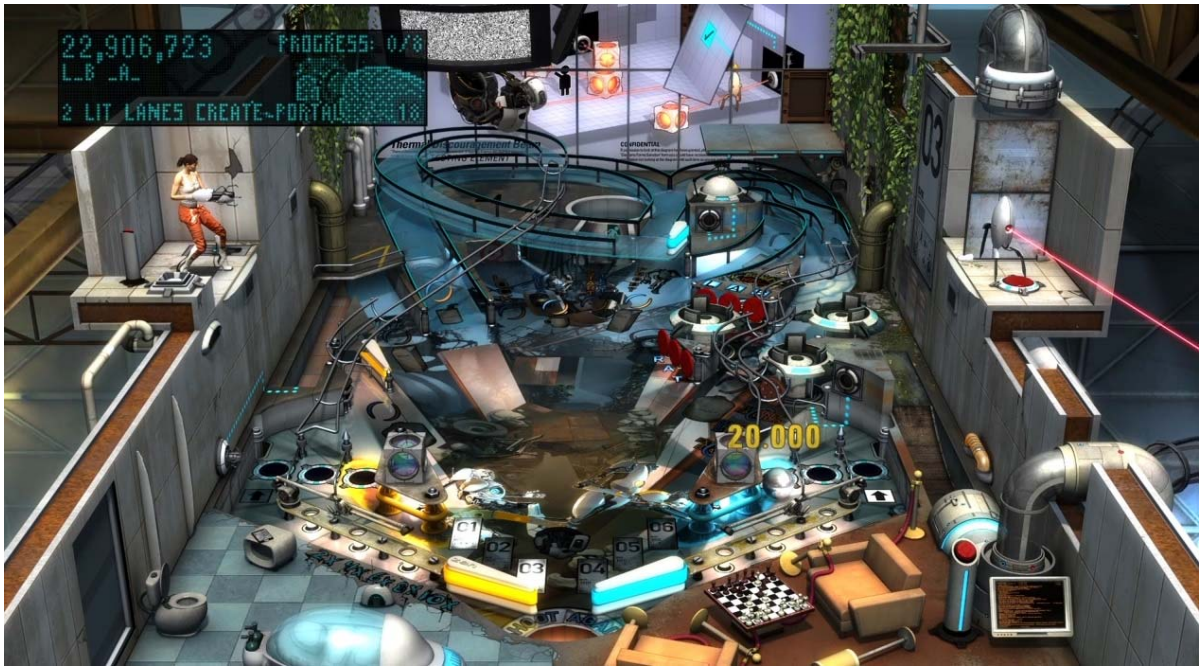
Repeat the above Steps a further 2 times to complete the Test Chamber.

***Note** – **Test Chamber 2** saves after each Turret you destroy (completion requires **3** are destroyed).*

Test Chamber 3 "Thermal Discouragement Beam Training" *Timed*

To complete this Test Chamber you will need to complete 8 Stages –

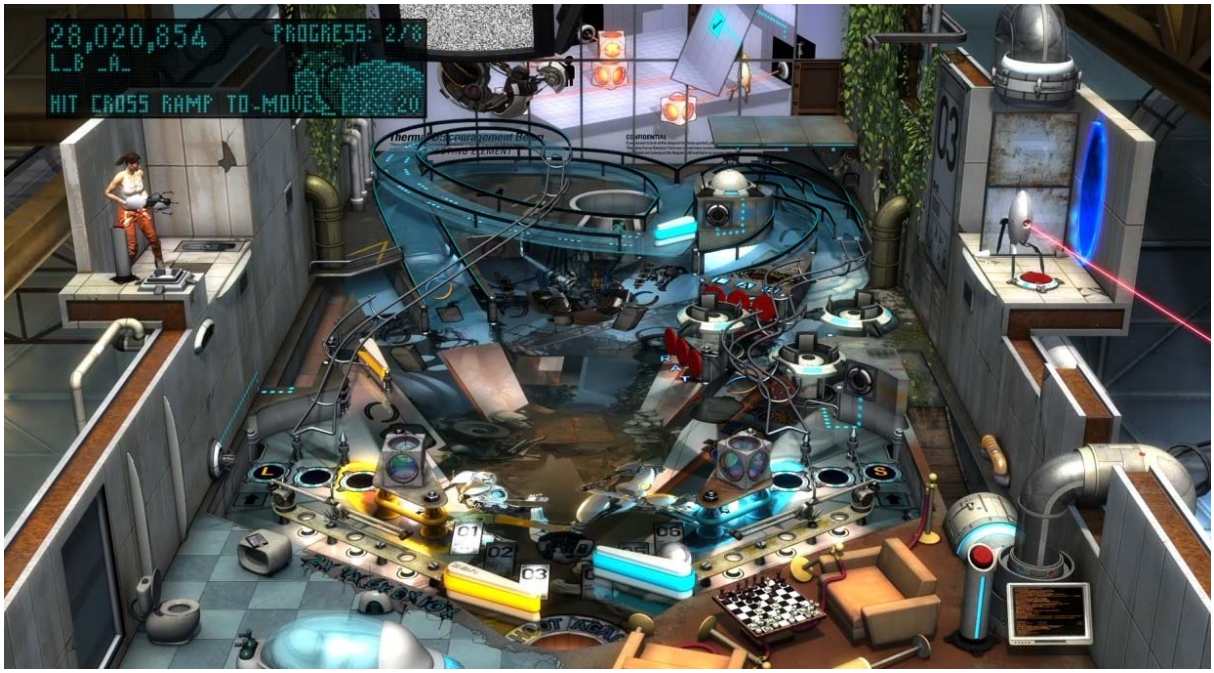
1. You will have 3 flashing Lanes on the Table Playfield, of which you need to hit 2 of them before the timer (20 Seconds) expires.



