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Subject: What's the most dissapointing sequel to a game you have ever played?  
Posted by [Grey Wolf](#) on Mon, 07 Apr 2003 15:11:31 GMT  
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There are some games we really liked, then they had a sequel. They can either surpass their predecessors, in terms of their gameplay, their graphics, their BGM, their stories etc.

But there are those which can be very dissapointing sequels to games like sequels to movies CAN be very dissapointing, here a few that dissapointed me:

Suikoden II (Playstation 1): It started out great, it had some good gameplay, better graphics and even longer then the original. When I first started playing it was great but then it reached a certain point where the quality of the storyline deteriorated...badly. As I played after that point I'm surprised I even bothered to complete it.

Wing Commander Prophecy (PC): :nonono: This was absolutely dreadful, it CANNOT match its predecessors in any way at all! I did not like the storyline, the new characters and the new main character was a jerk!

Mind you it had some good gameplay and had some fairly interesting BGM which I found to be the only redeeming qualities!

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?  
Posted by [Dan](#) on Mon, 07 Apr 2003 15:18:47 GMT  
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FF8, MK3 and Up, Dune 2k, Masters of Orion 3, Devil May Cry 2... there are a few more

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?  
Posted by [Grey Wolf](#) on Mon, 07 Apr 2003 15:24:25 GMT  
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Final Fantasy VIII was one of the biggest dissapointments I have ever known.

It had some wonderful graphics but that was the only redeeming I found about that game. The storyline did not seem to be very well thought out if you ask me!

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Ambient Blue](#) on Mon, 07 Apr 2003 15:28:13 GMT

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Final Fantasy VIII and X. Definately.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Mon, 07 Apr 2003 16:59:47 GMT

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I'm going to keep quiet about my unconditional love for Final Fantasy 8 and talk about my own disappointing sequels:

Super Mario Bros. 4: Super Mario World (Super NES) : A lot of people think this one is the best 2D Mario but I wholeheartedly disagree. This one seemed to be too much of a recycling of the excellent SMB3 on NES, and I didn't like the new overworld set-up in this game.

Super Mario 64 (N64) : Don't get me wrong, I thought this was a great game and it kept me busy for weeks. But in the shift to 3D, Mario seemed to lose something. Mainly the change from straight-forward platforming to scavenger-hunting threw me off. There were some fun point-A-to-point-B moments (like the Bowser stages) but there weren't enough of them. I don't know about SM Sunshine, but SM64 can't compare to SMB3 and Yoshi's Island in terms of pure action and fun.

Kirby's Dream Land 2 (Game Boy) : Again, I like this one a lot. My problem was that it seemed to trace the framework of NES Kirby's Adventure and was inferior in every possible way.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [iamfanboy](#) on Mon, 07 Apr 2003 17:53:04 GMT

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:bawl: :bawl: :bawl: :bawl: :bawl: :bawl: :bawl: :bawl:

Masters of Orion 3, hands down. \*snff\* I loved MOO2 to death, so much that I can still play it and be enthralled for hours on end, and MOO 3 is everything, EVERYTHING that its predecessor

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wasn't, and yet...

It sucks soo bad. >,< Really, it does! It blows donkey choad. I can't pin one thing down that's SEVERELY wrong with it, and yet the fact remains that it suxxor to the maxxor. >,< Such a beautiful game, too....

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Trooper](#) on Mon, 07 Apr 2003 17:54:08 GMT

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Command and Conquer - Tiberian Sun: UGH!! that game was TERRIBLE!!!! fortunately Westwood got themselves back on track and churned out the excellent C&C Red Alert 2.....

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Dan](#) on Mon, 07 Apr 2003 17:57:01 GMT

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iamfanboy wrote on Mon, 07 April 2003 13:53 :bawl: :bawl: :bawl: :bawl: :bawl: :bawl: :bawl: :bawl:

Masters of Orion 3, hands down. \*snff\* I loved MOO2 to death, so much that I can still play it and be enthralled for hours on end, and MOO 3 is everything, EVERYTHING that its predecessor wasn't, and yet...

It sucks soo bad. >,< Really, it does! It blows donkey choad. I can't pin one thing down that's SEVERELY wrong with it, and yet the fact remains that it suxxor to the maxxor. >,< Such a beautiful game, too....

indeed. such an abuse of the name.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [iamfanboy](#) on Mon, 07 Apr 2003 18:07:58 GMT

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I think they just tried too damn hard on the game. >,< It's always a pain in the arse when that happens, y'know?

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Mon, 07 Apr 2003 18:13:58 GMT

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\*puts on a flame-resistant suit\* Oh boy, am I ever gonna get bashed for this....

Final Fantasy 7 (PlayStation) : Yes, I feel that this so-called "best game ever" is a bit disappointing. I have a love-hate relationship with this game; I like it, I think it's one of the best RPGs I've played, but I don't feel it can compare to FF3j and FF8 (the only other FF games I've played though all the way) . It's got good straight-forward, but rather unrevolutionary, RPG gameplay, but for every part I like about it there seem to be just as many things that annoy me. The plot pretty much has every science-fiction cliché known to man, it wasn't that revolutionary for it's time like many people say - just a typical RPG presented in 3D, most of the action sequences - like busting Tifa out of the gas chamber and making your way through the snowy northern cliff - just managed to be irritating and cumbersome, and the gameplay - while good - just didn't have the sheer addictiveness of FF3j's job system and FF8's junction/draw/GF system. I will say this: FF7 is loads better than the original, which I didn't even bother trying to finish.

OK, now to sit back and wait for the angry replies.....

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Ambient Blue](#) on Mon, 07 Apr 2003 18:30:30 GMT

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I actually loved the materia system from FFVII and hated the junction/draw system from FFVIII.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Dan](#) on Mon, 07 Apr 2003 18:33:35 GMT

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iamfanboy wrote on Mon, 07 April 2003 14:07I think they just tried too damn hard on the game.  
>,< It's always a pain in the arse when that happens, y'know?  
it's all the fault of that stupid "macro manager" AKA the game plays YOU

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Subject: Re: What's the most dissapointing sequel to a game you have ever

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played?

Posted by [Razor Knight](#) on Mon, 07 Apr 2003 21:48:07 GMT

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Short list here.

Final Fantasy 7 and 8. Overrated is an understatement. I can bet my head on the fact that 99% of the people that worships these two never played Seiken Densetsu 3, Tales of Phantasia, or Final Fantasy 6.

Tomb Raider 2 and above. Yes the first was sort-of original, but making the same thing in the games that came after it ain't original at all. I still have to play that "Angel of Darkness" thing to see if at last they change the gameplay from the usual push'n'drag puzzle.

Mortal Kombat 3 and above. :nonono:

Rockman.EXE 2. Yes the game is good, but it's the same game as Rockman.EXE 1, with a different plot.

~Razor Knight~

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [TX-2](#) on Tue, 08 Apr 2003 03:54:51 GMT

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Grey Fox wrote on Mon, 07 April 2003 09:59

Super Mario Bros. 4: Super Mario World (Super NES) : A lot of people think this one is the best 2D Mario but I wholeheartedly disagree. This one seemed to be too much of a recycling of the excellent SMB3 on NES, and I didn't like the new overworld set-up in this game.

Super Mario 64 (N64) : There were some fun point-A-to-point-B moments (like the Bowser stages) but there weren't enough of them.

SMB4- the differences like the new Item system on it, (with the little box) the addition to yoshi, the tornado move (mario's answer to spindash), those blocks that didn't breack (they just got passable for a moment) unless tornado is used, the goomba's becoming harder, the overwhieght hammer bros, and the turtles that seperated from their shells were all changes that sort of didn't like as a kid, but I learned to apreciate them. Also the diversed level designs (especialy in the fortresses) and the dozens apoun dozens of different paths and secret levels were fun to uncover.

and lets not forget the most important feature that was badly needed for SM3, the saving. Not better than SMB3, but that was hard to follow up. Besides, It gave us a great releas game for the

SNES, that should be enough.

SM64- The bowser stages are the reason it's probably my only favorite scavenger game of the 32 64 era. besides the changing the scenario data for each mission chosen added a Point A to B. 50% of the missions in that game were point A to B in the form of climbing up mountians (and lots of them), clock towers, volcano insides, pyramids, mansions, giant snow men, (and since you only had to get 75 stars out of 120, that left a lot of action to it). The thing Mario 64 had that other scavenger games didn't was a challenge.

Megaman X4 was one of my biggest dissapointment. They add Zero as playable, but other than the Extra moves, there was nothing to it. I thought this would be more like the Jurassic park game where you play as (the raptor or Dr. Grant), or Sonic 3 and knuckles, but no, instead they just made a couple of rehash levels, and expanded off of a story that was about as interesting as a 12 year olds fanfic.

Battle toads on the PSX was a dissapointment. Yes, I know there's no Battle toads on the PSX. That's what's dissapointing.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Tue, 08 Apr 2003 11:33:12 GMT

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Razor Knight wrote on Mon, 07 April 2003 17:48

Final Fantasy 7 and 8. Overrated is an understatement. I can bet my head on the \_fact\_ that 99% of the people that worships these two never played Seiken Densetsu 3, Tales of Phantasia, or Final Fantasy 6.

