Subject: Re: So ummm... Why dose everyone say Halo is so f*king awesome?
Posted by Doitle on Fri, 30 Mar 2007 12:44:00 GMT
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Falling damage isn't off in Halo 2. If you fall off lockout or ascension or any of the maps with edges you will most certainly die. Short distance fall damage is off. You are a cyborg marine. Not a Rice-Paper and Glass Baby.

"The Master Chief is a SPARTAN-II Super Soldier, a biologically-enhanced and cybernetically-augmented commando. Extensive surgical alteration coupled with a rigorous lifelong training regimen has resulted in Master Chief being significantly stronger than even the strongest natural human, and his strength and fighting ability are further augmented by the advanced MJOLNIR battle armor he wears."

Also since when did everyone around here get on this ultra-pretentious kick?

"Then again, I also have spectacularly high expectations for my shooters; my introduction to the FPS genre was Tribes. "

What is tribes like the Harvard of shooters? "I can see how you wouldn't understand, I did go to Tribes Law after all, chortle chortle." Should we all be impressed and take your opinions about Pinot Noir and the various city philharmonics as standards now?

"Games should penalize stupidity, not reward it."
Games DO penalize stupidity. If you use the sword at an upward angle and you fly through the person off the edge, theres no sword fairy who flies up and gently caresses you back to earth and pats you on the head. You fly off the edge and die. The reason why the damage from using the sword angled down would be such a problem is... If you use the sword angled down, it would kill you. If you used it angled up... it would fly you off the edge. Soooooo... Unless you were perfectly centered you couldn't use the sword. I know I know, if they had been educated at Tribes Law that would be easy for them you will say. That's not fun. Halo 2 is meant to be fast and fun. Swords would be a chore if you had to make sure your view was centered every time.

Anyhow it really bothers me when people get so very highfalutin about such trivial things. It's a game. You spend a good deal of your day posting on a old game's forum. Your time is not precious, you aren't a leading academic in the field of videogameology. Just say you don't like something for real reasons. Not because you have just so very high standards that you couldn't HELP but not like it.

Also Cocks