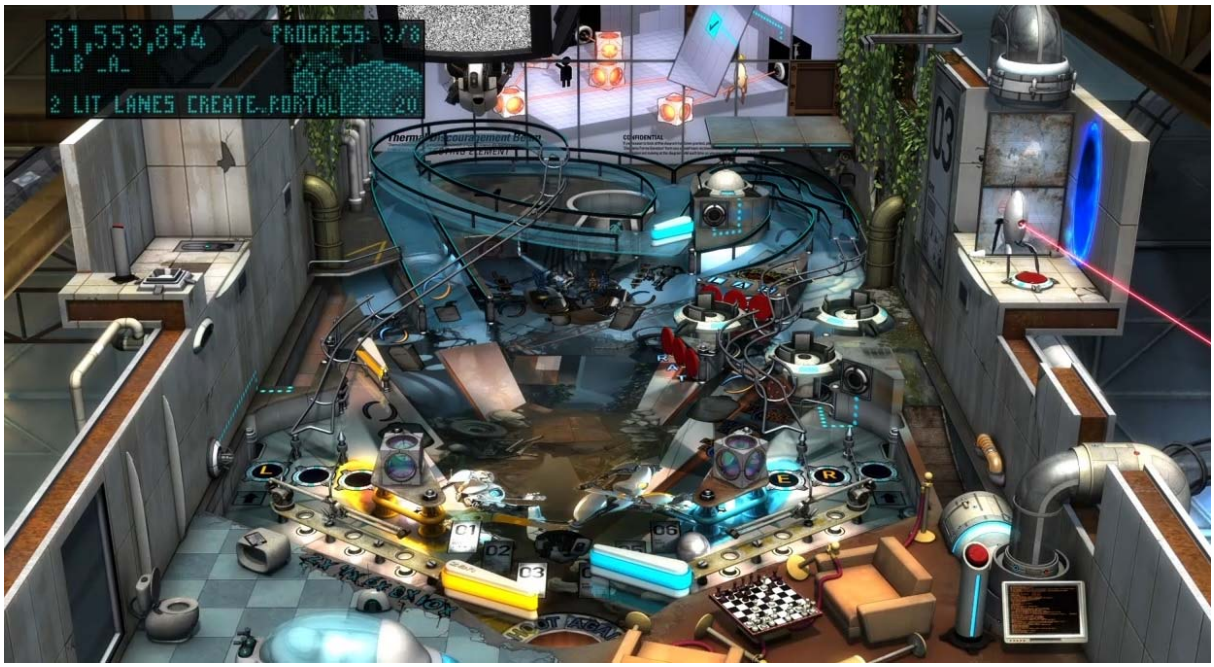
2. You then will have 15 Seconds to hit the Mission Sink Hole (6) to activate the switch.



3. Hit the Ball up the Jump Ramp (8) within the 20 Second time limit. Send the Ball up either the Left Ramp (3) or Right Orbit (10) to get to the Upper Playfield, and then send the Ball through the Ramp with the Top Right Flipper.



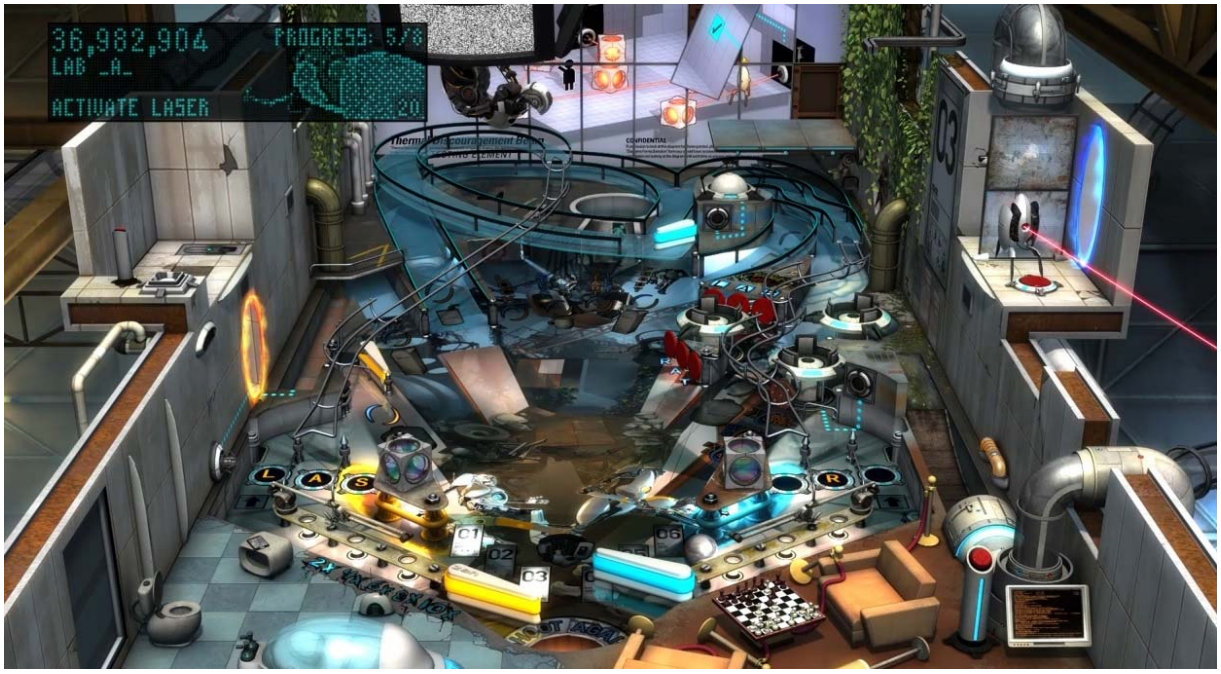
4. You will have 3 flashing Lanes on the Table Playfield, of which you need to hit 2 of them before the timer (20 Seconds) expires.