Ummm, well, I haven't played FF6 yet or those others, and I do like FF7 and LOVE FF8. But it's not like I consider them the GREATEST games ever, and it's not like I've forsaken good ol' classic 2D RPGs because I like them. Now that I've beaten FF7, I can honestly say FF3 on the NES is way better, and I still consider the "kiddie" Super Mario RPG and Pokemon RPGs to be better than both of them. And as much as I loved FF8 it takes a back seat to Shining Force II (BEST GAME EVER).

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Tue, 08 Apr 2003 11:50:19 GMT

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TX-2 wrote on Tue, 08 April 2003 00:54 Battle toads on the PSX was a dissapointment. Yes, I know there's no Battle toads on the PSX. That's what's dissapointing.

Thanks for reminding me about two of the WORST sequels ever made. After "Battle Toads & Double Dragon" for NES and "Battletoads in Battlemaniacs" for SNES, which both were THE SAME GAME AS THE FIRST BATTLETOAD FOR NES disguised as different games, I am glad they didn't make another BT game. We don't want Battletoad to look like Tomb Raider's cousin, or do we??

The first BT was fun, and somehow hard until you figured all the stages out. The BT & Double Dragon one was s\*\*t. It was too easy, plus it was like "Battletoads 1 with only the punch idiots out and race on bikes stages, and some hang on the wire fence old tricks from Double Dragon 1."

The Battlemaniacs thing... Ugh. Yeah, so Pimple was there, but he was just like the other two toads, only bigger. And also, half the stages (or all of them) were an exact copy of the first NES game with pumped up graphics.

~Razor Knight~

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Hotohori4life-H4L](#) on Wed, 09 Apr 2003 17:58:45 GMT

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\*frowns at Razor\* I may not have played Seiken Densetsu 3, or Tales of Phantasia, true, and maybe I should look them up, but I played FF6. And it was a cool game, but different strokes for different folks. I really love FF7. It was my first RPG, and I got attached to the characters. Now some would say it is an unheathy affection... \*shakes head\* Anyway, the most dissapointing sequel to me was, FF9. I didn't really feel the story all that much, and the battle system was too tedious for me to get into. \*shrugs\* Just didn't like it all that much. Now I'm Playing FF 10, (for the first time!) and it kicks mucho ass! Auron is the best!

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Wed, 09 Apr 2003 18:03:12 GMT

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Hotohori4life-H4L wrote on Wed, 09 April 2003 13:58 \*frowns at Razor\* I may not have played Seiken Densetsu 3, or Tales of Phantasia, true, and maybe I should look them up, but I played

FF6. And it was a cool game, but different strokes for different folks. I really love FF7. It was my first RPG, and I got attached to the characters. Now some would say it is an unhealthy affection... \*shakes head\* Anyway, the most disappointing sequel to me was, FF9. I didn't really feel the story all that much, and the battle system was too tedious for me to get into. \*shrugs\* Just didn't like it all that much. Now I'm Playing FF 10, (for the first time!) and it kicks mucho ass! Auron is the best!

Don't mind Razor. He can be quite harsh towards games that, in his opinion, rely on flash and fluff to gain appeal. But he's admitted to me before FF7 and FF8 are not ALL bad....

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Thu, 10 Apr 2003 00:12:53 GMT

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Yep, I tend to play RPGs for their plot rather than for "how flashy the 'ultimate-spell-name-here' is" or "How big 'chick-name's-here' jugs are."

Still FF 7 and 8 are way better than other, more modern games... True Golden Sun has kickin' excellent graphics for a GBA game, but the lack of a plot almost made me not finish it (and the ending sucks, leaving it open for a sequel that is \_also\_ linear and with an ending that sucks and leaves space for Golden Sun 3. :roll: )

My first RPG?? As far as I remember, Robin Hood Prince of Thieves. Yet I don't put it as the best RPG ever, because it's not, by far. Also, FF 7 and 8 are not the best RPG ever, unless you \_only\_ play games for the flashiness and big muscles (in eitehr genders.)

So yes, FF 7 and 8 are kinda disappointing to me, because after 6, I was hoping for them to make it \_better than FF 6\_ not \_the same than FFMQ story-wise with a graphic pump-up\_.

But yes, to each his/her own, I'd rather play Rockman 1 or X1 than Klonoa, Donkey Kong or Sonic Advance.

~Razor Knight~

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Thu, 10 Apr 2003 00:18:24 GMT

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And before someone jumps, yes, I play modern games too, and some of them make it better than arcane games (Carmageddon TDR 2000 is way better than Daytona USA or other driving games of yestercenury...) I prefer Street Fighter 3/Zero 3 to other, older versions of the same saga (the whole Capcom vs. whoeverfloatsyourboat thing, for example. They're not bad, but I played them a few times and got bored of them.)

With new consoles/computers comes the chance to expand the gaming universe, but lately it seems like most game creators are only worrying about how good their games look, and not how good their games are. There's still exceptions, luckily.

~Razor Knight~

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Ballistic](#) on Thu, 10 Apr 2003 00:24:58 GMT

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I agree with you on Golden Sun RK. It could have been so much better...

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Thu, 10 Apr 2003 20:02:15 GMT

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Razor Knight wrote on Wed, 09 April 2003 20:12Yep, I tend to play RPGs for their plot rather than for "how flashy the 'ultimate-spell-name-here' is" or "How big 'chick-name's-here' jugs are."

Well, the only character I know of who that last one applies to is FF7's Tifa.... :lol:

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Rena Valentine](#) on Thu, 10 Apr 2003 20:43:50 GMT

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\*cough\*Lulu\*cough.

Though I like Lulu far more than Tifa.

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\*Looks at avatar and grins stupidly\*

That Yoshi game for N64 was also incredibly disappointing. It was so... easy... and short. Though it was more of a remake than an actual sequel. ^^;

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey Wolf](#) on Thu, 08 May 2003 15:47:20 GMT

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Another dissapointing sequel for me was Resident Evil: Code Veronica. It was very good but it just didn't have anything more to offer then its predecessors, does anyone agree thats important in a game?

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Akuma64](#) on Thu, 08 May 2003 16:12:57 GMT

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Most dissapointing sequel would be Devil May Cry 2. It's got next to no plot and dialogue, basic hack-and-slash every monster on screen, and the graphics were just a rehash of the old game. The monsters weren't good either. You got loads of those skeleton and shadow thigs just coming after you, there's hardly any other monsters to shoot. Now the infected tanks and helicopters..... AAAHHHHHHH! \*little kids voice\* MOMMY! CAN THEY MAKE THE MONSTERES ANY CHEAPER!

I almost wanted to spit on the CD but the damn thing was a rental. :x

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Dan](#) on Thu, 08 May 2003 20:33:10 GMT

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Akuma64 wrote on Thu, 08 May 2003 12:12Most dissapointing sequel would be Devil May Cry 2. It's got next to no plot and dialogue, basic hack-and-slash every monster on screen, and the graphics were just a rehash of the old game. The monsters weren't good either. You got loads of

those skeleton and shadow thigs just coming after you, there's hardly any other monsters to shoot. Now the infected tanks and helicopters..... AAAHHHHHHH! \*little kids voice\* MOMMY! CAN THEY MAKE THE MONSTERES ANY CHEAPER!

I almost wanted to spit on the CD but the damn thing was a rental. :x  
actually on the HARD level it gets interesting to play.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Sessh\\*luv\\*inu](#) on Fri, 09 May 2003 03:27:52 GMT

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I love Devil may cry 2.

I really didn't like Spy Hunter that was boring.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Ballistic](#) on Fri, 09 May 2003 11:34:28 GMT

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To me, Pokemon Gold and Silver were dissapointing. I hated the day/night cycle as it just made parts of the game frustrating. I also didn't like the way they set up the world. I could never remember which town had what. I liked Pokemon Saphire and Ruby, though..

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Fri, 16 May 2003 13:32:13 GMT

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Spy Hunter: If you mean the newer version, it sucks. The old one was good, putting missions on it ruined it.

Pokemon: Yep, 3 is better than 2. And 1 is better than 2 too. Talk about weird.

~Razor Knight~

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Thu, 14 Aug 2003 17:54:30 GMT

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Super Mario Land 2 & 3 for Game Boy

I liked the first Super Mario Land, but thought the next two games were 'eh'. Sure SML1 was basically just a remix using the formula of the original SMB but I understood why: it game out when the Game Boy got its start and was basically made to show off what the portable could do. But SML2&3 came out well after the masterful Super Mario Bros. 3 and 4, and had no excuse to have such dull level design, substandard control for Mario games and an insanely short quest. Feh.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Weizegger](#) on Thu, 14 Aug 2003 18:39:53 GMT

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Final Fantasy 9, Legend of Legaia 2, Super Ghosts and Goblins... Oh, and I HATED the Batman Returns video game on the Sega.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Yam Koo](#) on Sun, 17 Aug 2003 02:54:10 GMT

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I though Suikoden II was a great sequel (although I want to beat the hell out of whoever thought it would be OK to remove Yam Koo as a battle character and make him in charge of a stupid mini-game). Suikoden III, however, DESTROYED the good name of Suikoden in my opinion. I'm not going to even go into the battle system on that game either...

