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GAMING Community OFF-TOPIC Community

That near religious feel of older Halo games Subscribe

LordOfChaos
Member
(10-20-2014, 03:07 AM)
Quote

That near religious feel of older Halo games #1

I'm talking about things like this

http://youtu.be/WN2u-PFgnc4?t=29m10s

Everything's going to shit, a button is pressed, a giant metal curtain goes up, a quickened version of the main Halo theme plays, and a replacement ring rises up like divine deliverance. The silhouette of Chief and the Arbiter watching the Ring rise is great too. Marty's music was no doubt a big part of this feel.

Any of you know what I'm talking about? What are your favorite examples of this kind of thing?

speculawyer
Banned
(10-20-2014, 03:09 AM)
Quote

#2

Were you really high?

LordOfChaos
Member
(10-20-2014, 03:09 AM)
Quote

#3

> Originally Posted by **speculawyer**
> Were you really high?

Not saying I was, not saying I wasn't.

R dott B
Member
(10-20-2014, 03:09 AM)
Quote

#4

> Originally Posted by **speculawyer**
> Were you really high?

Haha.

Coffee Dog
formerly known as
Echoenigma

#5

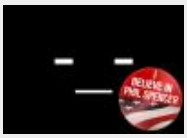
> Originally Posted by **speculawyer**

(10-20-2014, 03:10 AM)
Quote

> Were you really high?

.

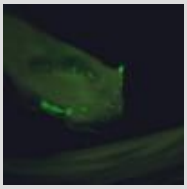
TeRey09 #6
Member
(10-20-2014, 03:11 AM)
Quote



> Originally Posted by **speculawyer**
> Were you really high?

/Thread

Sushi Nao #7
Member
(10-20-2014, 03:11 AM)
Quote



I get you, op. Awe at the immensity of the unknown and unknowable. Not much like it in gaming today.. Souls games, maybe.

TK Turk #8
Banned
(10-20-2014, 03:11 AM)
Quote

I feel you. I felt a large religious connection to the game, mostly due to the music and the fact that the covenant isn't a race, but a group of religious fanatics.

Enter The 36 Chambers #9
Member
(10-20-2014, 03:13 AM)
Quote

<<<<<<high halo

Skux #10
Member
(10-20-2014, 03:14 AM)
Quote

It's filled with religious references anyway. The Ark, the Covenant, the Flood...

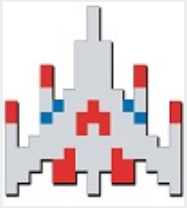
Hell even the game is called "Halo".

Chezzymann #11
Member
(10-20-2014, 03:15 AM)
Quote

> Originally Posted by **Skux**
> It's filled with religious references anyway. The Ark, the Covenant, the Flood...
>
> Hell even the game is called "Halo".

Oh my goodness I never got this

watership
Member
(10-20-2014, 03:16 AM)
Quote



#12

I think every Halo had cut scenes like this. Even 4. Lesser to an extent O.D.S.T and Reach, as had slightly different storytelling approaches.

Bronetta
Ask me about the moon landing or the temperature at which jet fuel burns. You may be surprised at what you learn.
(10-20-2014, 03:16 AM)
Quote

#13

> Originally Posted by **speculawyer**
> Were you really high?

Highlo

LordOfChaos
Member
(10-20-2014, 03:18 AM)
Quote

#14

> Originally Posted by **watership**
> I think every Halo had cut scenes like this. Even 4. Lesser to an extent O.D.S.T and Reach, as had slightly different storytelling approaches.

Which ones do you recall from the others?

Poimandres
Member
(10-20-2014, 03:20 AM)
Quote

#15

Halo 3's story barely even existed. I don't understand how anyone could catch legit emotions from this series. The first game had a nice sense of mystery about it, but after that it was just super silly.

Halo 3 came out the month after Bioshock, so I had boat loads of fun with the campaign/multiplayer but in terms of atmosphere/voice acting/narrative I felt absolutely nothing.

JayEH
Member
(10-20-2014, 03:22 AM)
Quote

#16

This got me unusually pumped for the MCC. Forgot that Bungie could actually create epic moments after playing Destiny.