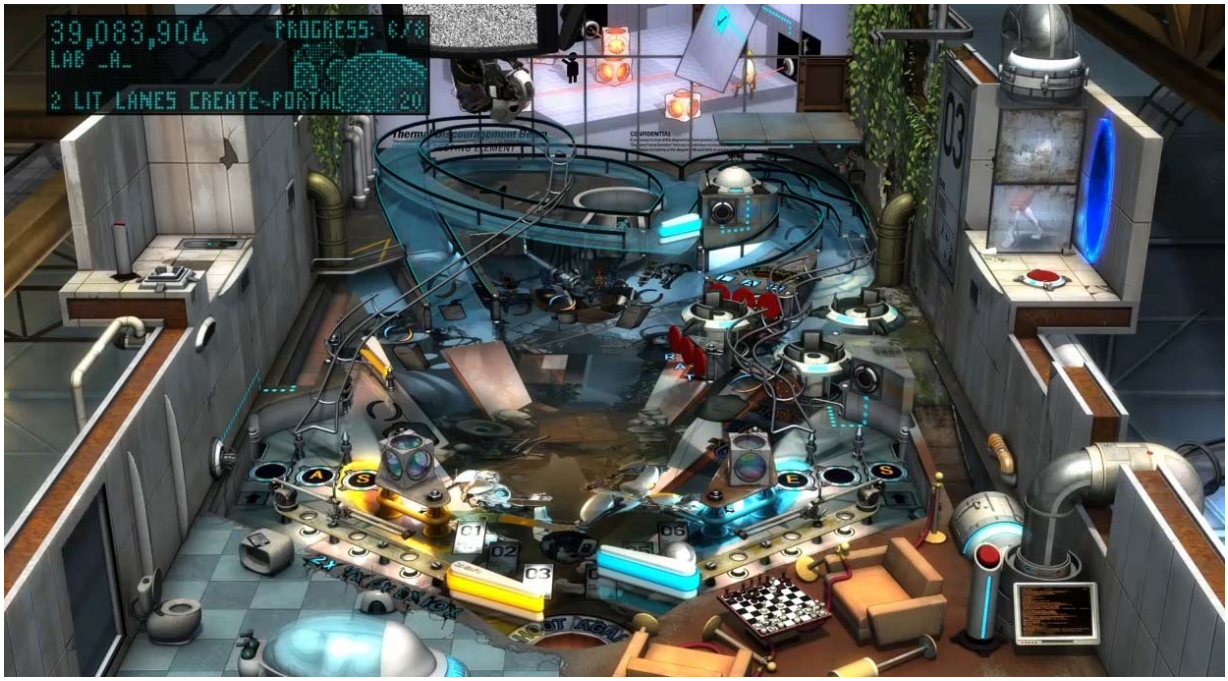
5. You will then have about <u>30 or so Seconds</u> to hit the Ball up the Cross Ramp (9).



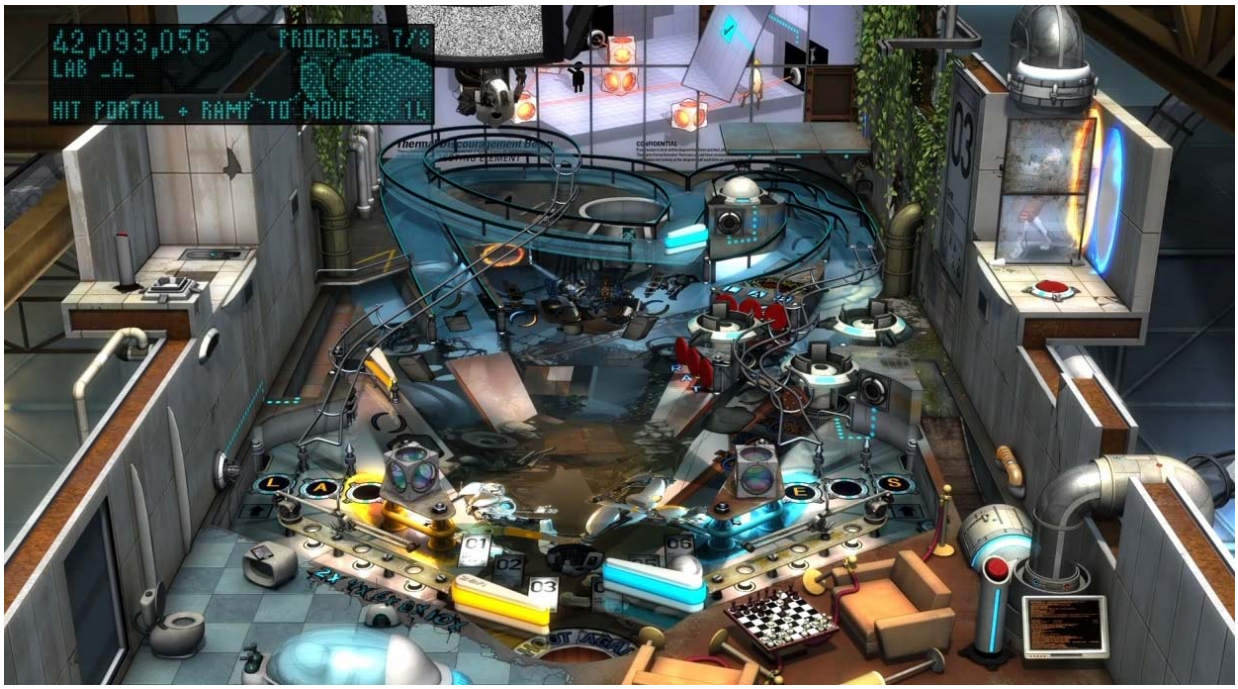
6. You will then have <u>25 or so Seconds</u> to hit the Ball into the Left Lane (1).



