
Subject: Re: OT: Halo2 or Half-Life 2??

Posted by [Dr. Lithius](#) on Sat, 25 Jun 2005 17:30:54 GMT

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Half-Life 2, if I ever get the money for the Steam Silver edition(Half-Life 2, Counter-Strike: Source, Half-Life: Source, Half-Life 2: Deathmatch, and Day of Defeat: Source(once it comes out) with no additional merchantdise(aside from the product catalog) or whatnot.) Or, alternately, I could just do as I did with Half-Life and wait until they release some super-giganormous package with a buttload of stuff on it. For example, the Half-Life Platinum Collection came with Half-Life, Counter-Strike, Team Fortress Classic, Day of Defeat, Deathmatch Classic, Opposing Force, and Blue Shift.(Although I don't know if Blue Shift is Steam compatable. It probably is, but by default, it doesn't appear to be listed on the Steam menu dispite the fact I entered its serial number in.) But that's just me. . . Always several steps behind. Hell, it took me 'til last year to get with the Renegade and Half-Life crowds. Sheesh. . .

Oh, and as for why Half-Life 2. . . Greater depth, it's more replayable, it's not over-hyped six-ways from Sunday(*awaits the slings and arrows of Halo freaks* =P), and it's on the PC, which means modifications! And lots of them. That, and I really don't have any deep interest in the Halo series. I got bored with the first game, for example.(PC version.) Not saying it's not a great game with some sort of enhancements over its competitors(at the time), but it's just not very interesting to me.