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [PsyWeedle](#) on Sun, 17 Aug 2003 05:04:35 GMT

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Really? I loved Pokémon Gold and Silver. New species and strategies I had to develop, new little

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puzzles, the ability to return to the old world and fight all the old gym leaders, which basically meant there was a game after the Elite 4 was kicked.

Ruby and Sapphire, on the other hand, I hated. They revised the Pokémon that were in it and took out some of the best in the past two games. Not to mention there's no way to return to the old worlds after you beat the stupid freakin' E4!

\*Sniff\* I miss Bulbasaur, Cyndaquil, and Mewtwo...

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Ballistic](#) on Sun, 17 Aug 2003 12:57:53 GMT

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Most of the 'new' Pokemon in the Gold and Silver games either didn't interest me or seemed to be just slightly revised versions of Pokemon from the first one. They didn't interest me very much...

On the other hand, I really liked Aron and the Regi's in the Ruby/Sapphire ones as well as the Latios/Latias pokemon.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Sun, 17 Aug 2003 13:36:20 GMT

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PsyWeedle wrote on Sun, 17 August 2003 02:04Ruby and Sapphire, on the other hand, I hated. They revised the Pokémon that were in it and took out some of the best in the past two games. Not to mention there's no way to return to the old worlds after you beat the stupid freakin' E4!

\*Sniff\* I miss Bulbasaur, Cyndaquil, and Mewtwo...

Are you on something? No really... Boy I'm using a Mewtwo I had from Red in Ruby. They didn't take out any Pokemon, just made it so you have to play the other two to get all Pokemon. They are in the program, you just can't get them by catching them, only porting them from old games. If I remember correctly that's the same they did for Pokemon 2, some of the critters couldn't be caught in it, only in P1.

And who needs to go back to the old world when you have the Battle Tower?? I think that's a better challenge than the old, easy gym leaders from P1 and P2. Reminds me of the

after-the-last-boss dungeon in Digimon World 02, tough Battle Tower's pokes wouldn't stand a chance against ol'nasty overpowered Chimeramon.

~Razor Knight~

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Sun, 17 Aug 2003 13:39:00 GMT

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Oh and the trading from P1 and P2 to P3 can be done without an emulator, so I've heard, but... You'll have to ask someone that has an actual GBA and is not graphics-spoiled... You know, someone that won't tell you "what the heck? GB? GBC? Those relics are lame!" :roll:

~Razor Knight~

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Toryu Nakamura](#) on Sun, 17 Aug 2003 21:29:05 GMT

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Just so you guys know

I loved FF8 no matter what anyone else says.

and ALL of the Suikodens rocked. 2 had an incredible storyline that made you think and it became a reflection of yourself. Would you give up a lifelong friendship for power? How far down would you go to make the world a better place?

Sequels I didn't like:

Final Fantasy 7. its not that I dont like it I do. But it was disapointing and over rated. I still stand firm that Final Fantasy 6 was the Greatest Final Fantasy ever and 7 doesn't hold a candle to it.

Super Mario world on super nintendo...Nothing will ever compare to Mario Bros 3.

Chrono Cross. Standalone its not to bad of a game. But NOTHING could ever successfully follow Chrono Trigger (MY FAVE GAME EVER)

Tekken 4- I love the Tekken series but at this point it just seems like they have the same exact game with better graphics...oh look they made pauls hair move...but the game is exactly the same...they need to double the amount of characters too

Mortal Kombat Deadly Alliance. They try to have a storyline here...but it just doesnt work...

Breath of fire Dragon Half - they jsut killed the entire breath of Fire series here...

theres way more I could go into but I dun feel like typing that much.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Ballistic](#) on Sun, 17 Aug 2003 22:13:11 GMT

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What's wrong with Breath of Fire Dragon Quarter? My brother is a big Breath of Fire fan and he loved that game. He played it several times in a row and enjoyed the added cinematics that occur, and he really like the combat system.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Toryu Nakamura](#) on Mon, 18 Aug 2003 03:22:27 GMT

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personally I just didn't like the new dragon system, and the story wasn't as good as like BoF 2

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Mon, 18 Aug 2003 03:35:16 GMT

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Toryu Nakamura wrote on Sun, 17 August 2003 17:29Final Fantasy 7. its not that I dont like it I do. But it was disapointing and over rated. I still stand firm that Final Fantasy 6 was the Greatest Final Fantasy ever and 7 doesn't hold a candle to it.

Super Mario world on super nintendo...Nothing will ever compare to Mario Bros 3.

So so so true. I liked Final Fantasy 7 a lot, but didn't find it super-innovative and I thought the story had the power of cheese. Dunno 'bout Final Fantasy 6 though, since I have yet to play it.

And yeah, Super Mario World just failed to recapture the magic of Super Mario Bros. 3 - it just too much like a recycling of SMB3. But as far as I'm concerned, Yoshi's Island is hands-down THE BEST PLATFORMAH EVAH!!!!

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [TX-2](#) on Mon, 18 Aug 2003 03:46:25 GMT

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Grey Fox wrote on Sun, 17 August 2003 20:35Toryu Nakamura wrote on Sun, 17 August 2003 17:29Final Fantasy 7. its not that I dont like it I do. But it was disapointing and over rated. I still stand firm that Final Fantasy 6 was the Greatest Final Fantasy ever and 7 doesn't hold a candle to it.

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And yeah, Super Mario World just failed to recapture the magic of Super Mario Bros. 3 - it just too much like a recycling of SMB3. But as far as I'm concerned, Yoshi's Island is hands-down THE BEST PLATFORMAH EVAH!!!!

I'm especially confused about why people got so broken up when aries died. I played halfway through final fantasy 4 (packaged with chrono trigger) and the people were dropping like flies in that game.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Mon, 18 Aug 2003 03:52:21 GMT

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Beuase for many punks, that was the first RPG they ever played, and they were all like, "Oh my God, she just got killed! That is so sad!" Puh-lease. I was LAUGHING when she got killed because it was so stupid. And anyone remember Phantasy Star II, and how Nei ends up pushing

up daisies a third through the game? Now that was a REAL sad death, and didn't rely on fancy-schmancy cinemas to provoke emotion.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Snypassj](#) on Mon, 18 Aug 2003 06:18:45 GMT

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Chrono Cross- Pathetic would be an understatement. It didn't even remotely try to follow in Chrono Trigger's footsteps IMO. And how did they possibly expect any character depth with 40+ characters?

Any Pokemon- I guess you have to be into it. I played yellow version and grew tiresome of it. I found no real plot or motivation to go on besides kicking everyone's ass with a level 82 Charizard. I got up to I think, Saffron City? Some place where I went around a giant building that was a maze with teleports and bastards with weak pokemon to defeat.

FF8- This game was a joke. There was never a real challenge and I hated the Draw/Junction system. And Guardian Forces were a waste of time except gaining Diablos's No Encounter and Tonberry's Shop and Customization, and Ultimecia can be beaten simply by unplugging your controller and swearing at the TV.

I still hold FF7 as one of my greatest RPG's. I've played Seiken Densetsu 3 and Tales of Phantasia which are extremely great games but I haven't completed either as of yet.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [TX-2](#) on Mon, 18 Aug 2003 07:20:55 GMT

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Snypassj wrote on Sun, 17 August 2003 23:18Chrono Cross- Pathetic would be an understatement. It didn't even remotely try to follow in Chrono Trigger's footsteps IMO. And how did they possibly expect any character depth with 40+ characters?

What happened to chrono:

A while after the events in chrono trigger. Porre (that little town below the kingdom) invades the kingdom, no doubt killing Krono and Marle and Lucca.

where the hell did those islands come from:

Meanwhile in the now peaceful future, that sage, who was supposed to go mad uses, his knowledge to introduce time travel. Using a piece of lavos called the frozen flame, The people of

the future and a computer called FATE (I think you fought it in a chrono trigger side quest) go too somewhere around 1000ad. These future guys create the Archipelagos that the game takes place in and inhabit it with some of their people. By the time the porre army takes over, the generation of volunteers now living on the island have no knowledge of the city of chronopolis and are most of the characters in this game.

shall I go on?

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Ballistic](#) on Mon, 18 Aug 2003 11:42:41 GMT

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Toryu Nakamura wrote on Sun, 17 August 2003 23:22personally I just didn't like the new dragon system, and the story wasn't as good as like BoF 2

In order to get most of the story, you have to play through it a second time. After you beat it and play it again, some new cut scenes are unlocked, and they tell a lot more of the storyline.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Mon, 18 Aug 2003 17:59:31 GMT

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Grey Fox wrote on Mon, 18 August 2003 00:52Becuase for many punks, that was the first RPG they ever played, and they were all like, "Oh my God, she just got killed! That is so sad!" Puh-lease. I was LAUGHING when she got killed because it was so stupid. And anyone remember Phantasy Star II, and how Nei ends up pushing up daisies a third through the game? Now that was a REAL sad death, and didn't rely on fancy-schmancy cinemas to provoke emotion.

