

---

Subject: OT: Halo2 or Half-Life 2??

Posted by [smwScott](#) on Mon, 07 Jun 2004 17:06:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

EXdeath7Halo 2 rocks if you watched the E3 Demonstration , you can see there is certain vehicle damage. Like on the warthog you can shoot off the hub caps or blow off the headlights. With the ghost you can shoot off the engines and it cant move Also the levels are like this also , certain things can be blow then bits adding that red faction feel to it

Honestly, that should have been a feature in the first game. The vehicles had good physics but it was stupid how they were invulnerable. Also, Halo 1 was not that good in my opinion. The ridiculous overuse of level geometry was really a pain in the ass, a good chunk of the single player looked like it was made in the Timesplitters 2 level editor (ie. they re-used exact same rooms like 50 times). The only fun parts of the game was the vehicles and the very last level, just cause it was cool. Halo 1 doesn't hold a candle to Half-Life 1, the only reason it's so hyped is because it's the only AAA exclusive X-BOX has (or had, now it's on PC too). If the game had gotten a simultaneous release on PC or the other consoles no one would have cared that much about it.

Now, judging from the series first games I have no reason to believe that Halo 2 can touch Half-Life 2. We know that HL2 has better graphics, physics, and AI for certain (judging from what both companies have released). In addition to this HL2 will obviously have a much better multiplayer and modding community, because the X-BOX (and all consoles for that matter) is crusted over horse shit in this area. Finally, I believe that HL2 will be much more fun than Halo 2.

---