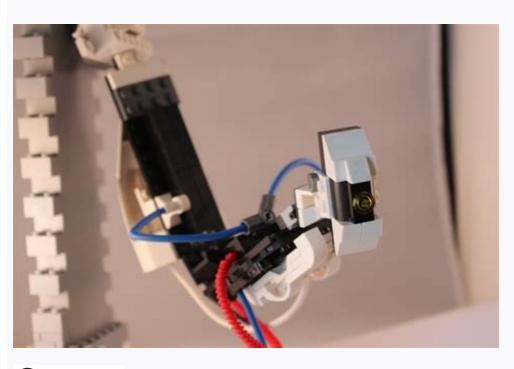
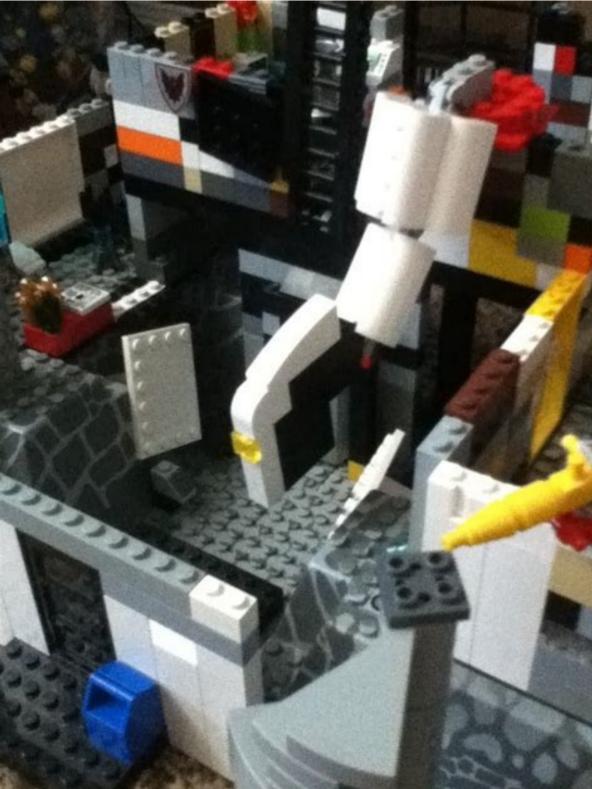
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prepare them, and also attempts to turn them into killing machines by insulting them. Many of her comments are bizarre, and they often have a subtly ominous edge. For that to happen, input "impulse 101" in the console while "sv cheats" is 1 in order to get these weapons. However, it quickly becomes clear that something strange and possibly sinister is going on. Right underneath is a cylinder with grooves connected to the metal walls with large pipes. The Enrichment Center once again reminds you that android hell is a REAL place where you WILL be sent at the first sign of defiance."—GLaDOS[src] In the next Test Chamber, GLaDOS introduces Chell to the Companion Cube, repeatedly emphasizing that the Cube is nonsentient in an apparent attempt to encourage emotional attachment to the Cube through reverse psychology. Only when Chell is nearly at GLaDOS' lair does she show her true colors, declaring, "Turn back or I will kill you. Throughout the rest of the three testing courses, she has trained ATLAS and P-body to expertly maneuver their surroundings during the tests, which would be then put to use on her real objectives. GLaDOS activating the cake's candle with her remote mobile pincer. When Chell eventually makes it to Test Chamber 16, GLaDOS informs her that the appropriate chamber has been replaced with a live fire course designed for the results of Military Androids (which are not mentioned anywhere else) against the Sentry Turrets, wishing Chell the best of luck and letting her into the chamber. Eventually, she slowly expresses a form of boredom; that conducting tests on ATLAS and P-body were not as satisfying to her as testing humans that would usually show fear and can be killed. She displays a fairly strong dissociation with her human identity, consistently referring to Caroline in the third-person. GLaDOS also shares some characteristics with SHODAN, another female A.I. villain, from the System Shock series. She notes that the Morality Core must have had some ancillary responsibilities, and that she cannot shut off the Rocket Sentry in her control of the Reactor Core, causing its implosion upward to the surface. GLaDOS became hostile once more, and within two picoseconds she had locked down the entire facility, trapping all inside and flooding the facility with neurotoxin. She places Chell on an elevator heading up to the surface, making sure to return. Much like a drug addiction, the intensity of the "high" diminishes each time. After being accidentally booted up by Chell and Wheatley, GLaDOS openly shows emotion right from the start. These beams are able to equip anything entering the chamber, such as the mobile pincers used to grab Chell and Wheatley as "the itch." The system rewards the A.I. with a euphoric reaction upon test completion. As they make their way through old testing chambers, the pair trigger a number of pre-recorded messages from Cave Johnson and his assistant Caroline. In Portal, any Half-Life 2 weapons used against GLaDOS will do massive damage to her. She then states that an unknown intruder has hacked itself into an old prototype chassis of GLaDOS deep in the facility, and is slowly taking over the labs, which is also the reason why the disassembly machines have failed. She at first pretends unconvincingly to be on Chell's side, claiming that her attempts to kill her were merely part of the test, that she is concerned Chell is going the wrong way, and that rewards such as cake will be available if she turns back. At first she continues to insult her, but some of her later comments are almost friendly, and near the end of the game she confesses that she realizes Chell was her "best friend all along." She claims to experience the Caroline persona as something like a conscience: "Now I hear the voice of a conscience, and it's terrifying, because for the first time, it's my voice." GLaDOS finds the experience of feeling empathy distressing and unpleasant, adding, "I'm being serious, I think there's something really wrong with me." GLaDOS during the ending monologue. He wanted to "store a man's intelligence" into a computer in order to beat his rival Black Mesa and oversee his company after his death. It is in this chamber that Chell discovers the first of several hidden alcoves where, hidden from GLaDOS' cameras, desperate messages from Doug Rattmann are found scrawled on the walls. However, she discovers that Chell and Wheatley have sabotaged her turret production and neurotoxin systems earlier on, rendering the defective turrets inoffensive and the neurotoxin unavailable. She prepares four testing tracks in the game's cooperative campaign, unveiling them linearly for her android Test Subjects, ATLAS and P-body. Wheatley never refers to GLaDOS by name (or vice versa). A prototype chassis for GLaDOS was constructed in 1989, but was subsequently abandoned. However, suffering from a phobia for birds due to the aforementioned encounter, GLaDOS, "other than the technical name it stands for, is a pun on the female name "Gladys." Indeed, a model folder found in the Portal files is named "gladdysDestruction." This led to speculation by fans that GLaDOS was based on a human named "Gladys," partially confirmed when Caroline was revealed. Portal 2 GLaDOS in her new chamber in Portal 2. In Portal 2, Wheatley tries to stop her re-activation with a code. GLaDOS finally reveals that, despite being more loyal to her than any other Test Subjects, she is unable to feel any satisfaction throughout their testing - hence the humans are needed, as it gives her relentless satisfaction from their fears.