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Subject: Re: BAH Halo 3

Posted by [R315r4z0r](#) on Wed, 26 Sep 2007 20:31:52 GMT

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KIRBY-098 wrote on Wed, 26 September 2007 11:44

Why exactly are we flaming this high quality product and still hanging on and holding it in comparison to renegade, which at best was a half assed attempt at FPS?

Don't get me wrong. I love ren and want a followup. But c'mon. Let's keep our objectivity intact people.

Because there are a lot of people here who have either never played it, or played it once for a short time, or watched someone play it from the middle of the story for a short time.. or whatever.

Then they see that many people like the game, and just to different, they say they don't like it.. even if they don't mean it. I know I was the exact same way, that is until my friend sat me down and forced me to play Halo 1. I was all like "Oh Snap"

starbuzzl didn't buy Halo 2 was cuz of the Vista requirement and it looks just like Halo 1 ??? I don't know what your talking about.. Halo 2 got complaints for looking almost totally different than Halo 1... :\

Also... I didn't feel like quoting... to the guy who said it had "crappy multiplayer game modes"

You make your own game modes. It just has guide line modes that you branch off from. And now with the introduction of the Forge, customization was brought to a new standard... JUST with this game ONLY.

For example, you can edit where flags spawn in capture the flag... put them anywhere on the map. You can also chose what weapons spawn where and what vehicles spawn where and even where the players spawn in Slayer.

And I just did this a few min ago, I made a "Mongoose cannon" I lined up a bunch of fusion cores and put a mongoose at the end. I shot the first one, the explosion went down the line, and BOOM It flew away off the map... so freakin insane. XD

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