
Subject: BAH Halo 3

Posted by [Blazer](#) on Tue, 25 Sep 2007 23:44:35 GMT

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Bah I say!

Subject: Re: BAH Halo 3

Posted by [Oblivion165](#) on Tue, 25 Sep 2007 23:45:56 GMT

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Blazer wrote on Tue, 25 September 2007 19:44Bah I say!

QFT

Subject: Re: BAH Halo 3

Posted by [Blazer](#) on Tue, 25 Sep 2007 23:46:56 GMT

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Resist the hype.

Subject: Re: BAH Halo 3

Posted by [Renx](#) on Wed, 26 Sep 2007 00:16:14 GMT

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There's an old saying: To be a successful gardener, grow

pumpkins. With this truth, you only need one thing to produce pumpkins: seeds!

Still, there are always questions. Surely there's more to it than just placing

the seed in the ground ... What about the fine points? Herewith are a few

questions and answers. They are designed to supplement the tiny print on the

back of most pumpkin seed packets.</P>

What kinds of pumpkins grow the best?

Almost any pumpkin seed ultimately will produce

pumpkins. The important question is: what kind of pumpkins do you want to

grow?

The traditional Jack O'Lantern is a particular variety

officially known as the Connecticut Field Pumpkin. They are usually between

10 and 20 pounds each (though they can grow as big as 50 pounds) and have

a bright orange color and the classic pumpkin shape. It is the picture-book

pumpkin and the one produced by most commercial growers. Looks aside, the

Connecticut Field variety is plain-tasting, not especially sweet, and somewhat

watery for pie. Fortunately there is a vast and varied population in the pumpkin

world. Some of their names bring to mind wrestlers or race horses: Baby Boo,

Munchkin, Spooktacular, Big Max, Cinderella, Lumina, Atlantic Giant ... and there are many more. Pumpkin varieties come in a wide range of potential sizes (from a few ounces to over 500 pounds) and in several colors (ranging from white to pink to red to traditional orange). The big ones require more garden space, but the leaves and flowers of the different types look remarkably similar.

Which one to plant? Be my guest. They are all very willing to enjoy your nurturance. I like to grow several kinds in my United Pumpkin Nations Patch! They all seem to get along quite well.

It is exciting and satisfying to grow seeds that have been saved from last year's pumpkins. But there are a few uncertainties to be noted. First, be sure the seeds were dried in the air, not the oven. Also there is a possibility that the seed will produce a hybrid -- a cross between a pumpkin and another kind of squash. These are called Squmpkins and their color, size, and shape are unpredictable. Still, they are exotic, weird, and one of a kind.

Where,
when, and how should the seeds be planted?

Where: Pumpkins love a sunny spot -- the more sun the better. Choose a place that gets at least 6 hours of direct sunlight every day.

When: Seeds can be planted directly in the garden when the days consistently reach into the low 70's and the spring rains have tapered off. In colder climates, the seeds can be started indoors and transferred to the garden when the weather warms. Most pumpkins require 110 to 140 frost-free growing days. The amount of time depends mainly on the variety, the climate, and the number of daylight hours during the summer days.

How: Pumpkins seeds typically are planted in the middle of small hills or mounds that are about three feet in diameter. Surround each hill with a moat (about 4 inches wide and 4 inches deep) to help contain water around the roots. Plant 4 to 5 seeds in a circle in the middle of the hill, and space the seeds about 6 to 8 inches apart.

Thankfully, pumpkin seeds know which way is up, regardless of how they are set in the ground. Traditionally, the seed is laid on its side, narrow edge skyward. Soaking the seeds the night before planting will soften the outer shell and make sprouting easier and faster. But don't let this little step hold you up if you are suddenly ready to plant. Cover the seeds with about an inch of soil to block out light and hide them from hungry birds. The soil should be loosely packed and kept moist but not wet; think of it as a well-squeezed, damp sponge.

During the seed stage, water gently with a sprinkling can to avoid washing away the covering soil. Don't peek under the soil or you may disturb the delicate root hairs that are forming. After 7 to 14 days, the seed sprout cracks the soil, and within a day, two succulent oval baby leaves break through and unfold like a pair of opening hands which soon look like low flying butterflies.

If you are planting more than one hill of pumpkins, the hills should be 10 feet apart. Once the seedlings are established (two weeks after they have sprouted), thin to two or three of the strongest and largest young plants per hill. This may take some courage, and it may seem impossible to make the right choice. Take heart in the promise of abundance. In the pumpkin garden, it will surely be fulfilled.

How much room do pumpkins need?

Pumpkin plants are vigorous vines and love to sprawl. A single vine can grow as long as 30 feet, sending out many vine shoots all along the way. Looking down from an airplane, it will appear as a carpet of lush green leaves.

Does this mean pumpkins can't get along with their neighbors? Absolutely not. The vine can be pruned, trained, and redirected to live harmoniously with other plants. Pumpkins are often planted at the edges of a corn and bean patch. The corn supports the climbing beans, and the pumpkin vines are trained to creep among the corn stalks. The huge leaves of the pumpkin plant serve as a floating mulch that holds down weeds and keeps the soil moist. This classic Native American combination -- sometimes called the three sisters -- not only grows well together, but their blended tastes and textures make a delicious main course.

While pumpkins usually keep low to the ground, they can be encouraged to grow where other plants might never venture. I've seen them climb over shrubs, up fences and onto roofs. They do this with the help of their tendrils -- curly grabbers that develop like a hand at every leaf node. Tendrils are touch sensitive and will tightly curl around any waiting objects in the path of the vine -- sticks, weeds, plants, anything that has a loose end. The tendrils keep the vine stable as it reaches out across the garden. If you train a pumpkin to grow up and onto a flat or slightly sloped shed roof, it is like adding another floor to your garden. Direct the growing vine to the side of a building and use 3" galvanized nails (drive them in about half an inch) as tendril handles. With your guidance, the tendrils will curl around the nails and ultimately the vine will reach and sprawl along the roof. When pumpkins develop on the vine as it climbs the building, tack up old nylon stockings as slings to support the swelling fruit. Or pinch off the baby pumpkins until the vine reaches the roof. Then let them flourish on their penthouse porch. Pumpkins on the roof! Your neighbors will drop their jaws as they scan the horizon.

Should nutrients be added to the soil?

