NukeIt15 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.