Nei was a `_main_` character. Aeris was... There. :d

In fact I find Galuf and Aeris' deaths to be really stupid. I mean, when Galuf died in Final Fantasy 5, I had 99 Phoenix Down. I guess Butz is as stupid as 8BT Fighter if he can't figure out using them all on him may be enough to bring him back. :lol:

In Chrono Trigger, you can finish the game with your main character dead... Or not. In Tales of Phantasia, one of the main characters is supposedly dead for 70% of the game. And yes in FF4 secondary characters have a higher death count than slasher movies' secondary characters.

So WOW, \_one\_ girl died in that game? Wow, how amazing. And original.

Oh and about Pokemon... Well, duh. YELLOW version? The Pikachu one? No wonder you got a bad impression of the game. Try playing one of the real games like Blue, Silver or Sapphire.

~Razor Knight~

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Wed, 20 Aug 2003 01:15:01 GMT

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Phantasy Star II (Genesis)

Yeah, I crowed about it when I first started playing, but it was one of those games that took a dive the more you played it. The dungeon layouts were obnoxiously difficult to navigate, the battle system was a bit cumbersome and the story, though having lots of cool twists and sci-fi elements, had a lot of minor plot points throughout the game that never seemed to come together. And the ending gave me the same sense of closure that Final Fantasy 7 did (read: zero) . The original Phantasy Star played like a dream, but its sequel was a bit of a dud.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Wed, 20 Aug 2003 01:47:41 GMT

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Carmageddon: TDR 2000. After Carmageddon and Carmageddon 2, I was expecting a better racing game with more cars and better races, but they replaced half the cars with stupid stuff (a bathtub car? What the f\*\*\*? gimme the Pitbull back, damnit!) and the pedestrians don't even bother dodging. And as a boon, the AI of the enemy cars dropped to the bottom. "Hey was that a car or a pedestrian I just blasted apart? Because they're equally dumb."

And they have half the tracks in the game be missions. Some of them are really stupid and rely only in how fast you are and how much luck you have after falling from a neat 300 meters long (and tall) drop.

The \_only\_ "good" thing was the possibility to upgrade your APO slots (read: get better engine, chasis and strenght) directly instead of searching for secret/hidden items to be able to get more APO slots. It's only halfways good, because if you're good at collecting money, you'll have your

cars souped up to the top before reaching the fifth level... And races/missions will then become  
\_real\_ boring, real fast.

~Razor Knight~

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Ballistic](#) on Fri, 22 Aug 2003 11:22:45 GMT

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Grey Fox wrote on Tue, 19 August 2003 21:15Phantasy Star II (Genesis)

Yeah, I crowed about it when I first started playing, but it was one of those games that took a dive the more you played it. The dungeon layouts were obnoxiously difficult to navigate, the battle system was a bit cumbersome and the story, though having lots of cool twists and sci-fi elements, had a lot of minor plot points throughout the game that never seemed to come together. And the ending gave me the same sense of closure that Final Fantasy 7 did (read: zero) . The original Phantasy Star played like a dream, but its sequel was a bit of a dud.

Phantasy Star 4 more than makes up for the problems that you see in Phantasy Star 2. I just hope they get around to releasing it on the GBA, because my old Genesis doesn't work anymore. :(

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Fri, 22 Aug 2003 11:40:57 GMT

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Dragon Ball Z 2 for GBA. It may have a whole s\*\*tload of new stages, better interface, better graphics, more characters to use, but they definitely didn't have time to improve the one thing I had noticed the most in the first game: The enemy AI. They're damn Lemmings! No wait, a Lemming has a higher chance to not fall into a trap than them. :lol:

I \_still\_ think the NES turn-based games were way better than these ones. At least there Cell \_could\_ beat you.

~Razor Knight~

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Subject: Re: What's the most dissapointing sequel to a game you have ever

played?

Posted by [Grey](#) on Mon, 23 Feb 2004 21:21:39 GMT

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Spider-Man 2: Enter Electro (PS1)

Activision's first Spidey game is easily the best comic-based game there is, but this sequel.... was nothing but a quick cash-in hack-job rushed out so it would hit store shelves before consumer interest in the PS1 died out completely. It's just too frustrating and/or monotonous in too many places for me to really get excited about it. It has some good points, but it suffers from what I call S.L.O.P.: Severe Lack Of Polish.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Shasta](#) on Mon, 23 Feb 2004 23:38:15 GMT

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Final Fantasy 9. One word: Ugh. :nonono:

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Tue, 24 Feb 2004 00:52:05 GMT

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Megaman Battle Network 2 and 3 go in here too.

I mean, not even POKEMON left me with this feeling of "hey I'm just playing the SAME game AGAIN!" and that's saying a lot.

And Shining Force for GBA... BOTH of them. They're the easiest RPG ever created not counting the SNES/Sega Magic Knights Rayearth and the SNES Robotrek.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Mon, 08 Mar 2004 12:40:15 GMT

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Well, I played something this weekend bad enough to be mentioned here. It's not so much a

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sequel as it is a remake. Yep, the apocalypse is comin', 'cuz Grey went and bought a remake. Even scarier, there's now a Metroid game out there that Grey DOESN'T worship as a gift from God.

Of course, I'm talking about Metroid Zero Mission. I went and bought it on the advice of some fellow Metroid freaks, thinking it'd be worth it. I should've known better. Problems abound in this mess:

- Being 'loosely based' on the maps of the original game, it's too easy for Metroid vets to pretty much guess where important things are. Throughout the game I was like 'Oh the Hi-Jump should be somewhere around here' and 'There was another energy tank around here'.
- The built-in hint system, telling you the location of the next major item, was asinine. In prime, you could turn it off, and in Fusion it was fine because the game was designed to work that way, but here, it was just annoying and pointless.
- TOO DAMN SHORT! I beat the main game after only a day - far too brief. Fusion kept me busy for three days of extensive playing, and Super and Prime took me over a week of playing day and night. Even the original and Metroid II, which I used guides for, took me longer than MZM did!
- It screws up the Metroid canon quite a bit. Samus didn't learn the wall jump and shinespark until Super, when she met the Etecoons and Dachoras. She said so herself in Fusion.
- The much-touted 'extra' part after Mother Fugly buys it felt like a tacked-on, half-assed afterthought.
- What is up with the Chozo art looking like ancient Egyptian wall carvings? What the hell is this, Stargate SG1?!
- The cutscene artwork is nowhere near as good as the art in Fusion. It's looks like some cheap comic from the 1950s.

I just had to get all that off my chest, after the bitter experience that was MZM. I'll probably end up giving it to my kid cousin for his birthday; maybe he'll enjoy it more than I did. It's times like this when I agree with Dan that Nintendo has to get their @#%\*ing act together. :nonono:

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Green-Lantern](#) on Wed, 10 Mar 2004 22:23:20 GMT

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Any James Bond games after GoldenEye 007 for N64. I don't know why but they just aren't as fun. And that James Bond car game, where you do all the missions in a car. I forgot the title. What a load of crap.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Wed, 10 Mar 2004 22:53:11 GMT

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Well I've ranted enough about this one, but it's worth mentioning.

Final Fantasy Crystal Chronicles for the GCN. It finally took Mystic Quest's flag of being the worst FF game ever.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Akuma64](#) on Fri, 12 Mar 2004 05:27:05 GMT

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Silent Hill 3 (Review\rant) :twisted:

As a standalove, it's great, but as a sequel... :nonono:

The story of the game is not that good as what the first two games were. Fairly linear and develops rather quickly. The developers cut down on the amount of walking to find your next objective, but that works against for vets.

Characters aren't as disturbing as they used to be. (In SH2, you had a guy who mercy-killed his wife and thinks she died of a disease, a psychopath who kills people because he thinks "people" are laughing at him, and a suicidal woman who was molested by her father as a child.)

:? Disturbing there, you won't find that here in SH3.

The majority of secrets are unlocked just by beating the game on Easy mode. The game dies on the RePlay value.

The weapons and secrets are vast and varied, but you won't have much use for alot of them while some are just plain useless after you beat the game once. (Handgun, shotgun, a bad looking\working submachine gun, knife, steel pipe, katana, maul, stun gun, flamethrower, beam

sabre, 10 costumes, infinite ammo+machine gun, and Heather beam. 3 endings including two secret ones.) As a shotgun fan, the one here must have been sawed off because no real and handy shotgun has that wide and weak of a shot. :nonono:

You can get lost in areas you aren't familiar with and it's frustrating that you have so many doors but they're all broken.

Music and sounds are almost a rehash of SH2, but still different enough so you won't really tell. The opening is alright, but it just doesn't seem to work for the disturbing nature of the game.