All the pumpkin seeds packets say: "Plant in rich soil". But how do you know if your soil is rich enough? If the spot you've chosen for your pumpkin patch has traditionally grown lots of weeds, then it definitely has something to offer. But is it rich enough? Soil, like bank

accounts, can always use at least a little bit more. The question then becomes: What to add? Compost and aged manure are often recommended. Check with a local garden center for packaged products. Pumpkins are considered "heavy feeders" and do well with a little extra nourishment. One nutrient source that works well and is reasonably priced has the dismaying name "fish emulsion". It is a concentrate of fishy by-products, rich in minerals, that smells a little like low tide. Add a few glug-glugs (about a quarter of a cup) to a gallon of water and sprinkle it on each pumpkin mound every three or four weeks. It is definitely a power booster. There are many "miracle" goods on the market. They promise a large supply of big pumpkins while posing the question of pushing versus encouraging the natural process.

What about watering?

If pumpkins could speak, their first words would probably be: "Gimme a drink." Between 80 to 90% of every pumpkin is water; and water is an essential medium for bringing nourishment to the entire plant. Fortunately, the plant has a built-in water-gathering and water-conservation system: The huge leaves are a hovering mulch, mediating ground and sky, shading the soil, keeping it moist, and inhibiting competition from weeds. They also are exquisitely designed to draw nourishment from the sun and guide water to the base of the plant. The question is not whether to water pumpkins, but when and how much. A major factor is the kind of soil in the patch. Sandy soil needs more water than soil with high deposits of clay. In either case, the rule of thumb is: turn off the water when puddles appear; and wait till the soil is dry on top before watering again. It is best to water the plant at the roots rather than sprinkling from above. Drip systems and soaker hoses are efficient, reasonably priced, and easy to install. Check with any local garden shop or hardware store for supplies

How do pumpkin plants develop and reproduce?

About a week after the two baby leaves appear, the first "true" leaf, sporting jagged edges, starts to grow from the center of the young sprout, providing a glimpse of the plant to come. After three true leaves are established, the pumpkin plant moves into wild and crazy leaf and root development that lasts about eight weeks. At its peak, the vine can grow as much as 6" a day.

Ten weeks after planting, the first flowers suddenly appear between leaves and tendrils. Each flower blooms for only one day. They start to unfurl just before dawn, and during a four hour period, they open into luxurious velvet bowls. By mid-day, they are on a slow course of folding in on themselves; and by dusk, they are sealed forever.

Every pumpkin plant has two kinds of flowers -- male and female. Both are golden yellow, suggesting the color of the fruit to come. On the surface, males and females look quite similar. However, with

a little observation you can begin to tell them apart. The male flowers, which appear first, sit on long thin stems and are more plentiful than females. The females sit closer to the vine and rest like queens on fuzzy round thrones -- baby pumpkins in waiting.

 In pumpkin land, the bees are the matchmakers, gathering pollen from the center of the males and depositing it inside the female flower while glutting themselves on sweet nectar. The bees are so busy with their gathering and guzzling, they are oblivious to onlookers and very unlikely to sting. So, if you are inclined, arise early in the morning, get out your binoculars and have a close look. It is like watching the California gold rush: greedy miners discovering the motherlode. Between watching bee visits, take a deep breath, and the delicate fragrance of the flower will add a new reward to your careful peeking.

Some avid growers (and seed "manufacturers") imitate the bees and pollinate the pumpkins manually in order to control and develop certain traits. The process is quite simple: use a small artist's brush to gather pollen from the males; carefully carry it to a chosen female and deposit the pollen by "painting" the center of her flower. To keep out all other would-be pollinators, place a small paper bag over the female flower and secure it with a rubber band. Not nearly as exciting as watching the bees, but interesting in a scientific sort of way.

Should pumpkin plants be pruned?

Pumpkin plants are vigorous growers. Almost from the beginning, they are like adolescents -- bursting with energy, going places without permission, and displaying their amazing abilities over and over again.

Pumpkin vines withstand pruning quite well. Properly done, it strengthens the plant and helps it thrive. In most cases, the plants require some cutting if only to keep them from growing into your kitchen. Every pumpkin plant has a main and a secondary vine that usually grow in opposite directions. Each of these two vines produce shoots (or tertiary vines) which can be selectively pruned as the plant develops. It is best to clip when these new side shoots begin to develop. The plant will leak or bleed a little when it is clipped, but it seals over quickly. The amount of pruning usually depends on how much garden space is available. Trimming the plant is definitely necessary to train the vine to run in a long narrow line along the edge of a garden and to keep the plants from crawling over each other and their neighbors.

When pruning plants, wear long pants and gloves: the vines are prickly. As you walk through the garden to check on pumpkins or to tame runaway vines, remember that there are roots all along the vine that spread out like a fancy hairdo just beneath the top few inches of soil. It is best to walk on boards or tiles -- or at least to follow the same path each time. This will help the soil remain soft and loose and keep the roots "fluffy" so they can take in water and nutrients.

In addition to pruning the vines, some gardeners prune the fruit -- selecting a few for special attention and removing the rest. This population control concentrates the energy of the plant and yields larger but, of course, fewer pumpkins. Wait for the pumpkins to reach grapefruit size before pruning. Even without selective pruning, all baby pumpkins do not necessarily grow to maturity and may suddenly yellow and shrivel on the vine. Perhaps they were not fully pollinated or maybe they were poorly located on the vine, competing for nourishment with a more developed neighbor. The harsh truth is that not every tiny pumpkin is destined to make it to the end of the season.

What about danger and disease?

Pumpkin plants are hardy and strong, but like all living things, they are vulnerable to outside forces. In the early stages, the main danger is frost. If the young plants are in the ground and the nights threaten to become very cold, protect the seedlings with inverted clay flower pots or a small cold frame, removing the covering each morning. Strong wind is another threat to the sprawling plant. The tendrils help to hold the vine down, but sometimes it is necessary to add anchors: u-shaped stakes made from coat hangers work very well or criss-cross 18" bamboo sticks over the vine.

As the season progresses, many insects and critters will visit. Almost all are friendly and many are simply on their way to another land. Even snails seem to overlook pumpkins, preferring, instead, less fuzzy fare. In different regions, pumpkins are variously plagued by gophers and moles, vine borers and beetles, aphids and mildew and other unwelcome visitors and conditions that threaten their security. When these forces find their way into your patch, they will need to be discouraged. Garden books offer a wide range of "solutions" ranging from harmless but effective soaps to heavy duty poisons. Throughout the season, keep an eye out for any irregularities, especially in the leaves (both the top and bottom). To diagnose the problem, take a sample to the garden center, another knowledgeable gardener, or the library (where the best books have pictures of squash plants and their problems). As with your own health, early detection is the best way to prevent a major problem and usually requires the least intervention. My own preference is to keep the patch as organic as possible. A healthy well-fed plant, basking in sunlight, unburdened by competition from weeds, and properly watered has the best chance of successfully resisting danger as well as recovering from attack.

