
Subject: Re: BLACK OPS COMMENTARY (HILARIOUS LOL)
Posted by [GEORGE ZIMMER](#) on Mon, 14 Mar 2011 00:04:47 GMT
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Dover wrote on Sun, 13 March 2011 16:36 Competitive FPS will always be the domain of the PC. Nope. Not since Halo came to the scene. I mean, Counterstrike and a few others still remain, but meh... Call of Gears: Reach is taking over the scene, and you know it. Though to be fair, those games only last about a year or 6 months before they burn out (While CS still has a fairly large playerbase last I checked). Still, most people in GENERAL are moving away from PC FPS's. They're starting to go the way of fighting games, really.

And honestly, I'm fucking okay with it. If it means a return to FPS's core roots of being horror/atmospheric, I am very much okay with this. FPS games have such a broad variety, and if it means consoles just get a slew of shitty HURPA DURPA 0.01 REACTION TIME 99-0 K/D, it'll hopefully keep the crap out of PC gaming.
