
Subject: Microsoft Has Really Done It

Posted by [SeargentSarg](#) on Thu, 28 Dec 2006 23:01:13 GMT

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Well, this is absolutely fucked up. The Xbox 360 has been fucking everyone over. Why? Lets see..

- Xbox Live was offline from yesterday (5PM EST till 7AM EST) Some people said it was an earthquake fucking over fiber optic lines underground. And some people said that it was an overload of xbox live players online, all at once. In my opinion, bullshit.
- Xbox 360 has been known to spread faulty hardware, causing the "3 Red Lights of Doom" This has happened to me twice (with 2 different systems, each were sent to microsoft for repair, and about 2 weeks after, I still have not recieved them, I have called them about an estimated ammount of 43 times. And they keep on saying "It should be there tomorow") Total fucking bullshit. I want to know what the fuck are my consoles going through.
- Millions of people are recieving these problems as well. And personaly, I think it is fucking hilarious that Microsoft has pulled this shit on us. God dammit, even the PS3 has less bugs, and it is still fucking crap! Everyone, trade in your Xbox 360, games, etc. and get the PS3, or better yet, the Wii, cause this is bullcrap.
- People are blaming every single hardware problems on their 360 to the Power Supply Unit (known as the power brick that is suppost to be inside the 360 to begin with.) I believe that the brick is fragile, and should be remade from the ground up, because when Microsoft ships it to stores and sites ship it to you, they get all fucked up.

We are all fucked, every 360 will one day fucking die cause of the power supply unit, it is guaranteed by most people, your 360 will die under 1.5 years of purchase date.

Don't waste your money on this piece of junk. Get the Wii or the PS3.

Subject: Re: Microsoft Has Really Done It

Posted by [Memphis](#) on Thu, 28 Dec 2006 23:15:48 GMT

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There is something called planned obsolescence. This is where manufacturers make parts that are only designed to last for a set ammount of time. In most cases it happens just when the warranty has expired and is a way to make more money. They work out which is most economic for them. If the parts of the product fail too soon it will cost them money because it is in warranty but if they last for too long the production costs will be much greater (cost to the end user too). Manufacturers have been doing this for years and a typical example would be a washing machine designed to break down very soon after the warranty expires. They will know perfectly well that this power brick is a weak link but the cost to replace it and possibly recall consoles will be far too much. It is just another way for businesses to make money which at the end of the day is what they are there to do. This isn't at all good news for the consumer though unfortunately.

Subject: Re: Microsoft Has Really Done It

Posted by [icedog90](#) on Thu, 28 Dec 2006 23:18:03 GMT

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Someone's frustrated.

We all know that Microsoft pushed that console out the door a little too fast.

Subject: Re: Microsoft Has Really Done It

Posted by [SargentSarg](#) on Thu, 28 Dec 2006 23:24:36 GMT

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I wouldn't expect Microsoft to do a little "obsolescence" on the Xbox. But, my 360 died, and a million of other people's 360 died b4 the warranty. But I am not pissed off about that, I am pissed off at the fact that the repair center has been keep a shit load of xboxes and never giving them back.

Subject: Re: Microsoft Has Really Done It

Posted by [Zion](#) on Thu, 28 Dec 2006 23:37:56 GMT

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And this is why I never got an Xbox (well, not 'this' as such, just lack of taste).

Subject: Re: Microsoft Has Really Done It

Posted by [light](#) on Fri, 29 Dec 2006 00:58:55 GMT

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On the whole bashing XBL argument you do realise that the PS3 network went down this week also.

I don't own any next-gen console, I only just got a PS2, but having kept up to date on /. and digg with all this stuff, I can say no-one comes off perfect, Nintendo come closest but they've had some issues too.

I don't know anyone who has had their 360 break on them, I dunno about the PS3 because they won't be released here until next year, but judging by reviews your money is better invested in a 360 if you're a dedicated console gamer or a Wii if you want a bit more fun.