---

superNESjoe
Member
(10-20-2014, 03:27 AM)
Quote

#17

> Originally Posted by **Poimandres**
> Halo 3's story barely even existed.

I can't even understand how someone could think this in a post-Destiny world. If Halo 3 barely had a story, then where does a game like Destiny fit in your scale?

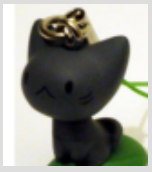
DracoBlade
Member
(10-20-2014, 03:50 AM)
Quote

#18

> Originally Posted by **Poimandres**
> Halo 3's story barely even existed. I don't understand how anyone could catch legit emotions from this series. The first game had a nice sense of mystery about it, but after that it was just super silly.
>
> Halo 3 came out the month after Bioshock, so I had boat loads of fun with the campaign/multiplayer but in terms of atmosphere/voice acting/narrative I felt absolutely nothing.

funny.

angelic
Member
(10-20-2014, 03:57 AM)
Quote

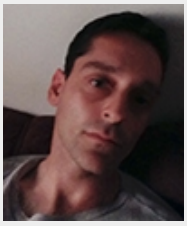


#19

> Originally Posted by **Skux**
> It's filled with religious references anyway. The Ark, the Covenant, the Flood...
>
> Hell even the game is called "Halo".

its about 2 robots. called rod and todd.

Dennis
Member
(10-20-2014, 03:58 AM)
Quote



#20

The Halo series is so good. OP, your are forgiven for the hyperbole.

Poimandres
Member
(10-20-2014, 04:01 AM)
Quote

#21

> Originally Posted by **superNESjoe**
> I can't even understand how someone could think this in a post-Destiny world. If Halo 3 barely had a story, then where does a game like Destiny fit in your scale?

Destiny? Story? Hahahaha!

I bascially lost interest in the Halo series story as soon as Halo 2 began. I didn't want aliens speaking English with lazy religious motivations and the Master Chief spouting cheesy one liners.

But you know, this is just my personal preference and I recognize Halo has quite a well developed universe when you throw in the books etc. I did like the Terminal stuff because it retained a bit of mystery.

Piano
Foie Gras For Free!
(10-20-2014, 04:02 AM)
Quote

#22

> Originally Posted by **superNESjoe**
> I can't even understand how someone could think this in a post-Destiny world. If Halo 3 barely had a story, then where does a game like Destiny fit in your scale?

Destiny un-tells stories you already know.

nded
Member
(10-20-2014, 04:02 AM)
Quote

#23

The only one that really maintained that sense of mystery for me was CE.

Poodlestrike
Member
(10-20-2014, 04:06 AM)
Quote

#24

> Originally Posted by **superNESjoe**
> I can't even understand how someone could think this in a post-Destiny world. If Halo 3 barely had a story, then where does a game like Destiny fit in your scale?

Destiny's problem is not a lack of story. It's that the story it does have is impressively awful.

Totally different issues.

TheXbox
Member
(10-20-2014, 04:06 AM)
Quote

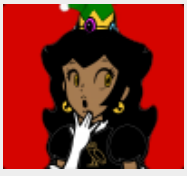
#25

The feel is religious, in a literal sense. The games are rife with biblical references and imagery.

Mihael Mello Keehl
cried for 12 months straight
(10-20-2014, 04:06 AM)
Quote

#26

Let me just gone head and get my preorder in for MCC sheesh...



Pit
Junior Member
(10-20-2014, 04:06 AM)
Quote

#27

OP is right, the halo series have a fantastic story and even halo 4, while a polarizing game in the community, delivers a strong story evident in both the Chiefs campaign and the Spartan ops coming after it. The latter is very intriguing, [redacted]

NormalFish
Member
(10-20-2014, 04:07 AM)
Quote

#28

> Originally Posted by **TheXbox**
> The feel is religious, in a literal sense. The games are rife with biblical references and imagery.

Yup. Seeing parallels between Halo and religion is very reasonable because it shares many traits with

scripture. All there is to it.

