
Subject: Re: So ummm... Why dose everyone say Halo is so f*king awesome?

Posted by [Nukelt15](#) on Thu, 29 Mar 2007 19:41:04 GMT

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There are a lot of things I like about Halo, but there are also a lot of things I don't like. I've played both Halo and Halo 2 on XBox and find them to be amusing but largely unimpressive, especially since both games have some very silly gameplay mechanics (Halo 1's immortal vehicles that transfer all damage done to them to the passengers instead, Halo 2's lack of falling damage, etc).

A lot of that, I'm sure, comes from the fact that I've never been too fond of console shooters- the controls piss me off and they usually lack quite a bit of depth compared to their PC counterparts. However, Halo falls far, far short of being even in the top fifteen shooters of all time; maybe it would rate top ten for consoles, but certainly not overall. Then again, I also have spectacularly high expectations for my shooters; my introduction to the FPS genre was Tribes.

Honestly, I would buy Halo 2 PC if it were available for XP; I liked Halo PC just well enough to make it worth buying (though certainly not at full release price). I refuse, however, to believe that a game which was made to run on an XBox would somehow require a brand new OS- even with graphics upgrades- and I just flat out will not ever buy Vista. I don't plan on buying an XBox either, so Halo 2 for me will wait until either someone cracks it to work with XP or MS wises up and does the same.