Subject: Re: Microsoft Has Really Done It

Posted by [Ryu](#) on Fri, 29 Dec 2006 02:27:29 GMT

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This is why PS2 rox your sox, Because you can get a good 2-3 years out of it without any

problems. (Mine lasted 2 years, stupid cat had to piss on my PS2 didn't it.)

Subject: Re: Microsoft Has Really Done It
Posted by [superj69](#) on Fri, 29 Dec 2006 04:11:14 GMT
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i have had my ps2 for like 3 or more yrs now and it hasnt given me any problems at all.....except trying to be able to play online, and that ended up being my fault so i fixed it.
the best things about ps2 is that its free to play online unlike the x-box or xbox360.

i would like to kno if you would have to pay to play online with a ps3 though.

Subject: Re: Microsoft Has Really Done It
Posted by [SeargentSarg](#) on Fri, 29 Dec 2006 04:25:03 GMT
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No, its still free. Oh the irony!

Subject: Re: Microsoft Has Really Done It
Posted by [bigjoe14](#) on Fri, 29 Dec 2006 04:35:11 GMT
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Quote:Xbox Live was offline from yesterday (5PM EST till 7AM EST) Some people said it was an earthquake fucking over fiber optic lines underground. And some people said that it was an overload of xbox live players online, all at once. In my opinion, bullshit.
Oh Geeze, God forbid that Xbox Live has an unexpected fuck up after like 8 months of near perfect service. Get over yourself and shut the fuck up.

Quote:- Xbox 360 has been known to spread faulty hardware, causing the "3 Red Lights of Doom"
This has happened to me twice (with 2 different systems, each were sent to microsoft for repair, and about 2 weeks after, I still have not recieved them, I have called them about an estimated ammount of 43 times. And they keep on saying "It should be there tomorrow") Total fucking bullshit. I want to know what the fuck are my consoles going through.
How long have you had your 360? If you just recently got it you should be able to exchange it for another one from wherever you originally bought it. If you have a launch day system then you should stop complaining since Microsoft has given all launch day owners a free lifetime warranty.

Quote:- Millions of people are recieving these problems as well. And personaly, I think it is fucking hilarious that Microsoft has pulled this shit on us. God dammit, even the PS3 has less bugs, and it is still fucking crap! Everyone, trade in your Xbox 360, games, etc. and get the PS3, or better yet, the Wii, cause this is bullcrap.

Millions? Fucking laffo. Show me some statistics of the ratio of people who have faulty 360's and people who have 360's that work perfectly fine. And just shut the fuck up with the "M\$ is fucking us again" mentality. It makes you look like a Goddamn retard.

Quote:- People are blaming every single hardware problems on their 360 to the Power Supply Unit (known as the power brick that is supposed to be inside the 360 to begin with.) I believe that the brick is fragile, and should be remade from the ground up, because when Microsoft ships it to stores and sites ship it to you, they get all fucked up.

Every single hardware problem? Bullshit, most people are the ones that cause their own problems and they don't even realize it. My friend has had a 360 since launch day and he hasn't had a single problem with it. More than likely it's because he actually bothers to take care of it, unlike some people who have 360's that look like they have smeared feces all over it.

The problem is that people don't realize that the more complicated game console get (in terms of hardware and functionality) there ARE going to be more problems. I think you need to take a step back and take a look at some of the launch day PS3 and Wii systems. Some of them have already had their fair share of launch day woes.

Subject: Re: Microsoft Has Really Done It
Posted by [DrasticDR](#) on Fri, 29 Dec 2006 20:14:02 GMT
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I've had my 360 since launch and I've had no real issues with it.

Subject: Re: Microsoft Has Really Done It
Posted by [DarkDemin](#) on Fri, 29 Dec 2006 20:34:20 GMT
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My 360 has worked fine for 3 months. Not a single problem.