Tookay
Member
(10-20-2014, 04:10 AM)
Quote

#29

The Gregorian chants go a long way.

Poimandres
Member
(10-20-2014, 04:10 AM)
Quote

#30

> Originally Posted by **TheXbox**
> The feel is religious, in a literal sense. The games are rife with biblical references and imagery.

I actually love me some religious themes, but I think it's handled in a very shallow way in the Halo games.

VinFTW
Member
(10-20-2014, 04:12 AM)
Quote

#31

Highlo 5 can't come soon enough.

Gambit 1138
Banned
(10-20-2014, 04:13 AM)
Quote

#32

The first Halo was quite the epic.

theWB27
Member
(10-20-2014, 04:14 AM)
Quote

#33

> Originally Posted by **Poimandres**
> Destiny? Story? Hahahaha!
>
> I bascially lost interest in the Halo series story as soon as Halo 2 began. I didn't want aliens speaking English with lazy religious motivations and the Master Chief spouting cheesy one liners.
>
> But you know, this is just my personal preference and I recognize Halo has quite a well developed universe when you throw in the books etc. I did like the Terminal stuff because it retained a bit of mystery.

What language do aliens speak? Or do they even speak? Why would something that is meant only for battle, Master Chief, deliver soliloquies in the midst of battle? Religious beliefs are a pretty powerful driving force for allot of people. Why is this lazy all of a sudden?

Stormus

#34

Member
(10-20-2014, 04:15 AM)
Quote

> Originally Posted by **Poimandres**
> **I actually love me some religious themes**, but I think it's handled in a very shallow way in the Halo games.

Like what? Genocide? Slavery ? Rape? Women as chattel? Eternal torture?

clem84 #35
Member
(10-20-2014, 04:17 AM)
Quote

Not even that big of a Halo fan but this is a great scene.

JayEH #36
Member
(10-20-2014, 04:18 AM)
Quote

> Originally Posted by **Stormus**
> Like what? Genocide? Slavery ? Rape? Women as chattel? Eternal torture?

What?

cb1115 #37
Member
(10-20-2014, 04:19 AM)
Quote

> Originally Posted by **Stormus**
> Like what? Genocide? Slavery ? Rape? Women as chattel? Eternal torture?

buddha0991 #38
Member
(10-20-2014, 04:20 AM)
Quote

> Originally Posted by **Stormus**
> Like what? Genocide? Slavery ? Rape? Women as chattel? Eternal torture?

AAAAAAlrighty then.

Northeastmonk #39
Member
(10-20-2014, 04:20 AM)
Quote

I heard Halo 2's theme at a church tournament one time. It's the first time I've even gotten goosebumps inside a church.

I bet half the preachers out there who were in college at the time played Halo 2 at least once. Lol it was an experience unto itself, but those days are in the bag.

Last edited by Northeastmonk; 10-20-2014 at 04:22 AM.

Yagharek #40
Member
(10-20-2014, 04:22 AM)
Quote

> Originally Posted by **Poimandres**
> Halo 3's story barely even existed. I don't understand how anyone could catch legit emotions

> from this series. The first game had a nice sense of mystery about it, but after that it was just super silly.
>
> Halo 3 came out the month after Bioshock, so I had boat loads of fun with the campaign/multiplayer but in terms of atmosphere/voice acting/narrative I felt absolutely nothing.

Halo 3 story is non existent in the game. I think they took it all out and put it in comic books, bad novels and text descriptions on the back of boxes for the action figures.

DocSeuss
Member
(10-20-2014, 04:23 AM)
Quote

#41

Look at how much vertical movement and size relationship stuff is done in those shots. Of course it feels epic. Good direction will do that (though the framing feels a bit weird to me).

> Originally Posted by **Yagharek**
> Halo 3 story is non existent in the game. I think they took it all out and put it in comic books, bad novels and text descriptions on the back of boxes for the action figures.

Except it is. It's the story of how Chief returns to Earth to fight off the Covenant, gets whisked away to the factory, discovers a new Halo is being made, and blows it up to kill all the Flood.

