Subject: Episode 2

Posted by KIRBY-098 on Fri, 04 Apr 2008 02:10:37 GMT

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Got it, and I liked it but thought it a bit short.

Loved the last strider level and the hotrod as well. (I used to have a dodge charger just like it)

Thoughts?

Subject: Re: Episode 2

Posted by Zion on Fri, 04 Apr 2008 02:21:04 GMT

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**OMG ELI DIED!1** 

Subject: Re: Episode 2

Posted by R315r4z0r on Fri, 04 Apr 2008 02:46:13 GMT

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Episode 2 of what..?

Subject: Re: Episode 2

Posted by Lone 0001 on Fri, 04 Apr 2008 02:52:29 GMT

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Half Life 2 I assume since that is the only game I know with episode 2 in the name lol.

Subject: Re: Episode 2

Posted by Oblivion165 on Fri, 04 Apr 2008 02:54:51 GMT

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R315r4z0r wrote on Thu, 03 April 2008 22:46Episode 2 of what..?

The only Episode 2 that matters!

## File Attachments

1) Wall\_small.jpg, downloaded 713 times



Posted by Rocko on Fri, 04 Apr 2008 04:10:27 GMT

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i played it, its awesome.

ur cool 2 for playin it but ur still an old muthafuka

Subject: Re: Episode 2

Posted by Oblivion165 on Fri, 04 Apr 2008 04:56:09 GMT

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Erm...I'm 21 guy.

Half life 2 came out when I was a Junior in High school.

Posted by R315r4z0r on Fri, 04 Apr 2008 05:00:10 GMT

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ugg.

The only game I like from valve is Portal.

Subject: Re: Episode 2

Posted by Oblivion165 on Fri, 04 Apr 2008 05:02:36 GMT

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Steam/Valve is my preferred go to company:

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Command and Conquer: Renegade Official Forums



Posted by havoc9826 on Fri, 04 Apr 2008 05:02:36 GMT

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Played it. I dunno how I missed some of those antlion grubs, though. Did anyone actually do the traveling gnome achievement, or the one where you had to not lose any buildings?

Subject: Re: Episode 2

Posted by KIRBY-098 on Fri, 04 Apr 2008 05:06:17 GMT

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I almost completed the buildings one tonight.

Hint, use the logs against the hunters or hit turbo right before running them over and always carry a magnuson with you to finish the strider guikly.

Subject: Re: Episode 2

Posted by Sir Kane on Fri, 04 Apr 2008 10:28:27 GMT

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Oh god, I hate the hunters. I also have only 54% of the archivements in EP2. lol

Subject: Re: Episode 2

Posted by Ryu on Fri, 04 Apr 2008 22:17:02 GMT

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Pre-ordered the Orange box, awesome new games from VALVe.

Subject: Re: Episode 2

Posted by Canadacdn on Sat, 05 Apr 2008 00:13:57 GMT

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Sir Kane wrote on Fri, 04 April 2008 04:28Oh god, I hate the hunters. I also have only 54% of the archivements in EP2. lol.

Hunters are assholes. I always make it my top priority to crossbow them in the face as soon as I see them.

Posted by Sir Kane on Sat, 05 Apr 2008 01:00:32 GMT

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http://steamcommunity.com/profiles/76561197992152872/stats/HL2:EP2

Subject: Re: Episode 2

Posted by cmatt42 on Sat, 05 Apr 2008 01:28:24 GMT

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Half-Life 2 to date has one of the best captivating story lines. That goes for anything, not just video games. I nearly cried at the end of Episode 2, but of course someone ruined the ending beforehand.

Subject: Re: Episode 2

Posted by Canadacdn on Sat, 05 Apr 2008 01:37:12 GMT

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cmatt42 wrote on Fri, 04 April 2008 19:28Half-Life 2 to date has one of the best captivating story lines. That goes for anything, not just video games. I nearly cried at the end of Episode 2, but of course someone ruined the ending beforehand.

That's garbage, the HL2 story is almost non-existent and it seems like they make it up as they go along.

Subject: Re: Episode 2

Posted by cmatt42 on Sat, 05 Apr 2008 01:41:12 GMT

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Canadacdn wrote on Fri, 04 April 2008 20:37

That's garbage, the HL2 story is almost non-existent and it seems like they make it up as they go along.

Troll elsewhere, kthx.

Subject: Re: Episode 2

Posted by Canadacdn on Sat, 05 Apr 2008 02:09:28 GMT

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cmatt42 wrote on Fri, 04 April 2008 19:41 Canadacdn wrote on Fri, 04 April 2008 20:37 That's garbage, the HL2 story is almost non-existent and it seems like they make it up as they go along.

Troll elsewhere, kthx.

I'm not trolling, the series is almost completely full of things that just show up with no explanation at all (Dr. Magnusson, anyone?) and suddenly become part of the plot. You are given very little explanation, if any about what the hell is going on every time the G-Man talks to you, and after three games you think Valve should start to have a coherent storyline. It seems like it won't ever end.

Subject: Re: Episode 2

Posted by Jonty on Sat, 05 Apr 2008 07:05:13 GMT

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Canadacdn wrote on Sat, 05 April 2008 03:09

I'm not trolling, the series is almost completely full of things that just show up with no explanation at all (Dr. Magnusson, anyone?) and suddenly become part of the plot. You are given very little explanation, if any about what the hell is going on every time the G-Man talks to you, and after three games you think Valve should start to have a coherent storyline. It seems like it won't ever end.

I could just as well say that Command & Conquer has an equally crappy storyline - "omg how dose kane still b alive?!"

It'll all be explained in the end. (Hopefully)

Subject: Re: Episode 2

Posted by YSLMuffins on Mon, 07 Apr 2008 22:48:44 GMT

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Sir Kane wrote on Fri, 04 April 2008

19:00http://steamcommunity.com/profiles/76561197992152872/stats/HL2:EP2

So you haven't finished the game? I could have sworn you'd have to get Defense of the Armament if you beat the game.

Subject: Re: Episode 2

Posted by Sir Kane on Thu, 10 Apr 2008 13:38:59 GMT

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I did, making this very wtf.

Posted by Nukelt15 on Thu, 10 Apr 2008 18:56:24 GMT

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Magnusson is a reference to a moment in the opening of HL1, where the player (as Gordon) is able to poke buttons on a microwave and cause the contents of a container inside to explode. A scientist sitting at a table nearby exclaims "My God, what are you doing?!" Valve has been very good at connecting people in HL2 to people and events in HL1; I've yet to find any serious continuity problems in the series thus far.