Subject: Re: Microsoft Has Really Done It
Posted by [danpaul88](#) on Fri, 29 Dec 2006 22:37:27 GMT
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I got my PS2 within 2 months of them being released here, and it's still working 100% to this day

Shame they didn't think to include the IR receiver for the DVD remotes in the earlier models, I am still stuck with a bloody IR receiver in one of my controller ports >.<

Subject: Re: Microsoft Has Really Done It
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 29 Dec 2006 23:03:00 GMT

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DrasticDR wrote on Fri, 29 December 2006 15:14I've had my 360 since launch and I've had no real issues with it.

I second that. No buyer's remorse at all, I am very satisfied with it.

Subject: Re: Microsoft Has Really Done It
Posted by [Viking](#) on Sat, 30 Dec 2006 02:02:36 GMT

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JUST GET A FUCKING COMPUTER THEY ROXORZ J00 BOX0RZ!

Subject: Re: Microsoft Has Really Done It
Posted by [Canadacdn](#) on Sat, 30 Dec 2006 02:10:32 GMT

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Shut up.

(Wii post!)

Subject: Re: Microsoft Has Really Done It
Posted by [PlastoJoe](#) on Sat, 30 Dec 2006 02:19:56 GMT

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How To Survive an XBox 360 Malfunction:

- 1) Fight the urge to buy one immediately after they are released. The earlier the model, the more bugs it will have.
 - 2) Wait a year or more before purchasing an XBox 360. While you are waiting, you may:
 - Play another gaming system if you have one
 - Do something productive
 - Fight the urge to entertain yourself online with screaming 12 year olds.
 - 3) After your waiting period has ended, shop for now-cheaper models of the XBox 360. They should have decreased in price by at least \$50. A year or more of complaining by consumers should also have nearly all the major bugs fixed.
-

Subject: Re: Microsoft Has Really Done It

Posted by [Viking](#) on Sat, 30 Dec 2006 02:25:06 GMT

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Canadacdn wrote on Fri, 29 December 2006 20:10Shut up.

(Wii post!)

Wii fuckin sucks... My friend has one and its lame...

I enjoy computer way more. The mouse is just as good as a Wiimote and the full keyboard is just awesome! You can also surf the internet faster and play better games. (HALF LIFE 2 FTW!!)

I cant play HL2 yet tho I just got to get a processor a CDROM drive and windows! Just 3 or so more weeks!

Subject: Re: Microsoft Has Really Done It
Posted by [Canadacdn](#) on Sat, 30 Dec 2006 02:44:06 GMT

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Half-Life 2 is highly overrated.

Subject: Re: Microsoft Has Really Done It
Posted by [Ryu](#) on Sat, 30 Dec 2006 05:15:11 GMT

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Canadacdn wrote on Fri, 29 December 2006 20:44Half-Life 2 is highly overrated.

Meh, I baught it but I never actualy bothered to complete it, lol.

I just asked a friend to tell me the plot.

Subject: Re: Microsoft Has Really Done It
Posted by [icedog90](#) on Sat, 30 Dec 2006 05:34:52 GMT

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Viking wrote on Fri, 29 December 2006 18:25Wii fuckin sucks... My friend has one and its lame...

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I cant play HL2 yet tho I just got to get a processor a CDROM drive and windows! Just 3 or so

more weeks!

You were just posting topics about how much you want the Wii not too long ago...

Canadacdn wrote on Fri, 29 December 2006 18:44 Half-Life 2 is highly overrated.

No it's not. I think Valve NAILED it with that game. Everything was a perfect balance.

Subject: Re: Microsoft Has Really Done It
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 30 Dec 2006 06:28:48 GMT
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Yeah I think HL2 is overrated. Its a great engine, and the game has a lot of great assets to it, but I just don't think it deserves this much recognition. I really didnt have much fun with the campaign.

