
Subject: I Suck at Halo(Disqualified n00bstory)
Posted by [Dr. Lithius](#) on Sat, 09 Jul 2005 07:38:10 GMT
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Can I rant about Halo for a minute? Yeah? If not, I'm sure someone'll tell me. Anyway, here's what I original wrote on n00bstories. It got locked outright because it was a self-nomination, and only a self-nomination. But I digress. . . *ahem*

Quote:It's official. I am the worst Halo[for the PC] player in the world. So I'm turning myself in before someone else does. And hey! This time I have actual valid reason to report myself. Read on. . .

Here's the story. I hopped on to a random Capture the Flag server, right? I thought to myself, "Well. . . This is the first time I've ever played Multiplayer Halo on ANY platform, so this should be quite a treat." . . .how very wrong I was. The maps were irrelevant. I WAS the ONE and ONLY n00b of all the five games I played, ranking dead last with zero kills and repeated deaths. THE MOST deaths, in fact. But anyway, let's get to the good stuff.

Halo has to have the most CONFUSING HUD I've ever seen. Not the HUD itself, but the way it decides to display things. Things like team mates, names, and other important icons such as the FLAG. I was on blue for all of these games, and guess what? Every name I saw, shock and awe, WAS ALSO IN BLUE. If someone was in a vehicle, I couldn't tell if they were friend or foe. Even worse, I ended up shooting down our team's FLAG CARRIER because, as it happens. . .the FLAG ICON was in blue, TOO! I thought that was OUR flag in the Banshee, not THEIRS. What's the freaking point in knowing where THEIR flag is on the HUD if we have it, but not know the location of OUR flag if they have ours? You tell me that!

Anyway. . . Long story short, some dipstick teamkilled me next game. When I asked why, he explained to me that was him in the Banshee with Red's flag. Geezus. . . From that point on, he was on red. Every chance he got, he rammed into me with a Banshee on every map we played. He even managed to find me, time and time again, when I happened to grab Red's flag. Being a new player, it really didn't occur to me to try and throw a Fragmentation Grenade at this thing coming at me at 80 MPH, flag or not. Geezus. . .

I'd continue, but all I'd be doing from this point on is whining about how different Halo is compared to. . .well. . .ANY god damned first-person shooter(Except Tribes: Vengeance, which bites as a Tribes game anyway.), and how confusing everything is. So. . .yeah. End of Line.

Yeah, I was too lazy to add FUDcode here. *shrugs* Anyway, I'm done. Your thoughts, comments, and whatever?

Subject: Re: I Suck at Halo(Disqualified n00bstory)
Posted by [=HT=T-Bird](#) on Sat, 09 Jul 2005 13:34:47 GMT
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LOL that is hilarious...I happen to play Halo PC (have been for the past year and a half) and I never had THAT problem...although would any1 care to explain to me why i can't hit anything half the time with a sniper rifle in Ren?

Subject: Re: I Suck at Halo(Disqualified n00bstory)
Posted by [flyingfox](#) on Sat, 09 Jul 2005 20:13:14 GMT
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i've got the same problem in soldier of fortune 2, but not so bad as to have 0 kills. It seems as though everyone you play against know the maps inside out and played the game too long for their own good. one thing I never get: if a man runs round a corridor and i'm standing aiming at it with an M60 machine gun, who's going to kill who? the man standing about 20 feet away and shooting at a rate of hundreds of rounds a minute with a far superior weapon, or the man with an AK74, running and shooting, inaccuracies on? my reticle is always dead on yet my shots miss and their shots hit in half the time. Frustrating and nonsensical. same with counter strike. it should be practically a guaranteed kill but it isn't.

I find call of duty easier.especially the rifle only games which are a lot of fun and take a while to get bored of.

Subject: Re: I Suck at Halo(Disqualified n00bstory)
Posted by [Dave Mason](#) on Sun, 10 Jul 2005 13:38:14 GMT
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CSS aint hard you know. They fixed the hitboxes. Just don't spray, the recoil on most weapons (para, auto, ak) is quite high. Aimed bursts are the way, or the trust pump, damn I love that gun.

Subject: Re: I Suck at Halo(Disqualified n00bstory)
Posted by [Lijitsu](#) on Sun, 10 Jul 2005 23:49:17 GMT
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I play Halo: PC online alot, and i have that problem, excluding kills, alot. Ive gone through one game where i got the most kills, no deaths, and two flag captures. Then again, i was playing against three complete dipshits. It was a 2v3 and my ally told me that he was better as an assaulter, so i played as a sniper. Long story short, he decided it would be best if he defended while i attacked. He managed to get the flag once, which sealed the game. If i remember correctly, i had 34 kills, and my partner had 29 kills, 6 deaths, and one flag capture. My suggestion to you, is, if you havent already, beat the single player mode on normal difficulty, and when you get stuck in a level, either come here and ask me since ive run through it a good 7 times now, or go online, play a CTF a few times to get rid of stress, and then go back and try the level again. After alittle while, you just adapt to the games speed, weapons, tactics and maps so much, that your a great player.

Subject: Re: I Suck at Halo(Disqualified n00bstory)
Posted by [Dave Anderson](#) on Mon, 11 Jul 2005 04:10:19 GMT
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The one and only thing I hate about Halo...teh god dang smooth mouse feature that you cannot

turn off. You can't instantly move your scope around like in Renegade...no...you have to wait for it to slide over. That makes me hate the sniper.

On the other hand. About this story. I have always been really good at first person shooter games. Halo PC was one of the first FPS games I have ever had to get used to. It took me 20 minutes of playing, but still. You will get better. Just keep playing and don't give up.

Subject: Re: I Suck at Halo(Disqualified n00bstory)
Posted by [sniper12345](#) on Tue, 12 Jul 2005 06:23:35 GMT
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flyingfox wrote on Sat, 09 July 2005 16:13i've got the same problem in soldier of fortune 2, but not so bad as to have 0 kills. It seems as though everyone you play against know the maps inside out and played the game too long for their own good. one thing I never get: if a man runs round a corridor and i'm standing aiming at it with an M60 machine gun, who's going to kill who? the man standing about 20 feet away and shooting at a rate of hundreds of rounds a minute with a far superior weapon, or the man with an AK74, running and shooting, inaccuracies on? my reticle is always dead on yet my shots miss and their shots hit in half the time. Frustrating and nonsensical. same with counter strike. it should be practically a guaranteed kill but it isn't.

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My record in SoF2 is like, 19 kills and 0 deaths. Then I died and continued killing.

I've retired for years now, but when I was good at it...I could kill anything. Really...
