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Subject: Re: OT: One more day...

Posted by [Nukelt15](#) on Fri, 02 Jun 2006 00:10:46 GMT

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Well, I just finished Episode 1... it was about the length I would expect from that price, and offered a few moments that hearkened back to certain areas of Black Mesa in Half-Life (you'll know them when you get to them). A few spots were a little more frustrating than I would have liked- namely, a \*certain\* elevator sequence very early on and a \*certain\* fight with a Strider- again, you'll know which ones I'm talking about when you get to them, and you'll know just why they can be so frustrating.

A bit of a spoiler here, but Alyx is with you almost the entire game, which is nice in some areas- she gives the critters something else to shoot at, and takes out quite a few on her own. Her melee attack is particularly powerful (she kicks enemies in the head). You, on the other hand, don't even get a melee attack until about half to 2/3 of the way through the game. That's right- you don't start with a crowbar. You start, as it turns out, with the gravity gun. That isn't a bad thing, either, at least until after a certain point.

There are some very dark areas that force you to use the flashlight- in fact, Alyx will shoot at whatever you target with your flashlight in such areas, giving you a degree of choice as to where she puts her bullets (very handy). Flashlight burn time seems to have been extended somewhat.

Overall, I like it. At first glance, a few areas seem to be impossible, until you puzzle out how to cut off the monster spawns (remember that bit in the Sewers in Opposing Force? Same concept, different method). All the weapons from HL2 do make an appearance, some later than others. There are no new weapons, but there is nothing useless this time- you'll find yourself using even the basic 9mm quite a bit once you acquire it.

There are two new enemies- one the Stalker, which was in HL2 but this time you get to fight it. The other is just plain fun... I won't spoil the surprise. A third new type of enemy is alluded to, but does not appear in this installment.

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