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

Posted by [Sniper_De7](#) on Thu, 29 Mar 2007 21:36:51 GMT

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The single player in Halo was just sooooooooooooo boring. I mean I think I've played through it once, or maybe twice. I got easily just as bored with Halo 2 that I didn't even play more than 3 missions or whatever it is. I guess you *could* say the same thinga bout Goldeneye for me (at least for single player) Just that after you got done you could do it on a harder level and you got rewarded with a new level. That, and the fact that if you did them under certain times you got cheats - so there was a lot of stuff to shoot for. (After doing this there isn't much point to do more) I'd still say the MP in goldeneye was much better, just because of the wide variety of weapons, not only that but it introduced other game types (Hiding in complex with flag when no one knows how to get where you are, not to mention having to face a wall so that they can't tell where it is. The mines were fun and a lot of it was just really nice. Though PD is about the same I still prefer goldeneye just because it was first and because it's james bond.