Just because you didn't pay attention doesn't mean it wasn't there. :)

Piano
Foie Gras For Free!
(10-20-2014, 04:25 AM)
Quote

#42

> Originally Posted by **Stormus**
> Like what? Genocide? Slavery ? Rape? Women as chattel? Eternal torture?

Northeastmonk
Member
(10-20-2014, 04:29 AM)
Quote

#43

> Originally Posted by **Stormus**
> Like what? Genocide? Slavery ? Rape? Women as chattel? Eternal torture?

This guy should just head down to the Church pantry and start cursing at them for no reason. lol

[redacted]

I never realized Halo had so many themes to it. All I saw was one man trying to destroy a halo ring.

Poimandres
Member
(10-20-2014, 04:33 AM)
Quote

#44

> Originally Posted by **theWB27**
> What language do aliens speak? Or do they even speak? Why would something that is meant only for battle, Master Chief, deliver soliloquies in the midst of battle? Religious beliefs are a pretty powerful driving force for allot of people. Why is this lazy all of a sudden?

What language do aliens speak? Well, I don't think it should be English personally. You know, like in the original Halo (outside of Grunts). The whole story angle of making us "relate" to the Covenant wasn't the direction I wanted Halo to go. I know that's just my particular preference, but plenty of people felt the same way when Halo 2 released.

I don't think religious motivations themselves are "lazy" or necessarily a bad angle, just the way it was presented seemed shallow to me. My mind was going off in all kinds of directions after Halo CE. But the reveal of the Covenants society and motivations in Halo 2 just fell flat for me. Essentially they just seemed like reskinned humans, when I was hoping for something a little more alien with a little less exposition and a little more mystery.

> Originally Posted by **Stormus**
> Like what? Genocide? Slavery ? Rape? Women as chattel? Eternal torture?

Full disclosure, I'm not a religious person. But I enjoy the "lore" surrounding different religions. The sense of the unknown, the high strangeness, the savagery and difficulty in reconciling the cruelty of the world with higher ideals. People using these forces to manipulate others, and those that truly seem to have good intentions.

Enter The 36 Chambers
Member
(10-20-2014, 04:36 AM)
Quote

#45

> Originally Posted by **Poimandres**
> Destiny? Story? Hahahaha!
>
> I bascially lost interest in the Halo series story as soon as Halo 2 began. I didn't want aliens speaking English with lazy religious motivations and the Master Chief spouting cheesy one liners.

I'm honestly a huge halo fan. But I can agree with this a little bit. The worst thing about halo 3 was fighting brutes.

That's why I love reaches campaign so much because elite encounters were awesome. Bungie nailed AI with the elites in many ways.

Whereas now we have prometheans. It's just not the same, especially when the enemies are bullet sponges but also boring to fight.

The wacky story kinda ruined the games in a way.

Collingwood
Member
(10-20-2014, 04:46 AM)
Quote

#46

Don't care what anyone says. Halo is still the shit.

Poimandres
Member
(10-20-2014, 04:48 AM)
Quote

#47

> Originally Posted by **Enter The 36 Chambers**
> I'm honestly a huge halo fan. But I can agree with this a little bit. The worst thing about halo 3 was fighting brutes.
>
> That's why I love reaches campaign so much because elite encounters were awesome. Bungie nailed AI with the elites in many ways.
>
> Whereas now we have prometheans. It's just not the same, especially when the enemies are bullet sponges but also boring to fight.
>
> The wacky story kinda ruined the games in a way.

Yeah, Brutes are another thing I wasn't a fan of. I remember in the lead up to Halo 2 Bungie mentioned there would be another alien race. I was thinking "oh man, Elites are so cool! I wonder what it could be?" then it was "lol giant apes".

BriGuy
Member
(10-20-2014, 04:50 AM)
Quote

#48

> Originally Posted by **Skux**
> It's filled with religious references anyway. The Ark, the Covenant, the Flood...
>
> Hell even the game is called "Halo".

Jesus' nickname was also Master Chief.

CassidyIzABeast
Member
(10-20-2014, 04:54 AM)
Quote

#49

Damn Bungie, in high school you was the man Bungie, wtf happened to you?

