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Subject: Re: BLACK OPS COMMENTARY (HILARIOUS LOL)

Posted by [Dover](#) on Tue, 15 Mar 2011 00:40:04 GMT

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R315r4z0r wrote on Mon, 14 March 2011 09:46 If an FPS is a multi-platform release is available on both consoles and PCs it is better on PC.

But FPS games developed specifically on a console can do well in their own right. Games like Halo and GoldenEye 007 (N64) are a good example of that.

Halo is by far the most competitive FPS game I've ever played. CoD would be second.

If by "do well", you mean sales, then yeah you're right. But I'm unconcerned with that. If you mean anything else, you're probably wrong. If GoldenEye was ever released for the PC, and I was allowed to play against you on your N64, I would beat you so hard that you would think you were an unwanted stepchild. GoldenEye was a lot of fun, but it was also the epitome of bad console shooter control scheme (By today's standards). It just sort of got off easy because there wasn't anything to compare it to at the time, and because a legion of N64 players look back on it with a metric ton of nostalgia.

Saying Halo is by far the most competitive FPS you've played gives me a great idea what your shitty gaming habits are. I'll tell you what, Quake 3 Arena is available on Steam. Go buy it and I'll show you what real competitive FPS is about. You might have a hard time since the game moves at a brisk pace and your aim and reflexes actually matter, but through the ass-kicking you'll receive, you'll come to a realization: Halo sucks.

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