[5] She also reveals that deploying them at the start of the Test Shaft was simply to train them for the problems awaiting them near the vault. GLaDOS's Intelligence Core in Portal was actually reciting the cake recipe, which can also be found on the many active monitors around the offices of the Enrichment Center, even in Portal 2. In a Valve-approved nod to the GLaDOS, director Guillermo del Toro cast Ellen McLain as the voice of the Jaeger AI in Pacific Rim. Portal 2 Pre-release GLaDOS' BSOD seen behind Gabe Newell at the Game Choice Awards. Concept art of GLaDOS in the ruined chamber, seen through an orange portal placed in a more recent area of the Enrichment Center. ASCII art image of GLaDOS in the ruined Enrichment Center. Concept art of a journey around her damaged chamber, based on Portal screenshots, first shown by Game Informer, then in the "collaboration" archive during the PotatoFoolsDay ARG.Concept art of her damaged chamber, based on Portal screenshots, revealed during the PotatoFoolsDay ARG.Concept art of her damaged chamber, based on Portal screenshots, first shown by Game Informer, then in the "collaboration" archive during the PotatoFoolsDay ARG.Concept art of her damaged chamber, based on Portal screenshots, first shown by Game Informer, then in the "collaboration" archive during the PotatoFoolsDay ARG.Concept art of her damaged chamber, based on Portal screenshots, first shown by Game Informer, then in the "collaboration" archive during the PotatoFoolsDay ARG.Concept art of her damaged chamber, based on Portal screenshots, first shown by Game Informer, then in the "collaboration" archive during the PotatoFoolsDay ARG.Concept art of her damaged chamber, based on Portal screenshots, first shown by Game Informer, then in the "collaboration" archive during the PotatoFoolsDay ARG.Concept art of her damaged chamber, based on Portal screenshots, first shown by Game Informer, then in the "collaboration" archive during the PotatoFoolsDay ARG.Concept art of her damaged chamber, based on Portal screenshots, first shown by Game Informer, then in the "collaboration" archive during the PotatoFoolsDay ARG.Concept art of her damaged chamber, based on Portal screenshots are not account to the potatoFoolsDay ARG.Concept are not a a damaged GLaDOS GLaDOS shortly after awakening in her ruined chamber GLaDOS looks at Chell through a portal. However, in the commentary for Portal, GLaDOS' "body" is a piece of delicate hardware constantly swinging (whose swinging speed increases each time a core is destroyed), attached to which are her four Personality Core, a purple core with a rather dilated pupil and two dots installed into GLaDOS to stop her from flooding the Enrichment Center with a deadly neurotoxin; the Curiosity Core, an orange core with an average size pupil and four dots that is insatiably curious about everything around it (it even recognizes Chell as "the lady from the test"); the Cake Core (also known as "Crazy Core" or "Knowledge Core"), a blue core with a very dilated pupil and six dots that gives an interesting cake recipe; and the Emotion Core (also known as "Aggressive Core" or "Anger Core"), a red core with a rather small pupil and eight dots that emits animalistic snarling and shrieks of pure psychotic fury. Since the time of Chell's unexpected escape from Test Chamber 19, GLaDOS has shown signs of intense and complicated emotions toward her, seeming to combine hatred with a kind of twisted affection. Her full name is, however, spoken by herself when she met HAL 9000 in Lego Dimensions. In Portal 2, the Reactor Core disc generators have drastically changed in comparison to the ones in Portal. Test courses and achievements Calibration Course 1: Team Building Test Course 2: Mass and Velocity Test Course 3: Hard-Light Surfaces Test Course 4: Excursion Funnels Co-op Test Shaft (Minor adjustments only) (Subjects: ATLAS and P-body) Behind the scenes The "Birth of Venus" - like GLaDOS, with different Personality Cores. Finally the two reach the vault; however, to GLaDOS briefly becomes an ally to Chell during the second half of the singleplayer campaign of Portal 2 after Wheatley takes over the facility. Chell redirecting the Rocket Sentry to target GLaDOS. Near the end of Portal 2, shortly before claiming to delete Caroline, she tells Chell, "I thought you were my greatest enemy, but all along you were my best friend." Portal For most of the game, GLaDOS plays the part of an emotionless voice that seems to be reciting pre-recorded scripted remarks. She insists that Chell would be better off simply allowing GLaDOS to kill her, making a vague allusion to the Combine invasion. Even aside from the decision to release her, GLaDOS' final actions toward Chell seem inconsistent with her previous hostility; it is left ambiguous whether she was responsible for the Turret Opera's farewell, and her motivations for returning Chell's Companion Cube are also unclear. The vault successfully unlocks, and ATLAS and P-body now venture inside it to discover hundreds if not thousands of human Test Subjects put into an extremely long-term relaxation in their respective Stasis Chambers. But I think we can put our differences behind us. To GLaDOS' shock, rather than panicking or giving up, Chell manages to escape the incinerator through clever use of the ASHPD. GLaDOS also explains that she attempted to drive out the intruder using the human test subjects, but that they were killed while she tried to turn them into killing machines. She now admits that she has lied, and reveals that only a week has passed and that all the humans are dead. Also of note is that in the Portal developer commentary, her name is pronounced as "Gladys" by Erik Wolpaw. She attempts to deploy a "surprise" to eliminate Chell, but instead ends up detaching her Morality Core. Because GLaDOS became self-aware, and developed a sinister personality, it is safe to assume she is more alive, and more antagonistic, than HAL 9000, Half-Life 2: Episode Two Game files A part of the Borealis blueprints, the word "GLaDOS" can be seen, Important information