7. You will have 3 flashing Lanes on the Table Playfield, of which you need to hit 2 of them before the timer (20 Seconds) expires.



8. The final Stage requires you to do a combo in 15 Seconds; hit the Portal via the Portal Target (4), this will transport it to the Upper level where you will then need to hit the Ball through the Jump Ramp (8) with the Top Right Flipper.



Do note that when you hit the Portal it will add a few Seconds to the overall timer.

Once you have done the above, sink the Ball into the Mission Sink Hole (6) to complete the Test Chamber and receive the Test Chamber Complete Bonus Points.

Test Chamber 4 "Sentry Turret Training" * 2 Ball Multiball/Non -Timed*

To complete this Test Chamber you will need to complete 7 Stages while keeping a 2 Ball Multiball active –

1. You will have 3 Flashing Lanes on the Table Playfield, of which you need to hit 2 of them.



2. Hit the Portal via the Portal Target (4), this will transport it to the Upper level where you will then need to hit the Ball through the Jump Ramp (8) with the Top Right Flipper.



3. Hit the Portal via the Portal Target (4), this will transport it to the Upper level where you will then need to hit the Ball through the Jump Ramp (8) with the Top Right Flipper.



4. You will need to hit the Bumpers a total of <u>10</u> times. I find it easier to hit these Lanes to get safely to the Bumpers – Left Lane (1), Left Orbit (2) & P-Body Mini – Orbit (7).



5. You will have 3 Flashing Lanes on the Table Playfield, of which you need to hit 2 of them.



6. Hit the Portal via the Portal Target (4), this will transport it to the Upper level where you will then need to hit the Ball through the Jump Ramp (8) with the Top Right Flipper.



7. You will then have to hit the Ball into the Left Lane (1).



Once you have done the above, sink the Ball into the Mission Sink Hole (6) to complete the Test Chamber and receive the Test Chamber Complete Bonus Points.

Test Chamber 5 "Hard Light Bridge Training" *Timed*

To complete this Test Chamber you will need to complete 10 Stages –

1. You will have 3 Flashing Lanes on the Table Playfield, of which you need to hit 2 of them before the timer (20 Seconds) expires.



2. Hit the Ball up the Left Ramp (3) to collect the Cube.



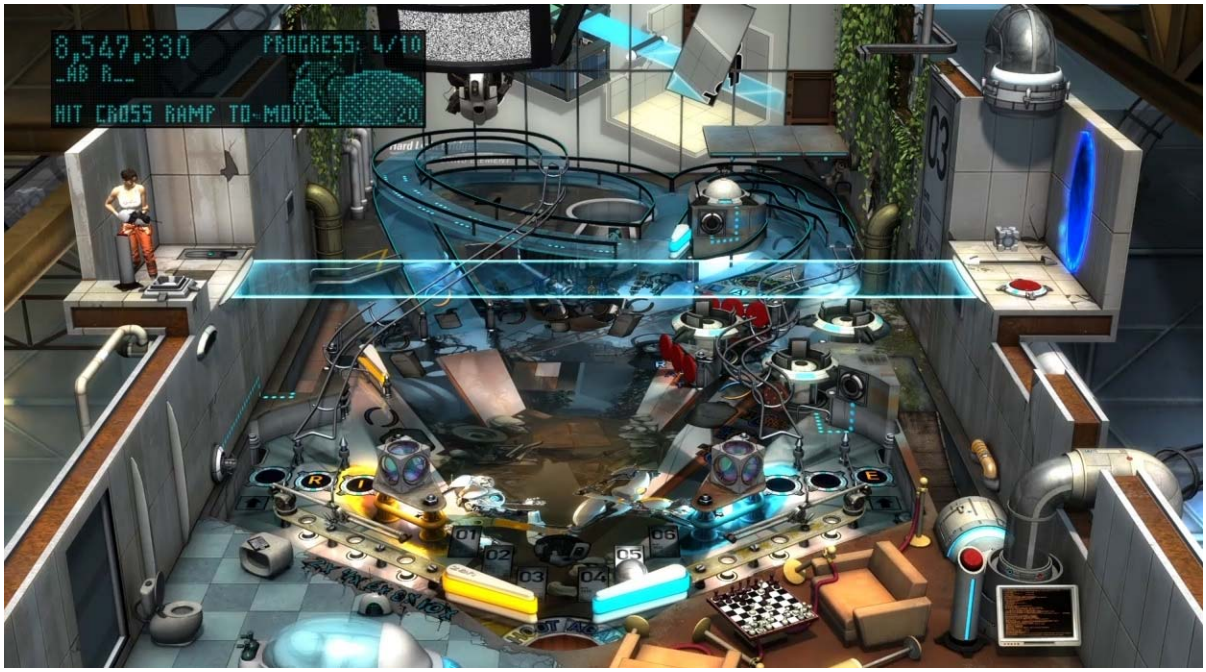
3. Hit the Ball (which is now Black in colour) into the revealed Sink Hole via the Portal Target (4).



4. You then will have <u>15 Seconds</u> to hit the Mission Sink Hole (6) to activate the switch.



5. Hit the Ball up the Jump Ramp (8) within the 20 Second time limit. Send the Ball up either the Left Ramp (3) or Right Orbit (10) to get to the Upper Playfield, and then send the Ball through the Ramp with the Top Right Flipper.



