
Subject: Re: List your HL2 Quotes

Posted by [JohnDoe](#) on Thu, 26 Nov 2009 19:54:58 GMT

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Dover wrote on Thu, 26 November 2009 10:33R315r4z0r wrote on Thu, 26 November 2009 07:04Halo has a better story by default.

Half Life 2 barely has a story at all! The entire game being given little information, then getting from point A to point B to learn a little more information, then going from point B to point C.

The only reason why it's good is because of what I mentioned above.

You could probably put the entire HL2 story on 1 or 2 pages of paper it's so short. If you were to put Halo's story on paper, it would reach dozens. Maybe even into the hundreds.

Also, Halo isn't just about Master Chief. He's just some guy who ended the fight. The war goes on for decades before Master Chief is even born.

Halo's story is just a loose collection of clinches, and would fit in a paragraph, taunts include: Generic humans with power suits, supersoldiers, and space marines (Ooriginal!) are in a war against some hive minded aliens that infest people (Which are not rip-offs of the Zerg from StarCraft!) called "The Flood" (Totally not a synonym for "The Scourge"!) that are controlled by an ugly-as-fuck creature called "The Gravemind" (Completely different from The Overmind from StarCraft!), and against a different alien society with wacko religious beliefs and a rigid caste system that's slowly leading to their demise (Not the Protoss, because they're bad guys lol!). Eventually, one of their Heroes who never shows his face narrowly saves the Earth by making some sacrifice and using (What turns out to be) good 'ol Human technology and ingenuity. Yawn.

You can go into more detail than that, but it would be like including every Hand of Nod that Havoc blows up in Renegade in a description of the C&C story.

Half Life doesn't have the sheer AMOUNT of story that the Halo series does (Probably because Valve aren't one-trick ponies and develop other series also, and Bungie don't), but they make up for it with an original plot and original gameplay. That's why Half-Life is consistently scored above Halo by basically every game critic who's opinion you'd care to take.

Looking for originality in Sci-Fi? OMG Half-Life ripped off Matrix, Star Wars, War of the Worlds and a whole lotta other shit...how generic! stfu

Half-Life series dialogue: 90% "Hello Gordon, let me help you!" 5% "Watch me fire up this protoion megadisplensor...yikes! I forgot to initiate stage 3!" 4% " Nice butt, Gordon." 1% "I'm the G-Man and I ordered the Matrix DVD set so that I could watch the scenes with the Oracle and the Architect over and over again."

Shit is weak and now their whole plot relies on Episode 3 delivering - otherwise the whole franchise's story will be exposed as a gimmick.

How are you gonna call Bungie one trick ponies when Marathon and Halo are two of the most

highly rated and influential gaming series in history. What has Valve done that kept them from writing a proper story? Left 4 Dead? Yes, that's the pinnacle of originality. Portal? Clearly story-driven.

Halo (2001) 97
Halo 2 (2004) 95
Halo 3 (2007) 94
Halo 3: ODST (2009) 83

vs

Half-Life (1998) 96
Half-Life 2 (2004) 96
Half-Life 2: Episode One (2006) 87
Half-Life 2: Episode Two (2007) 90

Metacritic > your bullshit. Halo's DNA is found in practically every big budget FPS nowadays...must've been a very unoriginal game!

I can understand where your Valve bias is coming from, tho: