
Subject: Re: BLACK OPS COMMENTARY (HILARIOUS LOL)

Posted by [Dover](#) on Mon, 14 Mar 2011 11:52:09 GMT

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GEORGE ZIMMER wrote on Sun, 13 March 2011 17:04Dover wrote on Sun, 13 March 2011 16:36Competitive FPS will always be the domain of the PC.

Nope. Not since Halo came to the scene. I mean, Counterstrike and a few others still remain, but meh... Call of Gears: Reach is taking over the scene, and you know it. Though to be fair, those games only last about a year or 6 months before they burn out (While CS still has a fairly large playerbase last I checked). Still, most people in GENERAL are moving away from PC FPS's. They're starting to go the way of fighting games, really.

And honestly, I'm fucking okay with it. If it means a return to FPS's core roots of being horror/atmospheric, I am very much okay with this. FPS games have such a broad variety, and if it means consoles just get a slew of shitty HURPA DURPA 0.01 REACTION TIME 99-0 K/D, it'll hopefully keep the crap out of PC gaming.

I said competitive FPS. If we were judging the quality of a game by the size of it's player-base, then Farmville is the most competitive FPS out right now. Halo dumps it's playerbase every time a new shitty installment rolls onto the scene. Same thing with Call Of Duty, which has been shit since CoD2 and never really good since CoD 1 (On the PC).

Even casual FPSes like Left 4 Dead or Team Fortress 2 play thousands of times better on the PC than they do on the console. It's a shame that Games for Windows LIVE and Xbox LIVE don't allow cross-platform play. Although there's probably a good reason for it, since it would end in tears and broken controllers for xbox owners. (Actually, there was one game, ShadowRun, that did allow this, except with aim assistance and other handicaps for console players. Pathetic.)

The competitive scene will always favor whatever platform allows the best to play at their best unhindered. That's why Anthrax plays xbox "To play with his mates" and minimizes things like dedicated servers and a non-retarded control scheme. People like him have forgotten what competitive FPSes are all about. It's not supposed to be the slow-as-molasses gameplay (low-gravity, ton-of-HP, snails pace movement) that games like Halo have to shovel out to compensate for their shitty control scheme. It should be fast and furious, a place that tests your skill, aim, reaction time, and decision making, with nothing getting in the way of a player except the opposing player. These things will never happen on a console. Not unless they dump their current shitty control scheme in favor of a proper keyboard/mouse. But that'll never happen because all the 13 year olds would cry. Until then, console FPSes will continue being the same way they are. It's like trying to run a 100m dash in clogs.

I can't believe this is even a discussion. Have you ever seen a "competitive" gears of war match? It's the dumbest thing in the world. It's like watching CS teams play on aim_map except they can't aim so they just run at each other.

I linked all those videos so we're on even footing when we talk about competition in FPS. Watch any of them, and imagine the horrible terrible things those players would do to even the best Halotard. Famous Quake pro Fatal1ty would sometimes play one-handed (forward bound to mouse 2, jump bound to mouse 3) and still win against the average PC player. Imagine what he'd

do to someone using thumbsticks.