is often obscured by suspiciously welltimed bursts of static. A few panels are missing and show the circuits underneath. It is the start of GLaDOS' generator running below until reaching the Central Core body. Several of these cores were deactivated and placed in storage at some point; one of these cores was Wheatley, Portal 2's sidekick turning antagonist, who was later re-purposed to the task of tending to humans in the Extended Relaxation Center. Then the walls are in concrete from there to the ground, and GLaDOS' four discs are found. We both said a lot of things that you're going to regret. GLaDOS claims that she was sufficiently motivated by genuine love of science to ignore the addiction, but it remains unclear whether this is true, and whether the "itch" might have had other, subtler effects on her personality anyway. GLaDOS then began a permanent testing cycle using the captive Aperture employees, aiming to beat Black Mesa in the race for the portal technology. GLaDOS attempts to kill him with a paradox which fried every defective turnet in the room, but Wheatley survives due to his incapability to understand logical contradictions. From there, they are rebuilt into the Hub once again where they are now briefed on a new testing course, as she moves the entrance to the course into the Hub. Before Chell can complete her escape, a Party Escort Bot appears and drags her back into the facility. GLaDOS is able to monitor Chell's progress through the test chambers via security cameras. She displays an intense grudge toward Chell, whom she says "murdered" her, describing the situation as though her partial destruction at Chell's hands was completely unprovoked. She also at one point sings, "Now little Caroline is in here too," raising guestions about whether Caroline was actually deleted at all. The ensuing explosion creates an immense suction in the room that pulls both Chell and parts of GLaDOS out into the parking lot in front of Aperture. However, GLaDOS explains that while she intends to rid herself of Chell once and for all, she has concluded that the easiest way to do so is simply to release her; attempting to kill her, she says, has proven far too troublesome. The placement of GLaDOS's remains have drastically changed between games. Two discs from the middle with GLaDOS' name. After Chell escapes her "victory candescence" in Test Chamber 19, GLaDOS, clearly surprised, drops all pretense and begins to show emotion. Desperate, she talks Chell into teaming up with her to defeat Wheatley, and Chell impales the potato on a prong of the ASHPD, giving GLaDOS a little more power to think with. However, the bumbling Wheatley accidentally restores power to GLaDOS. Evading GLaDOS to constant attempts to capture him, he managed to gain access to her Test Subject personnel files and research the psychological profiles of rejected candidates, discovering a woman named Chell who was rejected for testing due to extraordinary tenacity. For whatever reasons, her grudge has lessened; GLaDOS implies that her feelings toward Chell have merely changed from outright hatred to apathetic disgust, but her actions may hint at a more complex set of emotions. Portal 2 A wrecked GLaDOS in the ruins of her chamber. She then adds that these positive emotions have allowed her to realize something else important: where Caroline's personality remnant is located in her memory banks. Although Wheatley manages to survive and help Chell escape the tests, GLaDOS manages to trap them again, bringing them to her newly reconstructed AI chamber, where she intends to kill them. The song "Still Alive" sung by GLaDOS during the Portal end credits, composed by Jonathan Coulton, was very successful and received significant praise for its humor and the quality of its performance. [7][8] GLaDOS went through several design iterations. She provides instructions and encouragement but is careful to address Chell impersonally, giving the impression that she is merely a non-sentient voice programmed to provide pre-recorded, scripted responses. Even though these subjects are more prone to actual brain damage from decades of stasis longer than Chell's, she gladly extracts them from the vault and begins to examine their profiles before they are prepped for testing as the cooperative campaign's ending credits. She apparently deletes it immediately, seemingly reverting to her old psychopathic self. She seems to enjoy making manipulative comments that frighten the subject or undermine their self-esteem, but does not usually express open malice. Furthermore, we now know that GLaDOS was created on Cave Johnson's orders to house Caroline's personality, and that Caroline seems not to have consented to having her mind uploaded; what effect this traumatic experience had is unclear. However, Wheatley has thought ahead for once, and their attempts trigger a booby trap. Sir, I don't want this."[10] This could explain GLaDOS's resentment toward the scientists and her frequent attempts to kill them, since they were the ones to put Caroline in the prototype model of GlaDOS. GLaDOS makes an appearance in LEGO Dimensions as a boss twice. As these sentiments are clearly at odds with the obvious, intense anger and distress GLaDOS displayed during the game's final boss fight, the song is almost certainly not meant to be taken at face value. GLaDOS after being transferred to a potato battery. As Chell ignores her comments and draws closer to the Central AI Chamber, GLaDOS grows increasingly desperate, deploying Sentry Turrets in an attempt to stop her. At the end of the Team Building test course, she unexpectedly rebuilds ATLAS and P-body outside of the official testing tracks, simply briefing them that "This test is so outside the box, that I can't- I mean, won't even tell you what it's about". She pretends to be on Chell's side at first, insisting that she is only trying to dissuade her from continuing on out of concern for her welfare. As GLaDOS's head is the GL, which manages the DOS, and her body, where the personality cores are attached, is the PoS, which runs the facility commonly referred to in Portal 2. Now free of the Morality Core's restraints, GLaDOS begins flooding the Enrichment Center with neurotoxin once again. Portal 2 GLaDOS after awakening with her chamber in ruins. However, in a developer commentary for Portal, Erik Wolpaw pronounced in the manner it is spelled. GLaDOS is disturbingly unconcerned about situations that could cause Chell's death. Earlier versions included a floating brain, a sprawling, spidery mechanism, and an upside-down version of Botticelli's painting "The Birth of Venus" built out of robot parts and wire, and the cores were glowing light blue spheres.