What should be done to take care for the developing fruit?

The basic rule for taking care of the developing pumpkin fruit is to handle it as little as possible. At the same time, there are a few widely practiced interventions. First, to encourage the classic pumpkin look (round as opposed to lop-sided), adjust the fruit so that its bottom or flower-end is sitting squarely on the ground. This pumpkin "chiropractics" should be done after the fruit is well-established -- usually a month after its appearance and when the flower has dried and fallen off. Gently but firmly

lift the stem and the vine together with one hand, the pumpkin with the other, and slowly rotate the position of the fruit without using undue force. You may have to cut or loosen a few surrounding tendrils before lifting. At this point, pumpkin "complexion" can be helped by slipping a shingle between the young pumpkin and the soil. This prevents scarring or bruising as the pumpkin grows and rotting if the soil becomes too soggy. Wear gloves; those vines are prickly; and take care not to crease or snap the vine.

Many people, especially kids, like to personalize their pumpkins -- inscribe their names or draw a picture or a face on one of their growing treasures. Perhaps it has something to do with the urge to establish ownership, engage in primitive tribal scarring, or simply to co-create with nature. Wait until the pumpkin is about 3 to 4 weeks old or developed enough to have smooth, slightly toughened skin (all fuzz long gone). Any blunt tool will do; a large nail works fine or even a ball point pen. Break the skin and don't penetrate more than 1/8 inch. There will be some "bleeding" for a few hours after surgery. Wipe the marking during the next few hours, and it should seal within a day. At first, it may be hard to see the results; but the scar will show in time and will grow in size along with the pumpkin.

When should pumpkins be picked?

By late August, the days and nights grow colder and the green pumpkins begin to change colors like the fall leaves. As the fruit ripens, the vine displays the inevitable signs of age: older leaves become tattered, fewer flowers bloom and the energy of the plant seems to turn more inward, focusing on the fruit filled with the seeds that hold the promise of the future. Eventually, the scraggly vines lie like skeletons through the garden while the pumpkins -- fiery skulls that have trapped the energy of summer -- are scattered throughout. At this point, it is always good to invite a friend over to marvel at the fruit and to help to adjust to the shifting mood of the garden.

Pumpkins are ready to harvest once the color of the fruit has deepened into one of the shades of the setting sun -- somewhere between deep yellow and fiery red, depending on the variety. Leave several inches of stem -- it helps them stay fresh -- and let them cure in the sun for 10 days. Cover them at night if there is danger of frost. Then, store the harvest in a dry cool place. With proper care, you may just have pumpkins until Spring.

There may be more questions. There are always more questions. Rest assured that pumpkins do not require answers. All through the growing season, these gregarious, lush plants display extraordinary vitality. As natives to the American continent, they reflect the American spirit -- generous, innovative, filled with energy, drawing resources and nourishment from every possible corner, and imposing their presence wherever they grow. And the fruit, the largest in the vegetable kingdom, has inspired cooks to prepare delicious food and kids to carve horrific faces. Hail to pumpkins

-- nurturing body and arousing spirit. We are honored to witness your glory!

Subject: Re: BAH Halo 3
Posted by [Oblivion165](#) on Wed, 26 Sep 2007 00:30:50 GMT
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Awesome, I'll grow a huge one and tie a thousand sea gulls to it. Then me, a spider, a glow worm and a lady bug will go on an adventure.

Subject: Re: BAH Halo 3
Posted by [Lone0001](#) on Wed, 26 Sep 2007 01:06:26 GMT
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lol

Subject: Re: BAH Halo 3
Posted by [terminator 101](#) on Wed, 26 Sep 2007 01:15:54 GMT
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Looks like someone tried some acid and confused Halo with another game BBC News

Subject: Re: BAH Halo 3
Posted by [nikki6ixx](#) on Wed, 26 Sep 2007 01:42:51 GMT
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I touched the game's box, but unlike the people around me, I didn't ejaculate.

I only played Halo for five minutes a couple years ago, when the XBOX controller was the size of a Sega Dreamcast.

Subject: Re: BAH Halo 3
Posted by [Starbuzz](#) on Wed, 26 Sep 2007 02:13:39 GMT
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Halo 3 is the most overated shit. Now where's our Renegade FPS?!

Subject: Re: BAH Halo 3

So, I say BAH! to everyone who thinks it was overrated. I used to think that the game itself was a close bar between overrated and underrated, but now after I played it, all that overrated crap just got thrown out the window, onto a truck, loaded onto an air plain, flown over the Atlantic, and disintegrated with a particle beam.

Subject: Re: BAH Halo 3
Posted by [nikki6ixx](#) on Wed, 26 Sep 2007 06:33:12 GMT
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You passed the game in one day?!

Subject: Re: BAH Halo 3
Posted by [Ryu](#) on Wed, 26 Sep 2007 07:16:39 GMT
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On Hundreds of forums, Every fucking day I see a new topic about Halo 3 and how it's going to be the best game of all time, When clearly the single player is 3 hours long. (Yay for leakers!)

MGS4 will murder Halo 3 like there is no tomorrow, And MGS4 isn't even rated.

Subject: Re: BAH Halo 3
Posted by [Zion](#) on Wed, 26 Sep 2007 07:52:17 GMT
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Ryu wrote on Wed, 26 September 2007 08:16

MGS4 will murder Halo 3 like there is no tomorrow, And MGS4 isn't even rated.

QFT!

Subject: Re: BAH Halo 3
Posted by [Blazer](#) on Wed, 26 Sep 2007 08:06:53 GMT
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razorblade001 wrote on Tue, 25 September 2007 22:23
I got the game today, and I beat it on Heroic just a few min ago.

Hahahahahahahaha you paid \$60 for a shitty game that you beat on the hardest setting in a few hours. Sounds about as challenging as Hello Kitty Island Adventure (probably the last game that

you thought was awesome)

Subject: Re: BAH Halo 3
Posted by [Tunaman](#) on Wed, 26 Sep 2007 08:36:50 GMT
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Hello Kitty Island Adventure sounds like it may be a challenging game, so its probably much harder than halo 3.