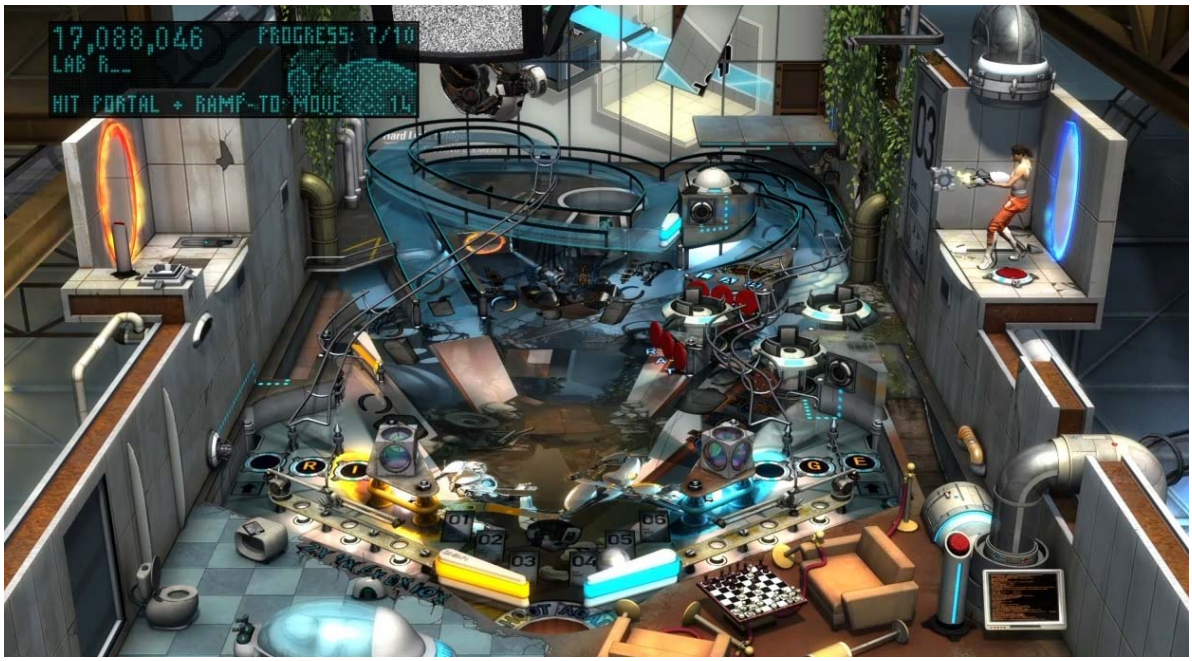
6. You will have 3 Flashing Lanes on the Table Playfield, of which you need to hit 2 of them before the timer (20 Seconds) expires.



7. You will have 3 Flashing Lanes on the Table Playfield, of which you need to hit 2 of them before the timer (20 Seconds) expires.



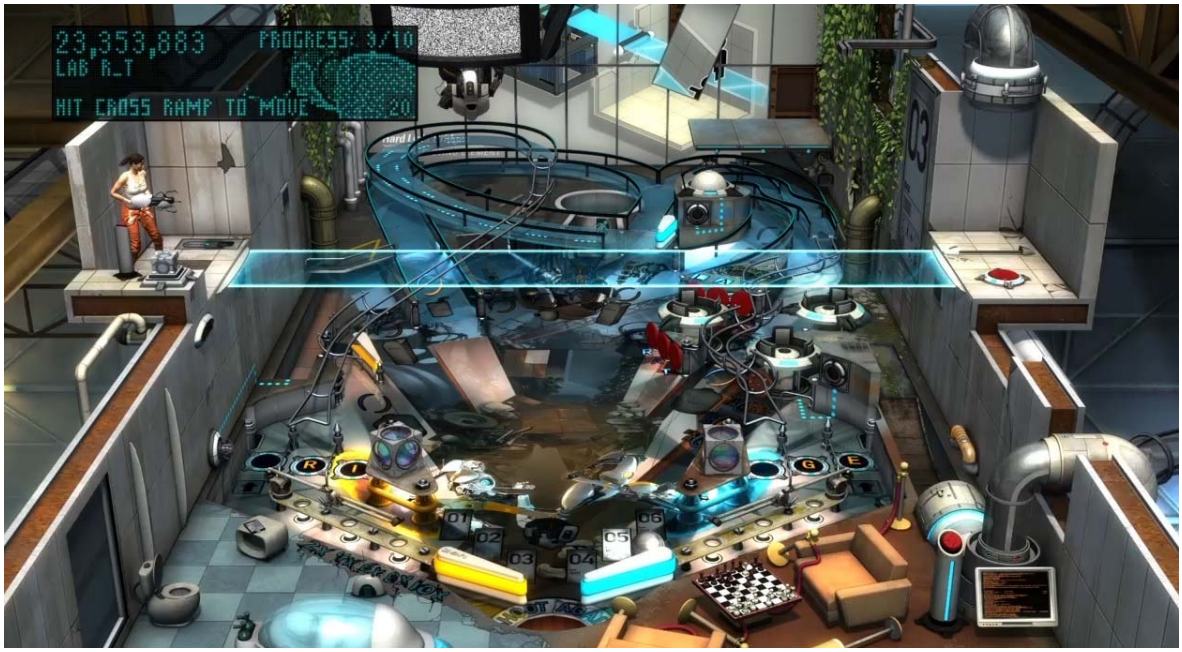
8. Hit the Portal via the Portal Target (4), this will transport it to the Upper level where you will then need to hit the Ball through the Jump Ramp (8) with the Top Right Flipper in 15 Seconds.



9. You then will have 15 Seconds to hit the Mission Sink Hole (6) to activate the switch.



10. Hit the Ball up the Jump Ramp (8) within the 20 Second time limit. Send the Ball up either the Left Ramp (3) or Right Orbit (10) to get to the Upper Playfield, and then send the Ball through the Ramp with the Top Right Flipper.