Somewhat better graphics over SH2 with almost seamless scene transitions, but characters and backgrounds still look blocky compared to other games. (I.E. Resident Evil 0 on GameCube.)

Some of the puzzles are overly complex and requires lots of thinking, you can select how hard the puzzles are gonna be.

Voice-acting is sub-par compared to the last titles and seems overly done.

Trust me, I could go on but some people have to sleep some time. :sdrop:

It's better than the dozens of Resident Evil games. :)

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Victor Razador](#) on Wed, 17 Mar 2004 23:46:46 GMT

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definitely final fantasy x-2 god that game is horrible. why would they go and make omega weapon who was insane in 5 and 8 and make him a RANDOM MONSTER? X2 imo is now the worst of the final fantasies what a waste of time and effort done by square. storyline sucks, imo the girls were better in X. incorporating the class system into the style of RPG that X2 is was also a bad idea. i cant express how much i hate FFX2. final fantasy tactics advance is also a piece of crap that was a waste. i know this is not a sequel but xenosaga is great and xenogears is awful. but thats just me >\_<

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Victor Razador](#) on Wed, 17 Mar 2004 23:51:51 GMT  
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Snypassj wrote on Mon, 18 August 2003 02:18 Chrono Cross- Pathetic would be an understatement. It didn't even remotely try to follow in Chrono Trigger's footsteps IMO. And how did they possibly expect any character depth with 40+ characters?

YES! that's another game i hate that game SUCKS SO BAD! basically for those reasons too- too many characters (i mean FF6 had like 13 or so but they all went into depth about them) but chrono cross ugh that's down with X2... trying to decide which one is better... so hard... brain can't take... \*falls over\* well anyhow calling the game pathetic is complimenting the game >\_<

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [dxgirly](#) on Thu, 18 Mar 2004 02:57:24 GMT  
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Victor Razador wrote on Wed, 17 March 2004 18:46 definitely final fantasy x-2 god that game is horrible. why would they go and make omega weapon who was insane in 5 and 8 and make him a RANDOM MONSTER? X2 imo is now the worst of the final fantasies what a waste of time and effort done by square. storyline sucks, imo the girls were better in X. incorporating the class system into the style of RPG that X2 is was also a bad idea. i cant express how much i hate FFX2.

I TOTALLY disagree (as everyone knew I would :p )

That storyline satisfied me in a way that no other game has.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Victor Razador](#) on Thu, 18 Mar 2004 03:11:18 GMT  
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[quote title=dxgirly wrote on Wed, 17 March 2004 21:57  
I TOTALLY disagree (as everyone knew I would :p )

That storyline satisfied me in a way that no other game has.[/quote]

hehe well you're entitled to your opinion =) the whole thing about finding tidus /shrug wasnt

exactly the biggest turn-on but if you liked it then good =)

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Duo](#) on Thu, 18 Mar 2004 03:13:13 GMT

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Well there are certain types of games that come out with certain genres. And it can get a bit annoying when say game one and sequel two are of different strategies (PSO 1+2 then 3. RPG to card although i have adjusted and begun to like the system though the old was much better) And i would have to say i was a bit disappointed in frozen throne, i mean the missions were a bit to easy and the ending a bit "Meh.." Nothing special like came from the first one.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [teeny](#) on Thu, 18 Mar 2004 23:03:10 GMT

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Devil May Cry 2. Took it back the very next day. :nonono:

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Mon, 22 Mar 2004 12:37:17 GMT

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This spring break I played all sorts of stuff for my old systems, including that copy of Tomb Raider III. I ended up shelving it because it was pissing me off so much. I got it because I liked the original when I picked it up last year and hoped TR3 had the same level of fun, but all it showed me is how right critics are when they say the sequels are wuick cash-ins with little effort put into them. I'll probably take it out again some time, but right now I've got better things to do....

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Rena Valentine](#) on Mon, 22 Mar 2004 19:28:52 GMT

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dxgirly wrote on Wed, 17 March 2004 18:57Victor Razador wrote on Wed, 17 March 2004 18:46definitely final fantasy x-2 god that game is horrible. why would they go and make omega weapon who was insane in 5 and 8 and make him a RANDOM MONSTER? X2 imo is now the worst of the final fantasies what a waste of time and effort done by square. storyline sucks, imo the girls were better in X. incorporating the class system into the style of RPG that X2 is was also a bad idea. i cant express how much i hate FFX2.

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Even people who hate X-2 tend to say that the dress system was a BIG innovation. So that's something new to hear. :sdrop:

I agree with Girly. Loved it.

The first game that comes to mind when I hear bad sequel? The Yoshi sequel on N64...

...

Yeah.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Dan](#) on Mon, 22 Mar 2004 19:31:29 GMT

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Rena Valentine wrote on Mon, 22 March 2004 14:28dxgirly wrote on Wed, 17 March 2004 18:57Victor Razador wrote on Wed, 17 March 2004 18:46definitely final fantasy x-2 god that game is horrible. why would they go and make omega weapon who was insane in 5 and 8 and make him a RANDOM MONSTER? X2 imo is now the worst of the final fantasies what a waste of time and effort done by square. storyline sucks, imo the girls were better in X. incorporating the class system into the style of RPG that X2 is was also a bad idea. i cant express how much i hate FFX2.

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...

Yeah.

I'm sorry, but have any of them actually PLAYED a final fantasy game that wasn't on a Play Station? Dress spheres are OLD NEWS!

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Mon, 22 Mar 2004 23:17:21 GMT

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---

Dan wrote on Mon, 22 March 2004 16:31 I'm sorry, but have any of them actually PLAYED a final fantasy game that wasn't on a Play Station? Dress spheres are OLD NEWS!

Yeah I haven't seen a game where "spheres" (read: crystals) give you new jobs since FF5 and Secret of Mana 2. :|

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [V.J.](#) on Tue, 23 Mar 2004 04:25:17 GMT

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ChronoCross and suikoden2 they were pretty bad.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Nny Homicidal Maniac](#) on Tue, 23 Mar 2004 06:26:20 GMT

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FFV, FFVII, FFVIII, and FFX-2 are the worst of all FF games.

FFI, II, III, IV, VI, IX, and X are good, period.

Especially VI, with Kefka. The greatest evil villain of all time. No only was he smart, but hilarious

---

as a bard and most of all, he destroyed the Earth. teehee!

Now, worst sequels...

Devil May Cry 2. Well, its new acrobatics (and aerial acrobatics) system kicks ass and its controls are absolutely amazing. The graphics are terrible similar to the first one so a sequel with similar graphics... bad idea.  
Terrible story line, as well.

MK3+.

Street Fighter EX3 (maybe the first two EX's as well).

Wipeout 3; what kind of racing game allows one to borrow energy from your shield to use as a boost?! Wipeout, Wipeout XL, and Wipeout Fusion are absolutely amazing.

Actually, I know I already mentioned this but... FFXVII.

It has to be the worst game that I have ever played.

The graphics are quite mediocre and the story was unbelievably ridiculous. Come on! Cloud a puppet?!

After the second CD the game just goes to nowhere and then you finish it. I'm serious! The story's climax is in the end of the 2nd CD, and, although it sucks terribly, it just stops!

On another note, Sephiroth does nothing throughout the entire game. He only, once, threw materia at me. It didn't really hurt... But it was white materia!

Sephiroth is the most likable and popular character in video game history and yet... He's useless! You fight twice (three times max) in the entire game and he does nothing but stand there, kill Aeris (which is fine, she was useless), and he sports a mental illness.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Victor Razador](#) on Fri, 26 Mar 2004 19:26:00 GMT

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i dunno if this would be considered a sequel- but metroid fusion is lame and a disgrace to the metroid series imo. sry but the whole idea of the infected orange suit and taking a new blue suit... just isnt the same w/o the classic orange suit.

other bad sequels/addons include-

FFX2 (i think i already said that but oh well)

Chrono Cross- cannot stress how much of a bad game this is

Yoshi's story- \*yawn\*

Sonic 3D Blast (not a sequel, but an addon to the series)- i hated the camera angle from which you had to play, the chaos emeralds are ridiculously easy to obtain, if so even easier than in Sonic 2 for Genesis.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Dan](#) on Fri, 26 Mar 2004 19:29:26 GMT

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Was there even a difference between the orange and blue suit?

Let's see she got the blue suit so that she could absorb the remains of dead enemies in order to gain power ups. All that the old suit did was absorb the remains of enemies in order to gain power ups.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Victor Razador](#) on Sun, 28 Mar 2004 14:59:33 GMT

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hehe nope i dont recall a difference in the suits either... but i've just been playing metroid for a long time and... just can't get around the blue suit >\_< few other things i didnt like too but /shrug i already said that =P

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [teeny](#) on Sun, 28 Mar 2004 17:11:32 GMT

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X-2 is a terrible game. The graphics in it is amazing and the costume designs are very original but apart from that... I give it a blah out of 10. So disappointing, it doesn't even deserve a number.

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Subject: Re: What's the most dissapointing sequel to a game you have ever

played?

