Subject: Re: So ummm... Why dose everyone say Halo is so f*king awesome?
Posted by PlastoJoe on Fri, 30 Mar 2007 03:24:20 GMT
View Forum Message <> Reply to Message

Well you know fall damage was turned off in Halo 2 because of the lunge attack. If you lunged down off of a ledge or something, you could die.

As for immortal vehicles, m'eh. Turned out good for tricking at least.