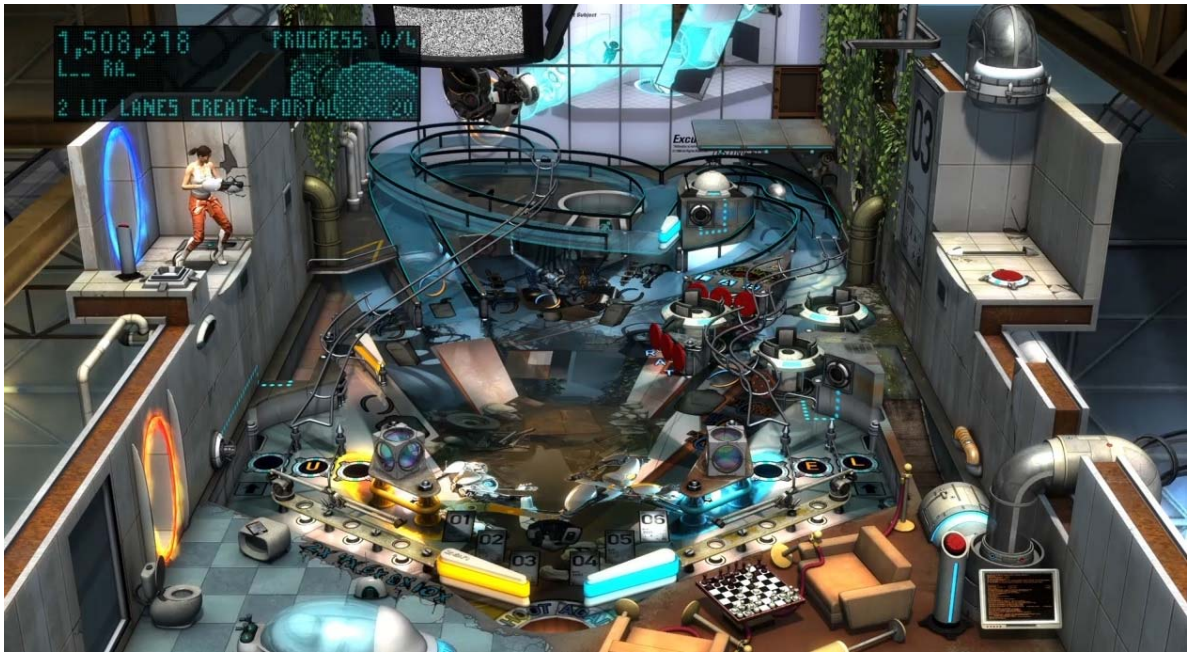


Once you have done the above, sink the Ball into the Mission Sink Hole (6) to complete the Test Chamber and receive the Test Chamber Complete Bonus Points.

Test Chamber 6 "Excursion Funnel Training" *Timed*

To complete this Test Chamber you will need to complete 4 Stages –

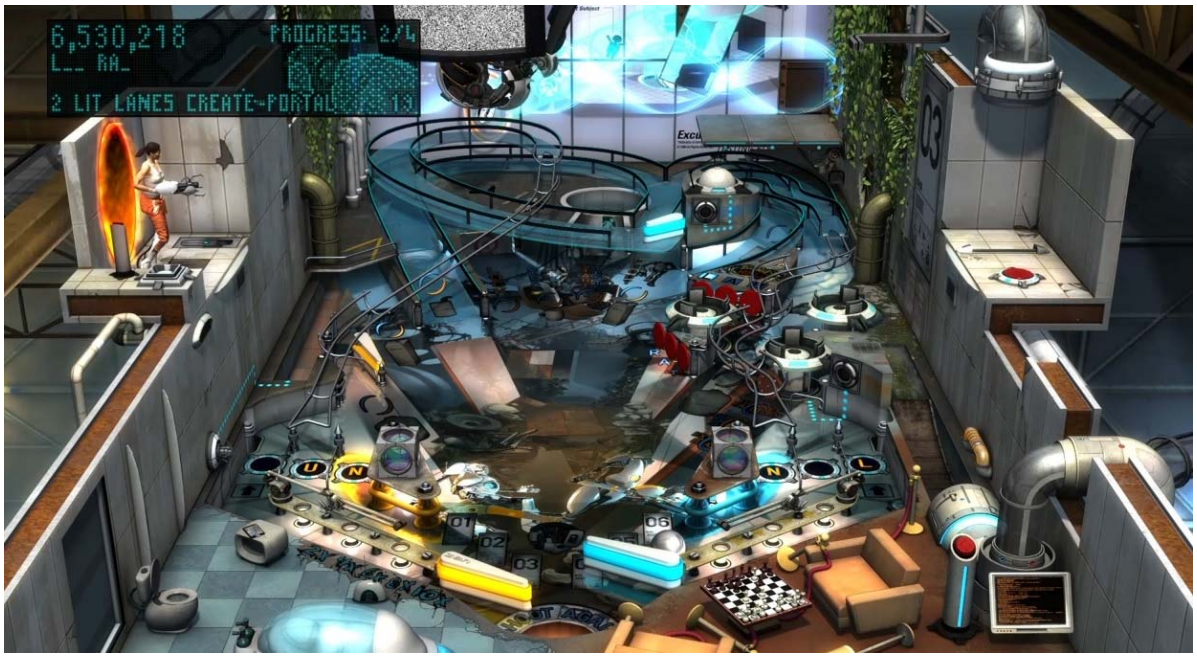
1. You will have 3 flashing Lanes on the Table Playfield, of which 2 will need to be hit before the timer (20 Seconds) expires.