Subject: Re: Microsoft Has Really Done It
Posted by [Canadacdn](#) on Sat, 30 Dec 2006 07:25:06 GMT
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What? HL2 was really disappointing compared to the first Half-Life,

first, in HL2 there is a terrible weapon selection, and they are all fairly generic weapons, with the exception of the crossbow, which is nothing compared with the cool alien weapons you got in HL1.

Second, the single player in HL2 is a joke, the "Advanced AI" is laughable, the enemies duck behind a door, shoot at me, stop to reload and take bullets in the head until they die. I'm not seeing 6 years of improvement here. Oh, right. The single player. The campaign is short and the puzzles are pretty much a joke. Actually, an insult to your intelligence.

Third, Steam. The game requires you to be connected to Valve's Steam service which forces you to be online when you want to play HL2, add to the fact that Steam uses quite a bit of resources, putting people with worse computers at a disadvantage.

Fourth...ly, Multiplay. Oh my god, where do I start with this... HL2's multiplayer is just bad. Enough said. HL1's multiplayer is way more fun with the better weapon variety, who cares if there is no gravity gun, there's like 6 more to make up for it. Counter-Strike: Source is okay, if you like doing the exact same thing 400 times in a row on de_dust2.

The engine. The physics in this game are quite good, I will say that, although the sound in this game is atrocious. There is no background music ever playing for more than 30 seconds, and it seems to start blaring at the most awkward times, and voices seem to suffer from an odd stuttering now and then.

Storyline, What storyline? What the fuck is going on? People who have not played HL1 won't have

a clue what it going on, and even if you have played it, you will find the storyline in this game to be pretty....lacking. Having the doctor telling you "Gordon, go from here to the big tower called the citadel and blow it up" would have been better than a million unanswered questions and tiny useless tidbits of information tossed your way now and then.

Well, that's all I can bitch about HL2 for now. I hope my arguement was good.

Subject: Re: Microsoft Has Really Done It
Posted by [icedog90](#) on Sat, 30 Dec 2006 07:59:19 GMT
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Canadacd wrote on Fri, 29 December 2006 23:25What? HL2 was really disappointing compared to the first Half-Life,

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Half-Life 2 is a sequel. Of course people who haven't played Half-Life 1 won't know what the hell is going on. They can't design the storyline to somehow make sense right in the middle. Also, it still doesn't fully make sense because the game isn't finished. I really don't know what you're trying to point out here.

Why are you listing the engine as a complaint? You said that voices stutter (which is only true if your computer can't handle the game very well) and that the way the music is presented doesn't suit your tastes. Neither have anything to do with the engine. If you want music all the time, just open Winamp or something.

As for multiplayer, the game wasn't designed to have its own multiplayer. Not all games have to have a huge dedication towards multiplayer. I don't see what is wrong with having a singleplayer game. Half-Life 1 is a singleplayer game. The multiplayer it has are games that are being remade for Source. Counter-Strike: Source isn't even an attachment. It's a whole game that uses the Source engine, which comes with Half-Life 2 so that people wouldn't complain so much about there being no multiplayer... this doesn't really have any relevance to the actual design and gameplay of the game.

Everyone can agree on the fact that Steam really sucks. But, Steam was around before Half-Life 2, and it wasn't any better than it is now. This doesn't have anything to do with the design of Half-Life 2.

I agree that the AI isn't that great, but that shouldn't be all you're looking for in a singleplayer campaign. It seems to be your main reason as to why the campaign sucks, besides the length of the whole thing. It took me six days to beat the game, and that was playing an hour or two a day. The length is roughly the same as Half-Life 1.

It's true that there weren't any Xen weapons, but it wouldn't really make much sense with the storyline if you could still get them in Half-Life 2. The gravity gun makes up for the lack of Xen weapons. Both the buggy and airboat are also great additions. I think the puzzles are fine. Some of them were really easy, but there were also some that took me a while to figure out. If they were any harder, I think millions of people would get stuck in the campaign and complain like crazy (trust me, there is a large percent of people out there who aren't great thinkers).