Posted by [Abyss](#) on Sun, 28 Mar 2004 17:33:34 GMT

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Yeah, I agree with most people when they say that FF X-2 was a dissapointing sequel, but hey, at least it was a direct sequel to a Final Fantasy game. I wasn't too keen on the all female party though. I wished you could've played as Baralai, Gippal, and Nooj as well. What I really hated was that there were no summons! How can you have a Final Fantasy game without summons?!

For the game's high point, the gameplay was better than FFX's.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [teeny](#) on Sun, 28 Mar 2004 18:57:47 GMT

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Somethings for the lads.. as if they havent got enough already. :roll:

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Shasta](#) on Wed, 31 Mar 2004 15:22:47 GMT

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I have to agree on Devil May Cry 2...but aside from bad storyline, I found the controls too repetitive.. hell, the same goes for the first.

Shoot, stab, Devil Trigger, electrocute, shoot, stab, Devil Trigger, etc.

No wonder two Xtravision stores did'nt wanna trade it...

Also, I hate Streetfighter EX2 Turbo (The one with the 3D fighters!!!! A CRIME AGAINST STREETFIGHTER GRAPHICS!!)

First off, the graphics were terrible, the new characters were so lame and to top it off: THE PINK ONE WAS NO-WHERE TO BE FOUND!! You simply can NOT have a Streetfighter title without Dan Hikubi. It. Just. Does'nt. Work. :nonono:

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Dan](#) on Wed, 31 Mar 2004 15:48:00 GMT

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agreed... but I must say that the new CAPvsSNK is bogus. Even though Dan is a PLAYA' there he has somewhat irregular moves. I'm sorry but giant fire balls? Come on, Dan can beat SNK characters without SNK sized fire balls.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Shasta](#) on Wed, 31 Mar 2004 18:10:05 GMT

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Did you just refer to yourself in the third person, Dan? :huh:

Slightly Off-Topic: The absence of the Pink One is one of the reasons why the live action Streetfighter movie is only "mildly enjoyable" instead of "VERY enjoybale"... although, I think Kylie Monogue as Cammi makes up for that..... such a tiny little woman is she..

Back On Topic: I think another bad game sequel was Grand Theft Auto: London on the PsOne(or something like that..). It was basicly the same as the original game, except it was set in London. A complete waste of \$3 rental fees... :nonono:

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Dan](#) on Wed, 31 Mar 2004 18:15:31 GMT

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Master of Orion 3... That was just too awful for words. WHAT A WASTE! Thank gods that I didn't spend money on that game.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Tue, 06 Apr 2004 11:52:21 GMT

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Harry Potter and the Chamber of Secrets

I rented this because I heard it was a decent action/RPG that was a big improvement over the blah PS1 original (based on the first book) . I took it back the next day because it was too rigid

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and insanely bland. Hell, didn't even do a decent job of following the book's plot. It tried to be Zelda (with just a bit of Metal Gear) , but all it did was leave me with the impression that Link would kick Harry Potter's ass anyway.

DAMN STRAIGHT! :elaugh:

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Fri, 30 Apr 2004 12:22:40 GMT

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abyssXII wrote on Sun, 28 March 2004 14:33What I really hated was that there were no summons! How can you have a Final Fantasy game without summons?!

I have three words to answer that... Final Fantasy One. ;)

Anyways...

Any and all of the Tomb Raider spawns. The last one for GBA should come with a self-destruct device, just to save us the problem of destroying it ourselves.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [dudewholikesinuyasha](#) on Sat, 08 May 2004 23:02:29 GMT

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The worst sequels for me are.

1- Final Fantasy X-2 (Such a piece of crap. A lousy story, actually hardly any story. Only 3 characters who if you make them all do the same classes will be almost exactly the same. What's wrong with Yuna and Rikku sure they might be hotter than they were in the last game but my god they have gotten dumb/dumber. The best thing about the FF series is all the different types of characters and how they all react to each other. This just had 2 morons who were already friends and another girl. Also thee other great thing about FF is that it's a different world in every new game. And of course because they are all girls how do they change their class, by changing clothes of course! :x Which is another bad thing all girls is just stupid. They runied the series. 6 was great, 8 was great, 9 was great, 10 was ok. I'm not saying 7 wasn't great I just have never played that one.)

2- Suikoden 3 (After playing one and two I just found this game a little disappointing but that might just be because Viktor and Flik were not in it.)

3- Suikoden 2 (I loved this game and all the stuff you can do in the castle. The way you can find out stuff about other characters with the detective guy and Flik and Viktor are cooler than ever. But the the story, I didn't like as much as the other. It was too cartoony. And your guys sister is what almost ruined the game for me. I was very happy when she died. VERY HAPPY :elaugh: )

4- .Hack Infection etc (That was sick what they did. Making you pay \$200 to buy the whole series. The games were only about 12 hours long each. A game I bought for \$20, Front Mission 3, is 120 hours long. They did not need to make this more than one game. :nonono: )

5- The Tomb Raider series (Just keeps getting worse :nonono:)

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [The 13th Knight](#) on Sat, 08 May 2004 23:10:58 GMT

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Final Fantasy Tactics advance. The Gameplay was awesome (Or so I think) but the storyline.... Well, it was kinda stupid. I prefered the original's because it was kinda realistic, with backstabblings, and a war. I mean, judgemasters? Clans? Crystals? Kinda iffy, if ya ask me.

Most of the Mortal Combats after 1&2, not counting the newest, Deadly Alliance (No Lui Kang! Yes!) I mean, they did almost nothing to improve the game. On Alliance, there's 3D, easy Fatalities (And no fatality overload) And cool graphics. Plus the crypt. The other mortal combats just made a different storyline and characters, more fatalities, and well, they did have 3D, I'll admit. But, I still could get as much fun, if not more, from the original.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Green-Lantern](#) on Sun, 09 May 2004 02:44:01 GMT

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I know I already said this befor but I have to say this again. All the James Bond games besides GoldenEye 007. God all those sucked. And also the only thing bad about deadly alliance was no Liu Kang.

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Subject: Re: What's the most dissappointing sequel to a game you have ever played?

Posted by [Grey](#) on Thu, 20 May 2004 14:16:30 GMT

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Sonic Advance 1 & 2 - They're not terrible or anything, but they just don't have the level of originality and kick-ass design that the Genesis originals did. They seemed like retreads Sega did just for the hell of it.

Besides, there was no real story to them, and at least the Genesis sequels had some tangible plot points:

Sonic 2 - had the Death Egg, introduced Tails

Sonic CD - had Metal Sonic, time travel plot, introduced Amy

Sonic 3 - had the Master Emerald, Angel Island, introduced Knuckles

If you're gonna make 2D sequels after a series has gone 3D, at least make them as good as the previous 2D games. The Oracle Zeldas and Metal Gear Ghost Babel were every bit as good as their old-school forerunners. What's Sega's excuse?

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Subject: Re: What's the most disappointing sequel to a game you have ever played?

Posted by [sephlier](#) on Sat, 22 May 2004 20:09:15 GMT

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Final Fantasy IX was disappointing. I really didn't care for any of the characters, with the exception of Marcus and Blank. I think the only thing that I enjoyed about it were a few of the cgs (especially where Dagger cut her hair and the opening sequence...I loved the look on Eiko's face as she closed her eyes while summoning Alexander with Dagger). Well, I loved the fact that the top pilot was named Erin \*waves fist YES for the E name :D\* When I got into a jam and was reduced to buying the game book, it rarely told me what I needed to know-and I hate Dan Birlaw. I like the fact that the game guides now don't send you to that blasted "play online" site anymore-I didn't have an internet connection at that time :swear:

I know this probably doesn't make sense but I loved Lunar: Eternal Blue Complete...I played it first, I know it's the sequel. I don't really care for Silver Star Saga...

While I loved Shinobi III, I don't like the latest Shinobi game for PS2-it's too hard!! :swear:

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Subject: Re: What's the most disappointing sequel to a game you have ever played?

Posted by [Dan](#) on Sat, 22 May 2004 20:12:31 GMT

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the new Onimusha games. The adventure game is total absolute garbage.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Abyss](#) on Sat, 22 May 2004 21:55:20 GMT

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Devil May Cry 2 - The areas in most of the levels looked the same, making it easier to get lost. 2) It was way too easy compared to the first one. 3) They made Dante into a boring character who doesn't say anything. 4) the sound effects for the guns seemed muffled. 5) It involved absolutely no strategy when it came to fighting bosses. 6) The missions Lucia had were basically the same as Dante's

Let's just hope they do DMC 3 right.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [aznhalcyon](#) on Thu, 05 Aug 2004 17:19:31 GMT

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I didn't like Dragon Warrior 3 too much...

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Tue, 10 Aug 2004 04:46:58 GMT

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Zelda: The Wind Waker. Way too short and easy for a Zelda game, and the whole Waterworld-sh thing sucked ass.