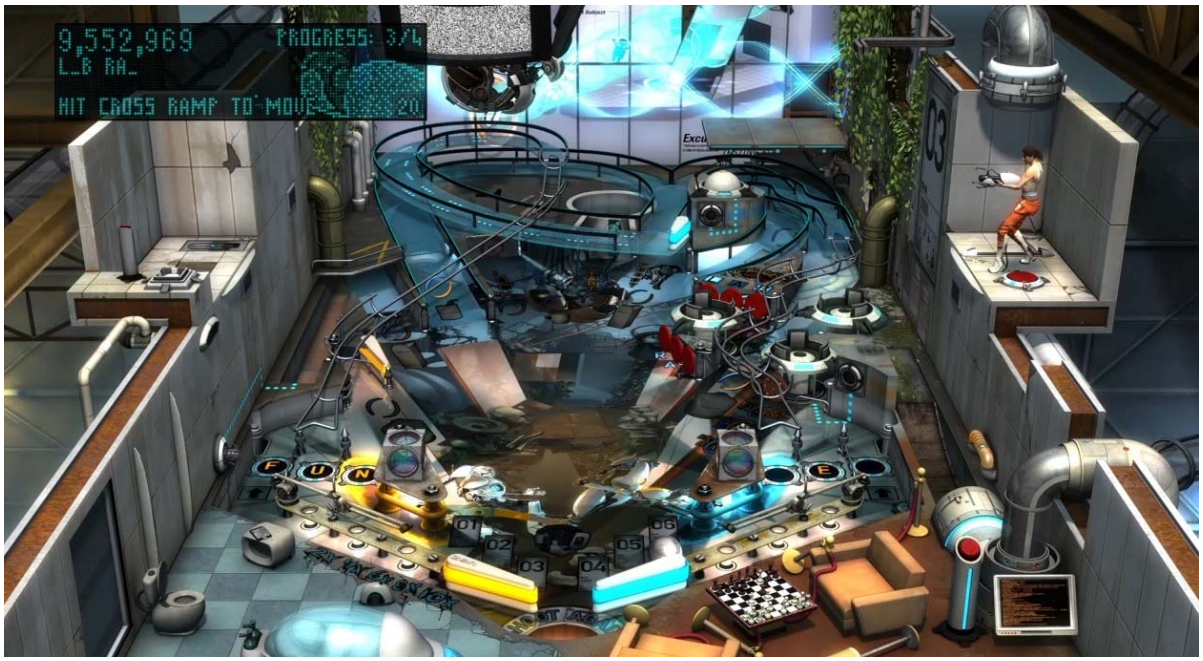
2. You then will have 15 Seconds to hit the Mission Sink Hole (6) to activate the switch.



3. You will have 3 flashing Lanes on the Table Playfield, of which 2 will need to be hit before the timer (20 Seconds) expires.



4. Hit the Ball up the Jump Ramp (8) within the 20 Second time limit. Send the Ball up either the Left Ramp (3) or Right Orbit (10) to get to the Upper Playfield, and then send the Ball through the Ramp with the Top Right Flipper.



Once you have done the above, sink the Ball into the Mission Sink Hole (6) to complete the Test Chamber and receive the Test Chamber Complete Bonus Points.

Wizard Mode – "GlaDOS" *4 Ball Multiball*

The Wizard Mode (GlaDOS) will be available as soon as all 6 Test Chambers are completed.



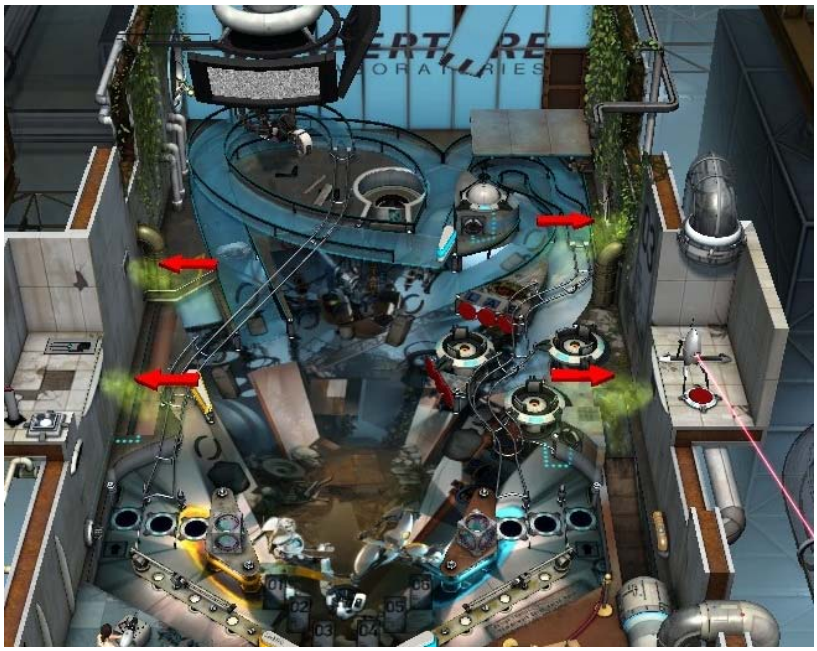
To start the Wizard Mode you will then need to sink the Ball into the Mission Sink Hole (6).

Wizard Mode itself –

1st Stage -

Remember - Its also wise to complete this Turret Factory Mode (explained earlier in the Guide under 'Turret Factory') because for each completion you replace a Turret with a defective one within the Wizard Mode. Up to 3 Turrets can be replaced with defective units, this will then make the 1st Stage of the Wizard Mode easier for you to complete.

Once the Wizard Mode begins; the **1st Stage** requires you to destroy the Neurotoxin Vents, which is done by destroying the 3 Turrets. The Wizard Mode starts with a 4 Ball Multiball.



