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Subject: Re: List your HL2 Quotes

Posted by [R315r4z0r](#) on Fri, 27 Nov 2009 01:59:22 GMT

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No, you misunderstood what I said, Dover.

Dialogue is not story. The Halo franchise spans over decades. It's like Star Wars in that you can pick a year and dive into a unique situation happening at that time.

HL2 Is nothing more than a journey of some guy across a long distance. It's a very short story elongated by large levels, intuitive gameplay and dialogue.

My point with the papes that I mentioned is this: if you were to cut out the gameplay from each of the games and just tell a story, you can go on for hours reciting Halo's story, were as HL2's story would just be "Dr. Freeman went here, then he went there."

It's not about story quality or cliches or anything of that nature. One story is simply bigger scale than the other one. That's what the word 'epic' means.

The bottom line:

Halo and HL are both good games and are fun to play... but they are good for entirely different reasons. HL isn't good because of its story, but because of its gameplay.

(Edit: That's not to say that HL's story is bad. It's just not it's main attraction.)

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