And as much as I loved Metal Gear Solid 2, I was disappointed that it didn't fix the two problems I

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had with MGS's jump to 3D: too much focus on cutscenes and the overall size of the game was too small in comparison to the 2D games.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Type 99](#) on Tue, 10 Aug 2004 05:35:30 GMT

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Super Mario 2.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [sonicwind123](#) on Sat, 14 Aug 2004 05:18:47 GMT

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I must admit I am a bit of a odd game player but I have to say that every FF after 7 has been really bad, and 7 was just ok. Now 4(my second fav game) and 6 rocked.

MegamanX-2 I liked X but for some reason I could not get into X-2

I agree Mario 2 is not very good, then again it is not really mario 2.

As for Chrono Chross, Chrono Trigger is my fav. game, and CC is nothing compared to it, but I have to say I liked CC alot also. I liked the mass amounts of characters you could have.

Any SF after 2 have just been bad, and also I could not stand the last Takken. O, and last but not least Ace Combat 3 stuck.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Tenshi No Sendo](#) on Thu, 19 Aug 2004 14:41:18 GMT

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sonicwind123 wrote on Sat, 14 August 2004 06:18I must admit I am a bit of a odd game player but I have to say that every FF after 7 has been really bad, and 7 was just ok. Now 4(my second fav game) and 6 rocked.

That's the problem with games made for the next-gen consoles though. Most games are a

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dissapointment now because developers spend more time making the games "look pretty" instead of developing the game itself.

Sure, good looking games are important, but great gameplay is a must, and most companies forget that. I say most as there are some decent games around now, but generally, most games now are rehashed versions of other games, or sequels!

You get games like DMC, and find a goldmine, but then they released DMC2, and lost it! It's wrong! And all FF games from 8 onwards. 7 was the turning point! :nonono:

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Thu, 19 Aug 2004 14:47:26 GMT

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Tenshi No Sendo wrote on Thu, 19 August 2004 11:41 And all FF games from 8 onwards. 7 was the turning point! :nonono:

Yeah. The point where the whole series turned into crap. :lol: (Well you let it bouncing there...)

Rockman X 7... I think I've said it before... Or maybe not. But it's amongst the worse Rockman games ever created. Including Dash and Soccer. The only redeeming quality it has is that Zero finally gets rid of his useless blaster and focuses on his Z-Saber.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Fri, 20 Aug 2004 03:34:13 GMT

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I must disagree about the FF series. Yeah, Square slumped a little with FF7, but FF8 is without a doubt of one the greatest games I've ever experienced, period. But as for 9, 10 and Tactics Advance, I have yet to play 'em.

And yes Raz, I'm staying away from Crystal Chronicles. If you hate that thing more than MQ, then there must be a reason....

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Subject: Re: What's the most dissapointing sequel to a game you have ever

played?

Posted by [Razor Knight](#) on Fri, 20 Aug 2004 11:19:30 GMT

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7 and 8 are both overrated. Soap operas and blonde hobos with big swords don't really make good RPGs. 9 was almost like the SNES trilogy. Almost. There was still more caring for graphical detail than for character depth, and IMO Zidane ends up suffering from the "Cloud Clone" syndrome. Tactics and Tactics Advance were a nice twist to the series. Going out of the "pure RPG" form was something I didn't think too smart (hybrids can suck way too often) but Tactics was good. Dense plot and filled with amazingly unimportant cutscenes, but the game itself was good. And TA got rid of the stupidly dense plot, so it's better in my books. And uses the same "equip-to-learn" system than FF9, which when used correctly can make a game far more entertaining (and for those who say FFTA has no challenge, try getting 100% items, skills and missions. Good luck and remember to lock your sanity in a cage so it won't run away.)

I think, if you don't care for overly dense plots, FFT is good. I prefer FFTA because there's a breaking point in which I start wanting to play the game and stop watching useless cutscenes. Oh look they killed that dumb servant girl. Big deal. They've killed 4 or 5 of my soldiers and they did fight, not stand still and talk crap. If I didn't care about the soldiers, why should I care for a transparent NPC? (Yeah, I mean that "Teta" girl. Useless.)

However... Yeah. Crystal Chronicles, like Mystic Quest, seems to be a "fun for all ages" kind of game, which means the difficulty is watered down so much, that after the first four or five scenarios you'll find yourself wondering when the intro ends and the actual game begins. (Oh wait, that was the game? I thought it was an interactive cutscene or something like that.)

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Tenshi No Sendo](#) on Sun, 22 Aug 2004 22:25:05 GMT

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Yeah, FF:CC only redeeming feature would be the whole multi-player aspect, but even then, it's not worth it!

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Subject: Re: What's the most disappointing sequel to a game you have ever played?

Posted by [fluffy-sama fangirl58](#) on Sat, 18 Sep 2004 06:19:19 GMT

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Devil May Cry 2 had to be one of the worst sequels that I have ever played. The levels were far

from interesting, it was way too easy, I mean come on I played the whole game without dying even once . Oh, and poor Dante he acts as if he has been neutered I mean what happened, in the first game he was an awesome bad ass but in the second he barely even talks and when he does it is really lame.  
I really hope that Devil May Cry 3 will be much better!

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [buffanatic13](#) on Sun, 10 Oct 2004 17:49:00 GMT

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Well FFX was terrible but when it comes to terrible sequels it has to be FFX-2, that had the worst gameplay on the face of the earth, it made the whole line of FF look bad. I cringe when I think about how bad the game was.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Mon, 18 Oct 2004 04:34:17 GMT

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I'm busy playing Final Fantasy IV for the first time, and so far I find it a bit disappoining when put side by side with Final Fantasy III. The overworld layout, dungeon design and overall flow just aren't that good so far...

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Dan](#) on Mon, 18 Oct 2004 06:58:01 GMT

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Grey wrote on Mon, 18 October 2004 00:34 I'm busy playing Final Fantasy IV for the first time, and so far I find it a bit disappoining when put side by side with Final Fantasy III. The overworld layout, dungeon design and overall flow just aren't that good so far...  
bet the world hasn't even blown up yet :roll:

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Mon, 18 Oct 2004 10:56:17 GMT

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FF4 has the most death count in the whole FF series I think (You think Aeris has a sad death? Those poor twins, Cid, the summoner girl's "death" and some others in this one game... And most didn't really deserve to die.)

As for bad sequels... I've played Dungeon Siege 2 lately. Okay so the first game is plainly one of the best action RPGs ever created, and fully customizable (as in, you can have a Jedi Knight or Jason Vorheed complete with chainsaw as main characters,) but the sequel... It's more of the same. I was hoping for something that'd make the first game look like a newbie's work, but Dungeon Siege 2 could pretty well be an expansion of DS and nobody'd care.

It's not bad, it's just disappointing they didn't try doing something different with the game.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Wed, 20 Oct 2004 04:31:42 GMT

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Razor Knight wrote on Mon, 18 October 2004 06:56FF4 has the most death count in the whole FF series I think (You think Aeris has a sad death? Those poor twins, Cid, the summoner girl's "death" and some others in this one game... And most didn't really deserve to die.)

I'll say, that game is depressingly morbid. Not to mention none of the deaths are as flat-out funny as Aeris getting skewered.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [beatdigga](#) on Wed, 20 Oct 2004 05:12:05 GMT

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Apples and oranges, especially in the way they were said up.

OK, dissapointing sequels...let's go back to any Double Dragon after II. It was one bad idea (item system that costs real cash in arcades) after another (let's make a fighting game out of our ultra-lame cartoon!) That series peaked at II for the PC Engine.

Castlevania 64- It's bad enough that we got a crappy watered down version of the Dracula X

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masterpiece released in Japan. But now we get this...thing. Ugly, clunky, this game was anti-fun.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Dan](#) on Thu, 21 Oct 2004 03:59:58 GMT

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Grey wrote on Wed, 20 October 2004 00:31Razor Knight wrote on Mon, 18 October 2004 06:56FF4 has the most death count in the whole FF series I think (You think Aeris has a sad death? Those poor twins, Cid, the summoner girl's "death" and some others in this one game... And most didn't really deserve to die.)

I'll say, that game is depressingly morbid. Not to mention none of the deaths are as flat-out funny as Aeris getting skewered.

death morbid? god forbid that an eliment should fit it's defining characteristic in a Final Fantasy game.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Thu, 21 Oct 2004 05:08:28 GMT

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Dan wrote on Wed, 20 October 2004 23:59Grey wrote on Wed, 20 October 2004 00:31Razor Knight wrote on Mon, 18 October 2004 06:56FF4 has the most death count in the whole FF series I think (You think Aeris has a sad death? Those poor twins, Cid, the summoner girl's "death" and some others in this one game... And most didn't really deserve to die.)

I'll say, that game is depressingly morbid. Not to mention none of the deaths are as flat-out funny as Aeris getting skewered.

death morbid? god forbid that an eliment should fit it's defining characteristic in a Final Fantasy game.

Hey, I understand that. Like I said before, Final Fantasy 3 had a lot of deaths in it too. But in Final Fantasy 4 it seems to happen too much and too frequently.