Subject: Re: BAH Halo 3
Posted by [TD](#) on Wed, 26 Sep 2007 08:43:40 GMT
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TUNAMAAAAAAAAN

Subject: Re: BAH Halo 3
Posted by [nopol10](#) on Wed, 26 Sep 2007 09:56:57 GMT
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Halo has always been overrated. Don't buy it.

Subject: Re: BAH Halo 3
Posted by [Renx](#) on Wed, 26 Sep 2007 13:09:55 GMT
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Why buy it when you can just play it on your roommates 360!

Subject: Re: BAH Halo 3
Posted by [AoBfrost](#) on Wed, 26 Sep 2007 13:20:32 GMT
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Why wait in line? I went to K mart the night of release and there was a small line of 4 people waiting, kmart had a whole shelf of copies and the cashier told me he thought the line would be bigger, I asked if they were all real and he said yes, I went up to them and looked and obviously they were real to have been plastic wrapped.....

Subject: Re: BAH Halo 3
Posted by [Viking](#) on Wed, 26 Sep 2007 13:24:22 GMT
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Halo is shit.

Subject: Re: BAH Halo 3
Posted by [Starbuzz](#) on Wed, 26 Sep 2007 13:46:15 GMT
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I hear they screwed up on the ending!

Subject: Re: BAH Halo 3
Posted by [PlastoJoe](#) on Wed, 26 Sep 2007 14:04:31 GMT
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Renx wrote on Wed, 26 September 2007 08:09Why buy it when you can just play it on your roommates 360!
Yes.

Except for when your roommate hasn't gotten it yet.

Subject: Re: BAH Halo 3
Posted by [R315r4z0r](#) on Wed, 26 Sep 2007 14:14:28 GMT
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Blazer wrote on Wed, 26 September 2007 04:06razorblade001 wrote on Tue, 25 September 2007 22:23
I got the game today, and I beat it on Heroic just a few min ago.

Hahahahahahaha you paid \$60 for a shitty game that you beat on the hardest setting in a few hours. Sounds about as challenging as Hello Kitty Island Adventure (probably the last game that you thought was awesome)

Well, no... Legendary is the hardest setting. Heroic is one step down from that. And it took me 9 Hours to beat.

Died over a hundred times... mad hard <_<

Subject: Re: BAH Halo 3
Posted by [Viking](#) on Wed, 26 Sep 2007 14:23:32 GMT
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Halo is for LOSERS.

Subject: Re: BAH Halo 3
Posted by [TD](#) on Wed, 26 Sep 2007 14:34:13 GMT
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this is just 2 overrated

Subject: Re: BAH Halo 3
Posted by [Starbuzz](#) on Wed, 26 Sep 2007 14:37:55 GMT
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Basically all you do is go around in the cheap-ass gamemodes trying to get most kills. And the gay man's voice at the start of multiplayer matches is annoying too.

Subject: Re: BAH Halo 3
Posted by [AoBfrost](#) on Wed, 26 Sep 2007 14:58:15 GMT
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I heard about a came called Renegade, it seems like ltos of fun, you kill bases, drive vehicles, and can be different characters ZOMG...!!!

Renegade>Halo

Subject: Re: BAH Halo 3
Posted by [IronWarrior](#) on Wed, 26 Sep 2007 15:16:12 GMT
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Ah, I've just started to play Halo, it's a fun game, has a nice story line.

Subject: Re: BAH Halo 3
Posted by [AoBfrost](#) on Wed, 26 Sep 2007 15:17:57 GMT
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I cant tell if your being sarcastic or not.

I'm thinking of buying the PC versions of halo 1 and 2 and playing single player and trying multiplayer, multiplayer will be sooo much better when you have a nice lcd monitor and the screen isnt slit into 4 peices.

BTW, halo 2 for PC isnt vista exclusive, theres a hack to make it run off windows XP.

Subject: Re: BAH Halo 3
Posted by [KIRBY-098](#) on Wed, 26 Sep 2007 15:44:32 GMT
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So much for objectivity....

Let's be honest here shall we?

A lot of thought and work went into the storyline and single player.

Graphics are good.

Multiplayer is good.

Support is good.

Why exactly are we flaming this high qulaity product and still hanging on and holding it in comparison to renegade, which at best was a half assed attempt at FPS?

Don't get me wrong. I love ren and want a followup. But c'mon. Let's keep our objectivity intact people.

Subject: Re: BAH Halo 3
Posted by [AoBfrost](#) on Wed, 26 Sep 2007 15:51:26 GMT
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the only thing that throws me off from playing halo is the fact it is alien vs humans, so many games have done that already and it annoys me, Halo would be a backup game for me to play if I run out of ideas.

Subject: Re: BAH Halo 3
Posted by [Starbuzz](#) on Wed, 26 Sep 2007 15:51:55 GMT
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AoBfrost wrote on Wed, 26 September 2007 10:17I cant tell if your being sarcastic or not.

I'm thinking of buying the PC versions of halo 1 and 2 and playing single player and trying multiplayer, multiplayer will be sooo much better when you have a nice lcd monitor and the screen isnt slit into 4 peices.

BTW, halo 2 for PC isnt vista exclusive, theres a hack to make it run off windows XP.

We can have some 1v1 LOLS. I have Halo: CE for PC and the only reason I didn't buy Halo 2 was cuz of the Vista requirement and it looks just like Halo 1. Now you say there's a XP hack? GLEE!

P.S. I still hate the game though! haha!

Subject: Re: BAH Halo 3

Posted by [trooprm02](#) on Wed, 26 Sep 2007 19:40:05 GMT

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Ya, people expect too much, when it not really a big deal, got Halo1 for the PC recently, its newer than ren but the graphics are much worse. And don't even get me started with online gameplay..

Subject: Re: BAH Halo 3

Posted by [IronWarrior](#) on Wed, 26 Sep 2007 20:00:08 GMT

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AoBfrost wrote on Wed, 26 September 2007 10:17I cant tell if your being sarcastic or not.

I'm thinking of buying the PC versions of halo 1 and 2 and playing single player and trying multiplayer, multiplayer will be sooo much better when you have a nice lcd monitor and the screen isnt slit into 4 peices.

BTW, halo 2 for PC isnt vista exclusive, theres a hack to make it run off windows XP.

I've just completed the single player missions for Halo last week, was fun.

The gameplay ain't that bad, it's just different, play the game for what it is and not compare it to something else.

