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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)

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