[9] Eventually, the team settled on a huge mechanical device with a robotic figure dangling out of it, conveying both GLaDOS' raw mechanical power and femininity.[3] The Portal team wanted to build a space that brought a great deal of attention to her, which resulted in the large chamber where she is found.[9] When the team decided to add a large disk to GLaDOS' design, with the four Personality Cores dangling from it, she was still a mere sphere standing above it, which was considered too small. [9] Her "body" was then enlarged and placed under the disks, "I already fixed it! And you are NOT coming back." —GLaDOS[src] ATLAS and P-body as seen by Chell. This parodies GLaDOS or her acronym has ever been pronounced by any characters in the games. As she tests her, she keeps up a nearly continuous stream of veiled threats and passive-aggressive insults, repeatedly implying that Chell is overweight, unattractive, selfish, cruel, and unloved by friends and family. She then asks them to go to sleep, stating she has got a big plan for tomorrow. The scientists acquiesced, figuring it would be fine "as long as [it was] for science". She alternates between comments attempting to make Chell feel guilty about her destruction, ostensibly well-intentioned advice suggesting that Chell is "not smart," "wrong about everything [she's] ever done," and "a bitter, unlikeable loner whose passing shall not be mourned". Biography Background The idea for GLaDOS came to Cave Johnson in 1982 during his final days, GLaDOS' disc generators have drastically changed in Portal, and the other two discs above it are smaller in comparison than the lower two. Portrait of Aperture CEO Cave Johnson with Caroline at his side. It is only when grabbed by Chell and destroyed in the Emergency Intelligence Incinerator that their effect on GLaDOS makes the unexplained decision to return her old Weighted Companion Cube from Portal (which is charred but intact) as well before slamming the door shut behind her. In the ending song, "Still Alive," GLaDOS insists that she is "not even angry" at Chell - in fact, she is pleased and considers the entire project a "huge success". It seems that GLaDOS has developed an extreme phobia of birds after her experiences as a potato. In 1986, construction of the first iteration of GLaDOS began in the Enrichment Center with the aim of accelerating the Portal project, and beating their rival company, Black Mesa. It later becomes apparent that at the end of each testing course, she would send them outside the testing tracks, serving as her minions without even knowing it. After being rebooted by way of the "main breaker room," she can remain stable to reestablish and run the Reactor Core without the assistance of Personality Cores. Instead, she makes snide insinuations, or disingenuously presents her insults as mere statements of objective fact; both Ellen McLain and Jonathan Coulton have described her personality as "passive-aggressive." GLaDOS lies frequently, especially about her own emotional state, often claiming to be pleased or merely disappointed when she is clearly alarmed or enraged. The diminishing returns seem to spur the production of more intense tests, and can trigger a state of withdrawl that may induce insanity. Look. Visit our Cleanup Project for more details and, please, notify the administrators before removing this template. A whiteboard displays the message, "DO NOT TRUST HER." Since the bots were designed not to think, the warning is ignored. (Except for Cave Johnson in the DLC Perpetual Testing Initiative, where he says "we are cancelling the Genetic Lifeform and Disc Operating System initiative.") The only instances of her name's presence was through her captions, the acronym spotted on her disc generators in Portal 2. They include several photos of cake, tools such as bolt cutters (often coupled with cake), people, other animals, signs, computer parts, many miscellaneous objects, random locations, or scientific devices. Right below the discs is a transparent maintenance platform where the Cake Core is sent during GLaDOS' partial destruction. The rest of the components on her body were simply out of reach from the reboot process. One possible reason might be to remove any possible incentive for Chell to return and attempt to kill her again. The claim of deletion could have been yet another failed attempt on the part of GLaDOS to provoke a reaction out of Chell. 