Subject: Re: BAH Halo 3

Posted by [Renx](#) on Wed, 26 Sep 2007 20:24:38 GMT

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You know, it is possible for a game to be overrated and still good at the same time.

Subject: Re: BAH Halo 3

Posted by [nikki6ixx](#) on Wed, 26 Sep 2007 20:30:12 GMT

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Whenever something is a success, and usually number one, people love to hate it. It's just some weird human mentality.

Subject: Re: BAH Halo 3

Posted by [R315r4z0r](#) on Wed, 26 Sep 2007 20:31:52 GMT

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KIRBY-098 wrote on Wed, 26 September 2007 11:44

Why exactly are we flaming this high quality product and still hanging on and holding it in comparison to renegade, which at best was a half assed attempt at FPS?

Don't get me wrong. I love ren and want a followup. But c'mon. Let's keep our objectivity intact people.

Because there are a lot of people here who have either never played it, or played it once for a short time, or watched someone play it from the middle of the story for a short time.. or whatever.

Then they see that many people like the game, and just to different, they say they don't like it... even if they don't mean it. I know I was the exact same way, that is until my friend sat me down and forced me to play Halo 1. I was all like "Oh Snap"

starbuzzl didn't buy Halo 2 was cuz of the Vista requirement and it looks just like Halo 1 ??? I don't know what your talking about.. Halo 2 got complaints for looking almost totally different than Halo 1... :\

Also... I didn't feel like quoting... to the guy who said it had "crappy multiplayer game modes"

You make your own game modes. It just has guide line modes that you branch off from. And now with the introduction of the Forge, customization was brought to a new standard... JUST with this game ONLY.

For example, you can edit where flags spawn in capture the flag... put them anywhere on the map. You can also chose what weapons spawn where and what vehicles spawn where and even where the players spawn in Slayer.

And I just did this a few min ago, I made a "Mongoose cannon" I lined up a bunch of fusion cores and put a mongoose at the end. I shot the first one, the explosion went down the line, and BOOM It flew away off the map... so freakin insane. XD

Subject: Re: BAH Halo 3
Posted by [rm5248](#) on Wed, 26 Sep 2007 21:18:00 GMT
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Wow, I didn't even realize that Halo 2 was out on PC already.

I should go get it.....

Subject: Re: BAH Halo 3
Posted by [R315r4z0r](#) on Wed, 26 Sep 2007 21:23:00 GMT
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Lol "already"

Funny, considering it took like 4 years to port it... major let down, IMO

Subject: Re: BAH Halo 3
Posted by [Canadacdn](#) on Wed, 26 Sep 2007 21:23:49 GMT
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I like the Halo games. While the single player on 1 was bad, and 2 was better, the real fun lies in its multiplayer.

Subject: Re: BAH Halo 3
Posted by [AoBfrost](#) on Wed, 26 Sep 2007 22:00:38 GMT
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Subject: Re: BAH Halo 3
Posted by [Starbuzz](#) on Wed, 26 Sep 2007 23:20:26 GMT
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Canadacdn wrote on Wed, 26 September 2007 16:23 I like the Halo games. While the single player on 1 was bad, and 2 was better, the real fun lies in its multiplayer.

I pwn in the Banshees!

Subject: Re: BAH Halo 3
Posted by [R315r4z0r](#) on Wed, 26 Sep 2007 23:41:29 GMT
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Lol, AoBfrost... you have a lot of free time on your hands...

Subject: Re: BAH Halo 3
Posted by [Oblivion165](#) on Wed, 26 Sep 2007 23:44:31 GMT
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An alien race that has mastered space travel and has the engineering ability to construct a massive halo in space but can't make a gun that doesn't overheat after 3 shots....

Gah I hate Halo.

Multiplayer is shitty and limited. The lazy asses make two character models and swords that launch you across the map at your opponent.

The maps have a lack of detail and its even worse in multiplayer. They use the same map design techniques throughout the entire game AKA Copy + Paste then flip or rotate.

Between the first and second game there is little to no change. I played the first 15 minutes of Halo 2 before running the uninstaller and there was no visual or methodic change from the first game. Same lame enemies, same lame guns, same lame game.

Subject: Re: BAH Halo 3
Posted by [bisen11](#) on Wed, 26 Sep 2007 23:53:23 GMT
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AoBfrost wrote on Wed, 26 September 2007 18:00

1337

Looks like they forgot to texture, but why aren't there westwood W's on it then.

lol

As for halo, I've played the 1st online and SP (On PC). The SP is full of long levels in which many areas, especially indoor areas, will look exactly the same. Back when i played it with a freind on his x-box the co-op would be kinda fun. Playing it online gets old really fast, it's basically just random killing. In ctf, you may get a little teamwork but usually not much more than three people getting in one vehicle and going for the flag :/ .

Subject: Re: BAH Halo 3

Posted by [R315r4z0r](#) on Wed, 26 Sep 2007 23:59:58 GMT

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Well maps have the most amount of detail I have seen in a game, so I don't know about that. And Halo one did have a lot of that "same room" thing. Like "Hey wait... Didn't I just leave this room?!"

But Halo 2 fixed that.. but the campaign wasn't that great. (It was good, but just not 'great')

Halo 3 combines all positive aspects from both games. With good gameplay from Halo 2, and good single player and overall experience from halo 1.

Also... Quote:An alien race that has mastered space travel and has the engineering ability to construct a massive halo in space but can't make a gun that doesn't overheat after 3 shots....

The Covenant didn't create Halo.. the Forerunners did. They were an ancient race of sentient life that lived millions of years ago. The Covenant only discovered the rings, and learned what they did and their "Great Journey" is something that if it succeeds, will destroy all sentient life in the galaxy. (They don't realize that... which is the reason for the Covenant Civil war and why the Elites are now allied with the humans)

Also, now that you know that they are stupid enough to not realize that what they are going to do will kill them and everyone else in the galaxy, you can probably see why they have those overheating guns that you mentioned. lol.

Subject: Re: BAH Halo 3

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 27 Sep 2007 01:17:41 GMT

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Obviously any game advertised this much or hyped as much as Halo 3 is overrated, but let's face it, it's a fun game to play. There's a lot of heroic moments on the multiplayer, crazy stunts and moves, etc. Halo was never anything revolutionary, but it's very fun owning your friends in the Halo series.

It's also one of the only modern games that has kept away from the slow-based bullshit. Most of the new shooters require you to take a lot of cover, and stay still for your aim to get more precise. Games like Halo, Renegade, and UT3 don't have any of that bullshit, and it makes them that much faster paced.