Edited to be more friendly...

Subject: Re: Microsoft Has Really Done It
Posted by [EvilWhiteDragon](#) on Sat, 30 Dec 2006 11:26:05 GMT
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SeargentSarg wrote on Fri, 29 December 2006 00:01 Well, this is absolutely fucked up. The Xbox 360 has been fucking everyone over. Why? Lets see..

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Don't waste your money on this piece of junk. Get the Wii or the PS3.

You are The-pwnerer or something right? Also known as matix right? I noticed you get banned by our automatic anti cheater system So I dont really feel like trusting you, sorry.

Subject: Re: Microsoft Has Really Done It
Posted by [Ryu](#) on Sat, 30 Dec 2006 12:53:07 GMT
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Heh, Half Life 2 Is more of a game for Top of the range PC's, Thats one of the reasons I don't play it, And CS:S Was good, Until the DWP kicked in oh, and the fact something kept crashing my whole pc when i joined a server for CS:S.

CS:CZ and CS 1.6 were good games, not exactly "Uber 1337 Graphics" but more to the point of realistic weapons and recoil, the only thing I don't like about them games is that it's full of hackers.

Subject: Re: Microsoft Has Really Done It
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 30 Dec 2006 19:38:27 GMT
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Canadacd wrote on Sat, 30 December 2006 02:25What? HL2 was really disappointing compared to the first Half-Life,

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Well, that's all I can bitch about HL2 for now. I hope my arguement was good.

I think this was well said.

Subject: Re: Microsoft Has Really Done It
Posted by [icedog90](#) on Sun, 31 Dec 2006 10:55:56 GMT
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It seems as though you missed my post.

Subject: Re: Microsoft Has Really Done It
Posted by [Canadacdn](#) on Sun, 31 Dec 2006 22:30:57 GMT
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What are you saying, that since you made an argument, mine is automatically wrong? Maybe he just agrees with mine.

Subject: Re: Microsoft Has Really Done It
Posted by [icedog90](#) on Mon, 01 Jan 2007 03:57:45 GMT
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No, I was looking for a response on what I said. You don't need to challenge me like that.

Subject: Re: Microsoft Has Really Done It
Posted by [Jonty](#) on Mon, 01 Jan 2007 10:05:00 GMT
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- 1) I played the HL2 demo, and I think it's pretty boring
 - 2) The XBox360s were pushed for release by Christmas, and are full of bugs, but hopefully people will complain and get them all ironed out by the time I decide to buy one
 - 3) I'd rather buy a PS3 and install Fedora5/Yellow Dog on it anyway
-

Subject: Re: Microsoft Has Really Done It
Posted by [AmunRa](#) on Mon, 01 Jan 2007 11:09:38 GMT
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funny microsoft clip

Subject: Re: Microsoft Has Really Done It
Posted by [puddle_splasher](#) on Tue, 23 Jan 2007 13:30:17 GMT
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SeargentSarg wrote on Thu, 28 December 2006 17:01 fucked
fucking fucking bullshit.
fucking bullshit fucking shit fucking crap! bullcrap.
fucked

fucked fucking

This was a truly fucked up statement that you made.

Subject: Re: Microsoft Has Really Done It
Posted by [Jecht](#) on Tue, 23 Jan 2007 14:34:06 GMT
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Consoles suck.

Subject: Re: Microsoft Has Really Done It
Posted by [Dave Anderson](#) on Tue, 23 Jan 2007 14:40:16 GMT
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I agree.

Subject: Re: Microsoft Has Really Done It
Posted by [Zion](#) on Tue, 23 Jan 2007 14:59:28 GMT
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The only reason i'd be buying the PS3 is for GTA IV and MGS4, but if they're released for PC i'd rather take a Wii *no pun intended* (once they're in stock).