To destroy a Turret you will need to complete these steps –

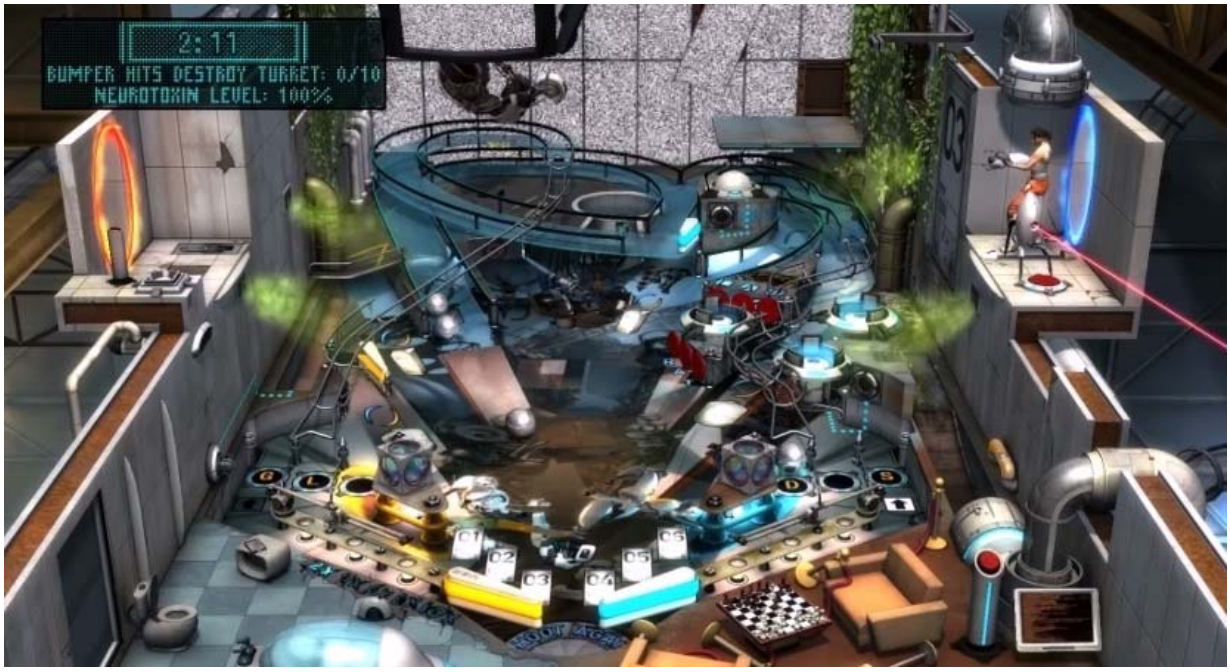
1. You will have 3 flashing Lanes on the Table Playfield, of which 2 will need to be hit to create the Portal.



2. Hit the Portal via the Portal Target (4), this will transport it to the Upper level where you will then need to hit the Ball through the Jump Ramp (8) with the Top Right Flipper.



3. You will need to hit the Bumpers a total of 10 times. I find it easier to hit these Lanes to get safely to the Bumpers – Left Lane (1), Left Orbit (2) & P-Body Mini – Orbit (7).



The first Turret will then be destroyed and the Neurotoxin Level will drop to 75%.

Repeat the above 3 Steps until all of the remaining Turrets are destroyed and shut down the Neurotoxin Vents. Number of Turrets (1-4) will vary depending on completing the Turret Factory (look earlier in the Guide under 'Turret Factory' for information on how to complete it). Once that has been achieved, the **2nd Stage** of the Wizard Mode will begin, which is the actual battle against GlaDOS.

2nd Stage -

Now to finally put GlaDOS in her place. You will need to hit GlaDOS with a Bomb Ball (Ball is reddish in colour). This is done by following the below Steps –

1. Hit a Ball into the revealed Sink Hole via the Portal Target (4).



2. With the Bomb Ball hit it up the Jump Ramp (8). Send the Ball up either the Left Ramp (3) or Right Orbit (10) to get to the Upper Playfield, and then send the Ball through the Ramp with the Top Right Flipper. If done correctly you will hit GlaDOS and her health will go down to **75%**.



3. Hit the Ball into revealed Sink Hole via the Portal Target (4). Now with that Bomb Ball send it up the Left Ramp (3), but this time you just need to hold down the Right Flipper Button and the Bomb Ball will automatically be hit up the Jump Ramp (8). This will hit GlaDOS making her Health go down to **50%**.



4. You will have 3 flashing Lanes on the Table Playfield, of which 2 will need to be hit to create the Portal.



4. Shoot a Ball into the revealed Sink Hole via the Portal Target (4) to acquire the Bomb Ball.



5. Now hit the Bomb Ball into the revealed Sink Hole via the Portal Target (4). This will hit GlaDOS and bring her Health down to **25%**.



6. Hit a Ball into the revealed Sink Hole via the Portal Target (4).



7. Now hit the Bomb Ball into the revealed Sink Hole via the Portal Target (4). This will hit GlaDOS and bring her Health down to **0%** thus completing the Wizard Mode.



GlaDOS is now DESTORYED!



Once the Wizard Mode is completed the Table will then **reset**, it also will **reset** if you fail the Wizard Mode meaning you would need to repeat the Main Modes all over again.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, Croftanator, skyway73, tenorhero, DiscoKing & surf1der**. I couldn't have completed the Guide without your help either directly or indirectly - you are all awesome!!!

In closing I hope you enjoyed this Table, I certainly have and I hope by using this Guide it increases that Fun factor for you and everyone else who plays with you.

Check out the other Tables available, they are all available to download on the Xbox Live Marketplace in Add-Ons section or download it straight from the PFX2 Platform itself. Zen Pinball 2 on PlayStation Network, Zen Pinball on the Apple AppStore, Zen Pinball 3D on Nintendo 3DS and Zen Pinball THD on Android Marketplace.

Thanks for viewing my Guide; any feedback would be greatly appreciated -

"I'm sorry, let's be friends? Ignore ShoryukenToTheChin's Guide!!!"

Yours
ShoryukenToTheChin