Subject: Re: BAH Halo 3

Posted by [R315r4z0r](#) on Thu, 27 Sep 2007 01:21:59 GMT

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Yea, Halo's multiplayer (2 & 3 anyway) is THE game to go to when you want to hear all the "OMG! DID YOU SEE THAT?! I JUST SHOT THAT WARTHOG WITH A ROCKET AND IT DID LIKE

3,000,000 FLIPS IN THE AIR AND LANDED ON *insert pwnee here**

And Halo 3 improves on this because now every match is recorded on video that you can watch, rewind, fast forward, and move the camera to any point in the game and watch it over and over again.

Basically, perfect game for bragging rights.

Subject: Re: BAH Halo 3
Posted by [Blazer](#) on Thu, 27 Sep 2007 02:58:05 GMT
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Havoc > Master Chief

Subject: Re: BAH Halo 3
Posted by [R315r4z0r](#) on Thu, 27 Sep 2007 03:30:52 GMT
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That is like saying water is better than food.

Subject: Re: BAH Halo 3
Posted by [Viking](#) on Thu, 27 Sep 2007 04:22:56 GMT
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Halo is like Apple, it sucks ass but for some reason there are a lot of people who treat it as a religion.

LULZ I insulted Halo on this other forums and am now getting ban threats from the mods!

Subject: Re: BAH Halo 3
Posted by [Starbuzz](#) on Thu, 27 Sep 2007 04:56:56 GMT
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Blazer wrote on Wed, 26 September 2007 21:58Havoc > Master Chief

BLAZER C'MON MAN! YOU STOLE MY WORDS!!!!!! LOL...I was gonna write that after I come back from work and now you took it! BAH!

I agree...Havoc will enjoy killing this Spartan barbarian who has no personality whatsoever. 1 Ramjet round drains the shields and the next round kills the Chief...LOL!!!!

Subject: Re: BAH Halo 3

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 27 Sep 2007 13:03:52 GMT

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This thread is fail... half the posts are "OMG HALO SUX LAWL", posted by people who have never even played Halo 3, or even Halo 2. Please give legitimate reasons why you believe Halo sucks, because I have already explained why it doesn't.

Renegade is my preferred game, but that doesn't mean every other game is bad.

Subject: Re: BAH Halo 3

Posted by [KIRBY-098](#) on Thu, 27 Sep 2007 14:34:07 GMT

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Blazer wrote on Wed, 26 September 2007 21:58Havoc > Master Chief

Master Chief never had to be rescued by his ex girlfriend!

Subject: Re: BAH Halo 3

Posted by [Aprime](#) on Thu, 27 Sep 2007 14:42:06 GMT

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Viking wrote on Thu, 27 September 2007 00:22Halo is like Apple, it sucks ass but for some reason their are a lot of people who treat it as a religion.

LULZ I insulted Halo on this other forums and am now getting ban threats from the mods!

No, Halo is like the gaming version of Windows, or the FPS version of EA Sports games.

Subject: Re: BAH Halo 3

Posted by [jimmyny](#) on Thu, 27 Sep 2007 14:55:06 GMT

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KIRBY-098 wrote on Thu, 27 September 2007 09:34Blazer wrote on Wed, 26 September 2007 21:58Havoc > Master Chief

Master Chief never had to be rescued by his ex girlfriend!

yah he did, cortana always got him out of shit. brings a new meaning to the words cybersex

Subject: Re: BAH Halo 3

Posted by [IronWarrior](#) on Thu, 27 Sep 2007 17:04:28 GMT

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Oblivion165 wrote on Wed, 26 September 2007 18:44An alien race that has mastered space travel and has the engineering ability to construct a massive halo in space but can't make a gun that doesn't overheat after 3 shots....

Gah I hate Halo.

Multiplayer is shitty and limited. The lazy asses make two character models and swords that launch you across the map at your opponent.

The maps have a lack of detail and its even worse in multiplayer. They use the same map design techniques throughout the entire game AKA Copy + Paste then flip or rotate.

Between the first and second game there is little to no change. I played the first 15 minutes of Halo 2 before running the uninstaller and there was no visual or methodic change from the first game. Same lame enemies, same lame guns, same lame game.

Feel free to post me you're copy, I'll will love it for what it is and not what it's not.

Subject: Re: BAH Halo 3

Posted by [luv2pb](#) on Thu, 27 Sep 2007 17:09:24 GMT

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Viking wrote on Thu, 27 September 2007 00:22Halo is like Apple, it sucks ass but for some reason their are a lot of people who treat it as a religion.

That maybe the dumbest thing I have ever read on the internet. So I put this in purple text.

Subject: Re: BAH Halo 3

Posted by [Blazer](#) on Fri, 28 Sep 2007 06:18:48 GMT

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Halo 3 makes baby jesus cry.

Subject: Re: BAH Halo 3

Posted by [Oblivion165](#) on Fri, 28 Sep 2007 07:30:02 GMT

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IronWarrior wrote on Thu, 27 September 2007 13:04Oblivion165 wrote on Wed, 26 September 2007 18:44An alien race that has mastered space travel and has the engineering ability to construct a massive halo in space but can't make a gun that doesn't overheat after 3 shots....

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Feel free to post me you're copy, I'll will love it for what it is and not what it's not.

Sorry but I'm a humanitarian.

Subject: Re: BAH Halo 3

Posted by [IronWarrior](#) on Fri, 28 Sep 2007 17:42:48 GMT

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Just installed Halo 2, an XP version and it's giving me major headaches, in the menu screens and in the game, I've have 4-7 fps.. which makes it really unplayable and laggy...

What the fuck is up with that. :/

Subject: Re: BAH Halo 3

Posted by [Viking](#) on Fri, 28 Sep 2007 18:23:44 GMT

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Are you using a DX 10 card, I know it is the "XP" version but still should use a DX 10 card.

8800 FTW!

Subject: Re: BAH Halo 3

Posted by [IronWarrior](#) on Fri, 28 Sep 2007 19:05:55 GMT

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No, an DX9.

Halo 2 ain't an DX10 game?.. is it?

Fuck me if it is, I mean what the fuck lol..

Subject: Re: BAH Halo 3
Posted by [Oblivion165](#) on Fri, 28 Sep 2007 19:11:54 GMT
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Its not

Subject: Re: BAH Halo 3
Posted by [Viking](#) on Fri, 28 Sep 2007 19:15:55 GMT
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It dose require vista tho.