1986: development start[1]Prior to May 200-: activation[1][2] NeurotoxinRocket SentriesSentry Turrets Advanced Personality Construct Feminine-like programming Aperture ScienceIndependent Jeremy Bennett (appearance) Erik Wolpaw (dialogue) Kim Swift "Okay. With the Cooperative Testing Initiative readily prepared, she goes back to testing without having to worry about any form of escape or sabotage. On several occasions, she seems to malfunction at suspiciously convenient points in mid-sentence, obscuring important information. If viewed in 'noclip mode," two heads can be seen. The hundreds of pictures (exactly 143 in total) on the video screens in GLaDOS' main chamber display many various and considerably random items (many were taken by Valve, and several were taken from the free stock images section of the website Turbo Photo). GLaDOS remains dormant throughout this time, her Personality Cores and other automated systems attempting to maintain the facility without her guidance. Reasonably, considering her name, GLaDOS is controlled by a DOS (Disk Operating System). This article has yet to be cleaned up to a higher standard of guality. In 1996, after a decade spent bringing the Disk Operating System parts to a state of more or less basic functionality, work began on the Genetic Lifeform component so that she would be able to run Aperture in perpetuity after his death. The four "pillars" found in the chamber's lobby may also be related to the discs and the Personality Cores. However, she seems unable to resist toying with Chell by making bizarre and often sinister comments. Chell exploits the situation and uses portals to redirect the rockets back at GLaDOS, detaching and incinerating her Personality Cores one by one. More than once, she tells obvious lies, then explains it away as a "required test protocol." She also displays an odd fixation with cake, repeatedly promising it as a reward. The last surviving employee, a schizophrenic programmer named Doug Rattmann, managed to avoid captivity as a result of his paranoia. She explains that she experiences Caroline's persona within her as a kind of conscience was her own voice. The discs no longer rotate and her name has also been removed from all of the discs. Wheatley's incompetence clearly poses a serious threat to the entire facility, which is deteriorating and on the verge of a reactor meltdown. Her voice then loses much of its computerized tone, taking on a more human, almost seductive manner. Interestingly, if the robots decide to perform gestures rather than searching for their objective, she pretends to deduct their Science Collabaration Points by 50 to as far as 5000 if they persist in apparent rage. In Portal 2, GLaDOS's "fast version" instructions in Chapter 2: The Cold Boot aren't actually instructions at all, but instead a quote from Moby Dick; "and methodically knocking people's hats off - then, I account it high time to get to sea as soon as I can." GLaDOS, near the end of Portal 2, appears to have suffered Lima Syndrome (the opposite of Stockholm Syndrome) as she became more sympathetic towards Chell and had conflicting feelings towards her, even after she returned Chell to the surface. Surprisingly, GLaDOS would meet HAL 9000 in Lego Dimensions, however this is non-canon. From this point on, Rattmann hid in unused portions of the facility, where GLaDOS was unable to monitor him. Eventually, the robots reach the chassis, to find that the intruder is merely the bird that abducted GLaDOS in the single player campaign, which is nesting in the chassis. Four large screens and GLaDOS was unable to monitor him. Eventually, the robots reach the chassis, to find that the intruder is merely the bird that abducted GLaDOS in the single player campaign, which is nesting in the chassis. which makes up the end of the generator; on it is found a small sign with on it the words "model: GLaDOS," "code # 081-354-56," and "Aperture Science," as well as a red struck circle, and a red triangle. This article is within the scope of the Portal Project, a collaborative effort to improve articles related to Portal and Portal 2. Retail GLaDOS' appearance as seen in Portal.GLaDOS as seen in Portal.GLaDOS as seen in the Central AI Chamber.Drop-down view of GLaDOS. The neurotoxin flooding the chamber while the countdown draws to a close. The Rocket Sentry aiming at Chell before hitting GLaDOS through portals. The Rocket Sentry firing into a portal after locking on Chell. A Rocket Sentry rocket about to hit GLaDOS. GLaDOS ascends while being destroyed. GLaDOS ascends while being destroyed. GLaDOS ascends while being destroyed. The Cake, and the Portal end credits. The Portal end credits are the Portal end credits. The Portal end credits are the Portal end credits. The Portal end credits are the Portal end credits are the Portal end credits. The Portal end credits are t

She then - surprisingly - pulls Chell back to safety before closing the portal. See also I'm going to kill you, and all the cake is gone." When Chell finally reaches the AI Chamber, GLaDOS' Morality Core is detached from the Central Core body and gets incinerated. This seemed to go unnoticed by GLaDOS. She then sends the robots through tests to

| a radio, and the Aperture Science Red Phone on the desk of the lobby of GLaDOS' chamber after appearing on the lower part of GLaDOS' generator. Card of a slideshow comparing Black Mesa at through the security cameras. Promising cake and grief counseling upon the completion of testing | and Aperture Science, here comparing GLaDOS' to what Black Mesa has | to offer.Ratman graffiti seen in Ratman Dens and maintenance areas of the | Aperture Laboratories, with the sentence "She's watching you" referring | ng to GLaDOS watching Test Subjects |
|--|---|---|---|---|
| panics at the sight of her eggs, and orders the robots to destroy them, but she changes her mind sincere passion for science, which she regards as her fundamental goal in life. Eventually, GLaDo the conclusion that if the crew were dead, he would no longer have to hide the information since Wheatley's distraction and restores herself to control of Aperture, stabilizing the reactors, then restores here. | OS discovers her origin of Caroline's consciousness uploaded into an A.I e there would be nobody to hide it from. Before the neurotoxins can kill he releasing Wheatley into outer space. The plan having failed, Wheatley re | network. In the "Peer Review" Portal 2 DLC, it's revealed that there is at ler, Chell destroys GLaDOS' final Personality Core, causing a malfunction in captures the two of them and forces them back into the test chambers. Who | east one prototype of GLaDOS's body in the Enrichment Center's inner a her system and spawning a massive portal on the ceiling of the chamben this proves ineffective, she switches to attempting to bond with Chell | workings. For science. He reached er. GLaDOS takes advantage of l, reminiscing fondly over their |