Dongs Macabre
aka Daedalos42
(10-20-2014, 04:54 AM)
Quote

#50

> Originally Posted by **Poimandres**
> What language do aliens speak? Well, I don't think it should be English personally. You know, like in the original Halo (outside of Grunts). The whole story angle of making us "relate" to the Covenant wasn't the direction I wanted Halo to go. I know that's just my particular preference, but plenty of people felt the same way when Halo 2 released.
>
> I don't think religious motivations themselves are "lazy" or necessarily a bad angle, just the way it was presented seemed shallow to me. My mind was going off in all kinds of directions after Halo CE. But the reveal of the Covenants society and motivations in Halo 2 just fell flat for me. Essentially they just seemed like reskinned humans, when I was hoping for something a little more alien with a little less exposition and a little more mystery.
>
> Full disclosure, I'm not a religious person. But I enjoy the "lore" surrounding different religions. The sense of the unknown, the high strangeness, the savagery and difficulty in reconciling the cruelty of the world with higher ideals. People using these forces to manipulate others, and those that truly seem to have good intentions.

Making them more human-like shows us that they aren't really that different from ourselves. It's much more interesting than just "aliens are bad, humans are good". The Covenant is what humanity could become. The Covenant invades the home worlds of alien species and converts them through force to serve the Prophets and the Sangheili. In the novels, there was an Insurrection among humanity because the government didn't care about the Outer Colonies outside of their ability to provide resources for the Inner Colonies. Humanity was well on its way to becoming more and more like the Covenant before they invaded, forcing humanity to stand together.

> Originally Posted by **Poimandres**
> Yeah, Brutes are another thing I wasn't a fan of. I remember in the lead up to Halo 2 Bungie mentioned there would be another alien race. I was thinking "oh man, Elites are so cool! I wonder what it could be?" then it was "lol giant apes".

The Brutes being ape-like represents the devolution of man. They were once an advanced civilization before they destroyed all their progress in a civil war before the Covenant found them.

Although I guess you have to read the novels to know any of this.

Last edited by Dongs Macabre; 10-20-2014 at 05:00 AM.

Mechazawa
Member
(10-20-2014, 04:57 AM)
Quote

#51

> Originally Posted by **BriGuy**
> Jesus' nickname was also Master Chief.

Jesus no-scoped for our sins.

Aeqvitas
Member
(10-20-2014, 05:01 AM)
Quote

#52

The Gregorian chanting from the Menu Screen still elevates my soul to untold heights, as I bow my head in reverence.

GrizzNKev
Member
(10-20-2014, 05:02 AM)
Quote

#53

I get chills watching Halo 3's cutscenes. A fucking masterpiece.

MasterChef420
Banned
(10-20-2014, 05:04 AM)
Quote

#54

Halo was the kind of a game where everything changed. It was the first game on console to use dual sticks to aim. First game to use matchmaking online. First party system. Bungie really had no where to go but down (after wanting to start a new IP). The lines the covenant yell out are funny and the marines one liners are too funny. When I got a xbox with halo, my friends had to have one too. The multiplayer matches were awesome, the guns all feel and look strong, vivid and amazing alien technology, especially the needler. I remember the first time I used each covenant weapon. The scarab gun in halo 2 was really cool too.

Last edited by MasterChef420; 10-20-2014 at 05:08 AM.

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alterno69
Banned
(10-20-2014, 02:51 PM)
Quote

#55

Halo music has always been a highlight for me, unlike the story sadly. I think CE was the best in every regard. Halo 2 was jist bad, especially that ending. The terminals were just lazy, if i wanted to read i'd get a fucking book. Don't put important universe/story stuff in fucking text please.

Still love the series but rich story is not something i think about when i hear the name Halo.

HawksWinStanley
Member
(10-21-2014, 03:55 AM)
Quote

#56

I don't know about all that but I have trouble thinking of cooler instances in games than the feeling of "wtf?" when you first meet the flood. Walking through all of those rooms with the marines who were all messed up and mutilated only to get that feeling of dread when a sea of creatures comes pouring out after you. Eff that.

Post Reply

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