Subject: Re: BAH Halo 3
Posted by [KIRBY-098](#) on Fri, 28 Sep 2007 21:04:31 GMT
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Blazer wrote on Fri, 28 September 2007 01:18Halo 3 makes baby jesus cry.

Somehow I doubt it.

But I'm sure your callous use of his name does.

Subject: Re: BAH Halo 3
Posted by [IronWarrior](#) on Fri, 28 Sep 2007 22:24:25 GMT
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So does anyone understand why it would give my fps in Halo 2 is so low?

Anyway I'll can find out what's wrong with it, some type of log?

Subject: Re: BAH Halo 3
Posted by [R315r4z0r](#) on Fri, 28 Sep 2007 22:43:52 GMT
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KIRBY-098 wrote on Fri, 28 September 2007 17:04Blazer wrote on Fri, 28 September 2007 01:18Halo 3 makes baby jesus cry.

Somehow I doubt it.

But I'm sure your callous use of his name does.

My Economy Teacher's name is Jesus... does that count as "callous"

...well actually it is pronounced "Hey-Zues" but it is still spelled "Jesus"

Subject: Re: BAH Halo 3

Posted by [Nukelt15](#) on Fri, 28 Sep 2007 23:09:45 GMT

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Any hardware 'requirements' Halo 2 claims it has are utterly fabricated, seeing as how the game ran just dandy on the Xbox- which a stripped down Pentium III/GeForce 2 setup. There isn't a chance in hell that the game really requires DX10, much less Vista. On that note, it is pleasing to hear that there are some patches that allow Halo 2 to run on XP- that's the only reason I never bought it. Halo has never been the best FPS ever, but it was enjoyable and I detest running only part of the way through a story. Maybe one of these days I'll give it a try, if I hear enough positive things about those third-party patches.

Subject: Re: BAH Halo 3

Posted by [IronWarrior](#) on Fri, 28 Sep 2007 23:41:50 GMT

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Nukelt15 wrote on Sat, 29 September 2007 00:09Any hardware 'requirements' Halo 2 claims it has are utterly fabricated, seeing as how the game ran just dandy on the Xbox- which a stripped down Pentium III/GeForce 2 setup. There isn't a chance in hell that the game really requires DX10, much less Vista. On that note, it is pleasing to hear that there are some patches that allow Halo 2 to run on XP- that's the only reason I never bought it. Halo has never been the best FPS ever, but it was enjoyable and I detest running only part of the way through a story. Maybe one of these days I'll give it a try, if I hear enough positive things about those third-party patches.

Yeah.

Subject: Re: BAH Halo 3

Posted by [Blazer](#) on Sat, 29 Sep 2007 01:16:32 GMT

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I went to the store after work today, and they had pepsi products "buy 2 get 2 free", so among the soft drinks I bought, included the "Limited Edition Game Fuel Halo 3" Mountain Dew "With an invigorating blast of citrus cherry flavor".

Anyhow I'm checking out and this skinny asian dude sees the Halo packaging and almost has a fit. He's like DUDE! HAVE YOU PLAYED HALO3 YET?????!!!

I'm like, uhh....no.

DUDE! ITS SO AWESOME! I GOT IT ON TUESDAY AND HAVE BEEN PLAYING IT NONSTOP! I HAVNT EVEN SLEPT IN 2 DAYS AND AS SOON AS I GET OFF OF WORK IM GONNA PLAY SOME MORE!!!!111

I'm like, ummm...okay...cool...I guess.

Jesus, you would think the game was crack or something. Sad.

Subject: Re: BAH Halo 3
Posted by [Starbuzz](#) on Sat, 29 Sep 2007 01:18:36 GMT
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Aww Blazer, you should have warned him to not forgo sleep! It would suck if he slouched dead while playing due to fatigue! LOL

Subject: Re: BAH Halo 3
Posted by [Blazer](#) on Sat, 29 Sep 2007 01:21:16 GMT
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KIRBY-098 wrote on Fri, 28 September 2007 14:04Blazer wrote on Fri, 28 September 2007 01:18Halo 3 makes baby jesus cry.

Somehow I doubt it.

But I'm sure your callous use of his name does.

How is saying that young Jesus would not appreciate a game like Halo3 a "callous" use of his name? I'd wager that baby Jesus would, in fact, not like Halo 3. I'd also bet that the grown up Jesus wouldn't like it either. Either way I don't think he would care that I made the observation

Subject: Re: BAH Halo 3
Posted by [Ethenal](#) on Sat, 29 Sep 2007 01:21:55 GMT
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Starbuzz wrote on Fri, 28 September 2007 20:18Aww Blazer, you should have warned him to not forgo sleep! It would suck if he slouched dead while playing due to fatigue! LOL

That reminds me of World of Warcraft.

Subject: Re: BAH Halo 3

Posted by [PlastoJoe](#) on Sat, 29 Sep 2007 06:29:43 GMT

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Blazer wrote on Fri, 28 September 2007 20:16 I went to the store after work today, and they had pepsi products "buy 2 get 2 free", so among the soft drinks I bought, included the "Limited Edition Game Fuel Halo 3" Mountain Dew "With an invigorating blast of citrus cherry flavor".

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DUDE! ITS SO AWESOME! I GOT IT ON TUESDAY AND HAVE BEEN PLAYING IT NONSTOP! I HAVNT EVEN SLEPT IN 2 DAYS AND AS SOON AS I GET OFF OF WORK IM GONNA PLAY SOME MORE!!!!111

I'm like, ummm...okay...cool...I guess.

Jesus, you would think the game was crack or something. Sad.
That's just silly. If you don't sleep, you can't appreciate all the subtle tweaks and nuances.

Not that I'd know, since the roommate is waiting until Sunday to get it...

Subject: Re: BAH Halo 3

Posted by [DutchNeon](#) on Sat, 29 Sep 2007 11:05:27 GMT

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Well the Game is good but its way too overrated.

Subject: Re: BAH Halo 3

Posted by [pd2simy](#) on Sat, 29 Sep 2007 13:49:03 GMT

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[NEFobby[GEN] wrote on Thu, 27 September 2007 09:03]This thread is fail... half the posts are "OMG HALO SUX LAWL", posted by people who have never even played Halo 3, or even Halo 2. Please give legitimate reasons why you believe Halo sucks, because I have already explained why it doesn't.