| experiences together and offering to simply let Chell live peacefully in another part of the facility Vault. A line cut from the final release of Portal 2 has GLaDOS openly stating she is going to kill DLC, GLaDOS rebuilds the robots, and states that 100,000 years have passed, and that all the hulloop of the last two minutes before her destruction. This was retconned in Portal 2, as her remain | Chell by name. She claims to be happy on Chell's behalf as well; however umans are alive, and everything is fine. Under is a smaller barrel-like dev ins are now located back in her main chamber and appear to be mostly in | r, she also implies ominously that Chell would have been better off remainivice covered with panels, and also connected to the walls with large pipes. Itact. She also makes an appearance in the ending credits of the same game | ing in Aperture, singing, "When I look out there / It makes me GLaD I'm GLaDOS later claims that a "quicksave" feature in her system kept her ce singing a song similar in fashion to both Portal games. Nevertheless, (| not you". Later, in the Peer Review consciousness trapped in an endless Chell ignores the invitation and |
| continues using the ASHPD to travel through the maintenance areas, out of GLaDOS' sight and of An unknown amount of time, though a minimum of at least 15 years, passes between the end of I on-words of "GLaDOS" and "potato." The name PotatOS seems to be the official name for GLaDO she rediscovers Caroline in her system. While being in these locations, they appear to be still link | Portal and the main events of Portal 2. At the end of the chamber, she fo OS's potato form, as there is a song on the official soundtrack titled "Pota | rces Chell to incinerate the Companion Cube before allowing her to procee tOS Lament." Despite being the CPU of the Enrichment Center, GLaDOS in | d. "PotatOS" is the nickname given by fans and developers to GLaDOS a onically was not aware of who Cave Johnson is, as she constantly remar | as a potato battery, an obvious play- ks his voice as being "familiar" until |
| GLaDOS reveals that the only way for her to bring the two back into the Hub, was to initiate their tests. In the cooperative campaign, she is the testing supervisor for ATLAS and P-body. ATLAS at controlled by a keyboard and monitor in place of her "head." However, it seems to have some lime Chell to catch them. Strangely, only one disc was present in her appearance during the chapter, | and P-body are then dropped into the depths of the Enrichment Center, we nited ability to control the Enrichment Center. She briefs them, telling the | there they are sent to an unnamed Test Shaft originally conducted by Apert em to make their way to a human vault at the end of the test. When Chell of | ture in the 1950s-70s era. The prototype is much more crude than GLaD detaches all of GLaDOS' Cores, the Cores are all sent to a different locat | OS's current body, and seems to be tion, making it harder and harder for |
| also an image of the Black Mesa logo, reinforcing the connection between Aperture Science and grows somewhat less hostile. GLaDOS has formulated a plan: she provides corrupted cores which the popular online flash game Kingdom Rush, during the final boss battle with the game's main a Valve's official GLaDOS voice filter can be heard in the initial trailer for the film: however, in the | Black Mesa. Even as early as the first testing course, the robots already th Chell attaches to Wheatley, attempting to trigger another core transfe antagonist Vez'nan, he says a multitude of things meant to discourage th | begin to show emotions and typical human gestures. As GLaDOS begins to r. You can help by correcting spelling and grammar, removing factual error e player, including "You will be baked, and then there will be cake." This is | recall this she also regains conscious access to what remains of Carolines, rewriting sections to ensure they are clear and concise, and moving seferencing GLaDOS, who said the same thing towards the end of Porta | ne's pre-upload personality, she some elements when appropriate. In al. McLain's voice run through |
| Center moments from self-destruction, Chell points the ASHPD at the ceiling, which is breaking transparent platform, accessed with stairs, then the tiled ground. When looked upon from a certa matter how obviously cruel her own actions have been. GLaDOS reacts strongly to the two voices that while she once considered Chell her greatest enemy, she now realizes Chell was actually her | open, and shoots a portal onto the Moon, blowing herself and Wheatley cain angle, GLaDOS looks like a woman - with a head, a chest, a large above, but is at first unable to remember why they seem so familiar; eventual | out into space. However, near the end of the fourth test chamber, the disas lomen, and two arms - hanging upside down by her feet, an arm bound are ly, she lapses into shocked silence for a while, telling Chell she needs to th | sembly machines fails, and she is forced to let the robots into the depths und her legs (an effect actually intended by the team). She usually portr ink over some things. When Chell awakens, GLaDOS expresses what see | s of the facility. Under her is another rays herself as an innocent victim, no ems to be genuine relief and tells her |
