
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 [Lone0001](#) 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!

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1) [Wall_small.jpg](#), downloaded 812 times



Subject: Re: Episode 2
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.

Subject: Re: Episode 2

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:

File Attachments

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— INSTALLED

- Call of Duty 2
- Call of Duty 4: Modern Warfare
- Counter-Strike: Source
- Grand Theft Auto
- Grand Theft Auto 2
- Grand Theft Auto 3
- Grand Theft Auto: San Andreas
- Grand Theft Auto: Vice City
- Half-Life 2
- Half-Life 2: Deathmatch
- Half-Life 2: Episode One
- Half-Life 2: Lost Coast
- Manhunt
- Max Payne 2: The Fall of Max Payne
- Midnight Club 2
- Peggle Deluxe
- Peggle Extreme
- Portal
- Quake 3 Arena
- Quake 3 Team Arena
- STALKER: Shadow of Chernobyl
- Synergy
- Zombie Master 1.1.3
- Garry's Mod (63%)
- Half-Life 2: Episode Two (0%)
- Team Fortress 2 (99%)

— TOOLS

- Source Dedicated Server
- Source SDK
- Source SDK Base
- Source SDK Base - Orange Box

— NOT INSTALLED

- Bioshock
- Call of Duty
- Company of Heroes
- Company of Heroes: Opposing Fronts
- Half-Life
- Half-Life: Blue Shift
- Max Payne
- Opposing Force
- Team Fortress Classic
- Wild Metal Country

Subject: Re: Episode 2
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 quickly.

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.

Subject: Re: Episode 2
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 19:28 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.

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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Canadacdhn 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

19:00<http://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.

Subject: Re: Episode 2

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.