Renegade is my preferred game, but that doesn't mean every other game is bad. Okay well the first Halo was simply amazing. From about a year after its release to even today me and my friends have had system links of it, normally ranging from about 6-16 people. We played xbconnect when it was huge. If you have ever seen True Life "I'm a professional gamer", one of the people in it, Tsquared, played on xbconnect like mad. I beat him once when he hosted although he raped me multiple times as well. So in short I'm in love with the game.

So then Halo 2 comes out. I'm all with the hype, buying the game the first day it comes out and

sitting down after school with my brother to play the campaign all day. I became obsessed with the game for a month or so, maybe even more. All of the new features really kept me coming for more. I got pretty amazing at the game and was a very high level.

Then I decided to system link with my friends on Halo 1 for the heck of it. I then realize is blows away the second one. Halo 1 takes so much more skill and teamwork while Halo 2 is more run and gun. I wanted my 3 shot kill "super pistol" back where the better weapon won't always win...because you both start with a pistol.

So then I basically gave up on Halo 2. I played Halo 3 beta and saw my friends play it. It just looked too much like Halo 2 so I don't plan on buying the game and have yet to play it either.

Subject: Re: BAH Halo 3
Posted by [R315r4z0r](#) on Sat, 29 Sep 2007 14:55:41 GMT
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Halo 3 combines all the good aspects of Halo 1 and 2

Subject: Re: BAH Halo 3
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 29 Sep 2007 15:37:54 GMT
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Halo 3 is probably the most different of the trilogy, they've pretty much added a good list of weapons and have changed the others. They've also added new features like the different shield pickups, lots of new game modes, a map editor, and the ability to spectate a video from a game you've played before. Lots of new vehicles in this one, and unlike in most games, they're fun to drive.

I play a lot of FPS', especially in the past 5 years, and I can easily say that the Halo series is one of the best. Renegade is my game of choice, but I'm not ignorant enough to not try other games.

Subject: Re: BAH Halo 3
Posted by [R315r4z0r](#) on Sat, 29 Sep 2007 17:03:46 GMT
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Well feelings are mixed between what was better, Halo 1 or Halo 2. I preferred the gameplay of Halo 2, but the campaign in Halo 1. But when I got Halo 3, I was expecting something more like Halo 2, but I was wrong. It is very different.

Subject: Re: BAH Halo 3
Posted by [Jonty](#) on Sun, 30 Sep 2007 07:17:55 GMT
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I got Halo 1 on PC, the graphics are way better than ren's and it runs a lot faster too. Only problem is, you can't force antialiasing. I haven't played Halo3 yet, but everyone I've spoken to tells me it's awesome. I've played Halo2 multiplayer on Xbox before, but as someone else aptly put it, the Xbox controller is the size of a Sega Dreamcast. I like PC versions much more!

Also: I might get Halo2 PC soon, depends if there's a demo I can get first to see how good it is.

Also: I played Halo1 for the campaign more than anything, it's awesome.

Subject: Re: BAH Halo 3
Posted by [Starbuzz](#) on Sun, 30 Sep 2007 07:30:26 GMT
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Hey Jonty! Yeah, Halo singleplayer is just too damn good. I bought the game a month ago...simply enjoyed it! I kinda wanted the singleplayer missions to never end...it was just an achievement.

Yes, the graphics kick Renegade graphics. But good PC shooters with good graphics were around in 2002...WW simply did not have the time and skill to make a good FPS (since it was their first try).

Halo1 multiplayer is good too but the weapon balances is kinda screwed up. Pretty much your most useful weapons are the Pistol and Shotgun. Rocket launchers are fun too.

Nothing like a couple pistol rounds to deplete their shield and a good shotgun blast to their face to get 1 satisfying kill. LOL.

Subject: Re: BAH Halo 3
Posted by [Jonty](#) on Sun, 30 Sep 2007 12:41:33 GMT
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Yeah, I agree the multiplayer on Halo 1 and 2 is a little bit crap, basically if you have a rocket launcher you're unstoppable until you run out of ammo or a sniper gets you.

The graphics-are-better-than-renegade comment was because I read one of retardm02's posts saying that Halo was newer except the graphics were worse. I don't know which version he's been playing, maybe he just has such a bad PC he has to turn everything down to minimum.

Subject: Re: BAH Halo 3
Posted by [IronWarrior](#) on Sun, 30 Sep 2007 15:09:48 GMT
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The shotgun was fucking awesome in Halo, that weapon was an all around bad-ass.

After that, my favorite was the standard rifle as 60 rounds was enough to take anything down aslong you kept hitting them, after that, the Plasma Rifle.

Subject: Re: BAH Halo 3
Posted by [R315r4z0r](#) on Sun, 30 Sep 2007 15:34:53 GMT
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The multiplayer in Halo 1 sucked big time. But the multiplayer in Halo 2 was awesome, very fun to play.

And no, your not god with a rocket launcher... you only have 6 shots, 2 shots each. It has a slow rate of fire and reload time, and the rocket moves like 2Mph. and in Halo 3, the rocket doesn't track anymore like in Halo 2.

Subject: Re: BAH Halo 3
Posted by [Ethenal](#) on Sun, 30 Sep 2007 20:56:23 GMT
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razorblade001 wrote on Sun, 30 September 2007 10:34The multiplayer in Halo 1 sucked big time. But the multiplayer in Halo 2 was awesome, very fun to play.

And no, your not god with a rocket launcher... you only have 6 shots, 2 shots each. It has a slow rate of fire and reload time, and the rocket moves like 2Mph. and in Halo 3, the rocket doesn't track anymore like in Halo 2.

No, you were pretty much god if you can aim, I used to play rounds of Rockets with friends, I'd blow them all to hell. In Halo 3 the rockets move much slower and no longer track, so it's much more balanced now, even though I haven't had a chance to play on Live as of yet.

Subject: Re: BAH Halo 3
Posted by [Starbuzz](#) on Sun, 30 Sep 2007 21:41:30 GMT
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Rockets pretty much own in CTF games. I liek to defend the flag since no one else does and the shotgun and rockets are the best combo.

You can pretty much be god in your team on maps like Blood Gulch and Death Island...if you are defending the flag with rockets.

Subject: Re: BAH Halo 3
Posted by [Viking](#) on Sun, 30 Sep 2007 23:53:59 GMT
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razorblade001 wrote on Sat, 29 September 2007 09:55 Halo 3 combines all the good aspects of Halo 1 and 2

It has twice the FAIL!