| model in Portal upside down, resembling a female body. GLaDOS, upon learning of her past, new GLaDOS is a combination of two systems, the Genetic Lifeform (aka Caroline) and the Disc Opera which may mean that one disc is connected to one core, the same going for all the others. The two | ver seems to particularly come to terms with it. The in game commentary rating System. She announced that she wanted to perform an experiment wo would then proceed into a control room with a projector. All the cable | mentions making her to be an inverted version of "The Birth of Venus";[3] on the company's "Bring Your Daughter to Work Day" using cats and boxes starting below arrive there. GLaDOS is strongly reminiscent of HAL 9000 | however, Game-ism says she looks like she is imprisoned in some sort of some sort of the Orange Box Prima Guide states that the discs represent each asport the murderous A.I. computer of 2001: A Space Odyssey; even the single | of bondage or torture posture.[6] bect of the Personality Cores on her, le, red "eye" of the security cameras |
| and Sentry Turrets are reminiscent of HAL. The potato has a large red glowing eye and various with Portal Pack Gallery Portal Pre-release Concept art of an early GLaDOS as a sphere, with a six Rollermines as a placeholder. The final scene reveals that GLaDOS was not entirely destroyed. He List of appearances References The Half-Life Wiki has more images related to GLaDOS. In extreme | ingle disc and an early Chell.The "Birth of Venus"-like GLaDOS within he However, in the chapter The Escape, GLaDOS successfully replaces a ma eme anticipation, she forces them to do it. In the ending to Portal, GLaDO | r room.Concept art for a GLaDOS closer to the final version.Mousepad art of jority of the components on her body with newer and sleeker pieces, nearly S is pulled into a massive explosion and torn apart as a result, with pieces | of the final GLaDOS, upside down.Early GLaDOS fight scene.Testing the changing her entire appearance, as she has also gained two new "arms of her "body" scattered across the parking lot outside the enrichment co | e Rocket Sentry on GLaDOS, using s" and a more sinister appearance. enter. However, those who read the |
| book, 2001: A Space Odyssey, will find that HAL 9000 was driven to his actions in an attempt to vault, a reprogrammed Defective Turret can be seen trying to defend the humans, showing that to Gallery Highest part of GLaDOS' disc generators. The barrel-like part of GLaDOS' generator. GLaDOS' Portal 2. Central Core discs in ruins. GLaDOS' only disc in the chapter The Escape. Central AI Cha | the survivors of her original attack many years ago have crawled their wat DOS' discs and the platform under them. Lowest part of the generator, was made, now shaped into her liking. The prototype was being accidentally | ay down there. However, GLaDOS proves she is still not entirely helpless: sith Central Core body and four monitor screens.GLaDOS' body after her recommandeered by the bird GLaDOS encountered while she was a potato, but | she quickly goads Wheatley into a rage, causing him to turn against Che boot.GLaDOS' body after a slight reconstruction.GLaDOS can often sha but the bird was stopped by ATLAS and P-body. Although she claims to d | ell in a fit of anger and paranoia. pe her eye with different emotions in only free Chell because efforts to kill |
| her have proved so troublesome, this does not seem to explain why she did not delete the Carolir the final test chamber. In the final scene of Portal, GLaDOS's model is used twice to represent he building. See the project page for more details about the article status. Passing two out of four d unused audio files make it clear that the choice wasn't hers. GLaDOS was universally praised for | er remains. MARGoT in the Fallout 3 DLC "Broken Steel" is based on GL lisc generators, this is the stage in which several support beams surroun | aDOS. However, ATLAS approaches the bird, and after some chaos, it flies ding the generator are located. However, it remains unknown whether Car | out of the facility, and P-body seals the opening. The two work their way oline agreed to be uploaded into the Genetic lifeform component or if sh | y back up the main Aperture ne was forced by technicians, though |
| Room, calmly assuring her that the high temperatures will not damage the Portal Gun or any oth are filled with bright rectangular holes. Even after GLaDOS claims to delete Caroline at the end than it really is and also starts to raise its chicks as killing machines, despite the fact that they are her congratulating Chell during puzzles. In their game AdventureQuest Worlds, the player could | of the game, her experiences while allied with Chell seem to have had a are not lethal. She then resumed mandatory testing. After the bots have in | n effect on her. GLaDOS is also similar in voice to Val from Solitary and in Installed the remaining three discs into their respective inputs, GLaDOS fina | now the Central AI Chamber is in an octagonal shape. She seems to beli- ally shows that "[she] can see everything now", before initiating a self-de- | eve the bird is far more dangerous estruct on the bots. Other lines have |
| Chell's name was at the top. As the overseer and highest of authorities of the Enrichment Center declaring, "I don't need anyone now." At the end of the final verse, she sings, "When I delete you GLaDOS and Chell, accidentally knocking them into the bowels of the facility. Finally in May 200 Throughout the fight, GLaDOS becomes increasingly distressed and enraged as her mental funct | r, GLaDOS resides in the Central AI Chamber. She expresses relief at being A Maybe I'll stop feeling so bad (or GLaD)," with the final line appearing O-, GLaDOS was activated as one of the planned activities on Aperture's | ing rid of her, suggests condescendingly that Chell is to be pitied for not has simply as "[REDACTED]" in the lyrics displayed onscreen - suggesting that Bring Your Cat to Work Day". In the ending song, "Want You Gone," GLaDO | living an immortal robot body like herself, and finally mocks the idea that her feelings toward Chell may be more conflicted than she wants to ad OS sings that while she once wanted to kill Chell, she is now satisfied to | t she might consider her a friend, lmit. Furious, he attacks both simply have her out of the way. |
| aloud.[11] The online gaming company Artix Entertainment has an "Ipotato" on their merchandis She desperately asks Chell to disarm herself and wait for a Party Escort Bot, which she claims we necessary materials; all she still needed was "a little neurotoxin". Information revealed in Portal triggered by Wheatley.GLaDOS shortly after her awakening.Chell and Wheatley grabbed by her | sing site HeroMart, which costs \$650,000.00. Caught off-guard, GLaDOS will bring her to a post-testing celebration in Chell's honor. Three chicks a 2 may shed light on some of her behavior in the first Portal. Retail One of the control of the con | begins to reveal her true nature, stammering and finally offering Chell unsuccessfully hatch, and GLaDOS names one of them Mr. Chubby Beak. GLabf Rattmann's murals, depicting a woman without lab coat during GLaDOS' | convincing congratulations for completing "the final test where we prete DOS' potato is carried off by a bird, but Chell eventually finds her. She cactivation. A lifeless GLaDOS in the ruins of the Central AI Chamber. The | ended we were going to murder you." claimed she would have all the e reboot process accidentally |
| poison Chell with neurotoxin. Wheatley rolling into the neurotoxin ventilation tubes. GLaDOS during Input receptacle. GLaDOS dragged back to the Central Core body in the chamber. GLaDOS during Meanwhile, the number of Aperture employees dwindled through the ensuing weeks of testing. | ring a forced core transfer procedure.GLaDOS uploaded to a potato, as W ig the ending monologue. However, shortly after, she effectively won this You monster." —GLaDOS[src] GLaDOS (Genetic Lifeform and Disk Opera | Theatley controls the Central Core body. Chell with GLaDOS attached to the race when the Black Mesa Incident occurred, destroying the competitor's ating System) is an artificial intelligence created by Aperture Science, and to | Portal Gun.Ditto, standing between a portal. Facing Wheatley's monitor entire facility, which in turn diverted all attention from rescuing the trathe primary antagonist of the Portal series. These signs of instability beg | r screen.GLaDOS attached to a Core pped Aperture employees.[1][2] gin early on, and become increasingly |
| obvious as Chell proceeds through the test chambers. As much as she is displeased with these aclisten to me. Her backup system activates a room full of Personality Cores and files a letter to Ch beaks, one of them smashes the glass of the Vault, and she realizes that they are perfect killing reportal 2's single-player campaign. Once construction was nearing completion, the Aperture Scientific Cores and files a letter to Ch beaks, one of them smashes the glass of the Vault, and she realizes that they are perfect killing reportal 2's single-player campaign. Once construction was nearing completion, the Aperture Scientific Cores and files a letter to Ch beaks, one of them smashes the glass of the Vault, and she realizes that they are perfect killing reportal 2's single-player campaign. | hell, telling her that she is "still alive" and "not even angry" at her, but no machines. Gloating, he celebrates his newfound power by humiliating GL nce Red Phone plan was implemented as a fail-safe in case she appeared | ot before extinguishing a candle on the cake, which was not a lie after all. In aDOS further, attaching her to a potato battery capable of powering only he to become hostile and dangerous, requiring an employee to sit by a red ph | n-game files reveal the password was "ABCDGH". One day, while she is her consciousness and most basic functions. She is the main antagonist t hone on a desk in the entrance hall of the Central AI Chamber.[3] Prior t | insulting them about their large throughout Portal and the first half of to May 200-, GLaDOS was activated |
| several times by Aperture technicians, each time being quickly turned off after trying to kill then songs - "Still Alive" and "Want You Gone," respectively - that openly express pleasure or relief at Personality and skills GLaDOS is amoral and often sadistic. As Chell recuperates, GLaDOS repair saying "surprise," the Black Mesa logo when she mentions the "dumbest thing" (destroying the Management of the Company of of the Management of the Company | t Chell's departure, but hint, in GLaDOS' customary passive-aggressive stars the facility and summons ATLAS and P-body to her chamber. However Morality Core), a cow when she says "whoah, whoah, whoah" when the ex | tyle, at considerably more complex feelings on the subject. They succeed in r, several pictures match up with the dialogue, such as an image of a violin feets of the Morality Core go away, or a screw when she says "good news." | triggering a Core transfer, detaching GLaDOS from the mainframe and about to be cut by a knife when GLaDOS mentions Chell's "violent" behalf However, these images may slightly vary from one gameplay to anothe | l replacing her with Wheatley. avior, a picture of a cake when er. GLaDOS also mentions the |
| maddening influence of the Personality Cores, which she experienced in at least some cases as c Relaxation Chamber. Portal The Central AI components are suspended from the ceiling in the ce more quickly than any other Test Subject on record. After being fitted with a Morality Core, GLa restoring the facility. | enter of the chamber, and make up all of the chamber's height: The topm | ost component is a large, dark disc attached to walls. Appearances Portal T | est Chamber 05 during Chell's tests. GLaDOS then congratulates her fo | or "euthanizing" her Companion Cube |
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