Then again, I just got to that Giant of Babel part, and Cid, Yang, Palom, Porom and even that spoony bard Edward are all alive and well... :roll:

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Anzu Mazaki](#) on Fri, 29 Oct 2004 11:54:21 GMT

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Final Fantasy IIj.

What a lousy, tedious "leveling" system. Note the quotes. It's more of a stat increasing system. It SOUNDS good at first, but it takes way too long and you really can't progress through the game quickly. I still haven't finished the game.

Also, the whole Key word system. Also tedious. It feels completely like a puzzle and almost nothing like a game, when it should feel like a mix of both.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Digifan316](#) on Wed, 17 Nov 2004 01:41:48 GMT

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SmackDown Vs. Raw. Boy, did they take a flying leap backwards on that.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Randoman](#) on Wed, 17 Nov 2004 02:02:07 GMT

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is there any way I could get the music from that game?

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Dan](#) on Wed, 17 Nov 2004 02:26:13 GMT

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Randoman wrote on Tue, 16 November 2004 21:02: is there any way I could get the music from that game?

If you've got an emulator you can rip the audio files.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Man Called True](#) on Wed, 17 Nov 2004 20:31:17 GMT

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Medievil 2. The biggest letdown I've ever suffered in my entire gaming career. Where do I start...

First off, they changed Dan Fortesque's voice. The problem is that without a lower jaw, he can't have a voice. That was one of the main jokes in the original. Here, he can speak legible words, although with a "funny" accent.

Secondly, the Hall of Heroes isn't here. One of the best things about the original game was Dan's relationships to each of the heroes in the hall (some liked him, some hated him, at least one hit on him - which disturbed the living daylights out of poor Dan). Now your weapons are handed to you by a schmuck Professor.

Third, the characters just don't cut it. Okay, aside from Dan and Zarok, there weren't actually characters in the first game, but at least we didn't get failed attempts at characters like there are here. Winston annoyed me, the Professor bored me, and Kiva... well, a skeleton doesn't NEED a love interest.

Finally, the gameplay. Levels are longer, with more enemies than in the original. Wouldn't be a problem, except Life Fountains go dry faster... and never regenerate, even if you leave the level and come back. There's a finite amount of health, making the game far harder than it should be. (Even worse, some of the Chalice's are nearly impossible to get - in the first game, some were tricky, the one in The Lake especially, but this feels like a low blow). And nobody bothered to fix the somewhat jerky controls of the original.

All in all, a sequel inferior in every way to its original (even graphically, where "not much change" is a bad thing for a sequel), and the most disappointing sequel I've ever played.

"Honorable" mentions include Tomba 2, FF9, and every WWE game after Smackdown.

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Subject: Re: What's the most dissapointing sequel to a game you have ever

played?

Posted by [Man Called True](#) on Wed, 17 Nov 2004 20:35:34 GMT

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Quote:Then again, I just got to that Giant of Babel part, and Cid, Yang, Palom, Porom and even that spoony bard Edward are all alive and well... :roll:

NITPICK, AHOY!

Cid never died, although he seems to when he blows up the tunnel. Nobody's sure how he survived.

Yang is alive in the Sylph Cave. You can get the Sylph summon by talking to him, talking to his wife and getting the Frying Pan, and smacking him on the head. Again, nobody's sure how the Tower of Babel's explosion didn't kill him outright.

Palom and Porom were just turned to stone. As I recall, they explain the Elder resurrected them.

Edward never died. You can talk to him again after the Dark Elf fight, and it's clear he's on the mend.

But most everyone else who dies in that game stays dead.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Anonymous Coward](#) on Wed, 17 Nov 2004 20:38:23 GMT

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Off topic but Man Called True is you want to add more to a post, instead of double posting, push edit and then you can add more to a post. Just a helpful hint since double posting is not encouraged.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Piasora/ssj4 yuffie](#) on Sat, 22 Jan 2005 08:15:39 GMT

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I personally thought that Suikoden II was a superior game to its predecessor and that it had a better story and villain, besides, the times that I bumped into characters from the original like Flik, Viktor, Hix and Tengaar..etc were some of my best video game moments. I'm currently playing

Suikoden IV and although I'm enjoying it, it depressed me that it doesn't continue from where Suikodoll left off :( and the game lacks spark compared to the other games, excluding the Gaiden games I think this is so far the worst Suikoden.

Other disappointing sequels: FF8, FFX, DMC2, MGS2 (because of Raiden), Tomb Raider III, V and AOD (I had enough of this series)

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Digifan316](#) on Sat, 22 Jan 2005 09:35:40 GMT

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I thought I posted it up here, but I can't see it, so, I'm going to post it now: Dragon Ball Z Buokai 2. Goku's story is told in a board game format minus the dice, but loaded with continuem errors (I can play kid Trunks during the Namik/Freezia saga).

If I wanted to play Mario Party, I'd play Mario Party.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Crimson](#) on Tue, 25 Jan 2005 16:33:08 GMT

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Suikoden3 was the most disappointing sequal I've ever played. I did enjoy the story, but the game play was just horrid. It just didn't feel like a suikoden. The battles were frustrating at first, because EVERYTHING interupted your rune chanting.

"Casting Kindess drops!... ACHOO!..damn it. Gotta start over."

The major battles sucked. There just wasn't any strategy involved. You can barely move your units, and it's all about beating each other stupid. The AI never uses the runes to help you out, such as damage or better yet, healing your party members. GASP. What a concept. It would have been better if you could set a mode for the unit. Like one mode would have the unit's members go nuts with runes, while another mode would have the party members do nothing but protect the unit leader.

I'm glad Suikoden 4 got rid of all that crap. Definatly far better than 3. Like Piasora, I was starting to get disapointed in it..but then Ted showed up. Yay Ted! So I'm good now.

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Toryu Nakamura](#) on Tue, 25 Jan 2005 16:52:13 GMT

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Suikoden 3 and 4 were very disapointing to me. I liked the tri star system of 3, the telling the story from 3 different perspectives was fun.

4 was just too damned short. the only thing that made it as long as it was was spending 20 minutes sailing from place to place.

Halo2 it was short, the story wasn't as good...and it ended in a to be continued. You're sitting here enjoying the game and out of no where it's just like. Well you waited years for this, hope you like it...now wait 4 more years for the end of this game to come out!

hey crimson:

Wouldn't it have been awesome to have the soul eater and the rune of punishment have a dual attack thing...or if you had both? The rune of punishment takes your life, but then the soul eater replenishes your life with the lives of others :o

---

Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Piasora/ssj4 yuffie](#) on Tue, 25 Jan 2005 17:11:20 GMT

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Crimson wrote

Quote:Like Piasora, I was starting to get disapointed in it..but then Ted showed up. Yay Ted! So I'm good now.

I just got Ted today, the nostalgia made me on the verge of crying :) I'd be more happy if Yuber and Pesmerga would also show up later.

---

Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Toryu Nakamura](#) on Tue, 25 Jan 2005 17:34:53 GMT

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You know what this means though right? Since Konami is no longer following a chronological

timeline, they can skip around and we'll probably see Viktor and Flik in another game :d

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [The Daikon Blade](#) on Tue, 25 Jan 2005 20:14:07 GMT

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---

I know this game is an old one but I'll post it anyway! I haven't really played too many games that disappointed me but these two really takes the cake!

MARIO IS MISSING ( SNES )- It sucked! I borrowed it from my older sister along time ago and spent most of my time wandering around the city taking with turtles and what not! I HATED IT! And I hope it burns in that... that place bad people go to!

THE GETAWAY ( PS2 )- That game was too hard for me! And I didn't like the fact that you had no health bar or a map to know where to go! That game in my opinion sucked!!!

I haven't really played too many bad ones so that's all!

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Anonymous Coward](#) on Tue, 25 Jan 2005 20:21:31 GMT

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Personally I like Mario's Missing...but that was a long time ago like 10 years...what else you gonna do when you're parents don't let you buy anything else though. :roll:

---

---

Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Dan](#) on Thu, 27 Jan 2005 19:32:24 GMT

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---

Metal Slug 5. Worst god damned sequel ever! Short levels the same crap I've played before and the plot is a pile of crap!

Some Witchdoctor finds a mask, put is on and summons a demon. But where the Fire trUCK did

---

the million billion spec ops and mechas come from?

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [BIG\\_DADDY](#) on Thu, 27 Jan 2005 21:50:33 GMT

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Mario Party 4 was the worst I've played. It was okay up until the 3rd game. The 4th game was just pushing it.

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Author Mr. E](#) on Mon, 21 Feb 2005 07:34:12 GMT

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Halo 2, Deus Ex 2, and Jedi Knight 2--their ability to suck defies all human logic.

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Dan](#) on Tue, 22 Feb 2005 03:06:20 GMT

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---

the other two I might have ignored but Halo 2? Now I know you've got your rectum and your cranium in the same place.

---

---

Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [beatdigga](#) on Tue, 22 Feb 2005 06:05:24 GMT

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---

Author Mr. E wrote on Mon, 21 February 2005 02:34Halo 2,

Congratulations! You are either...

1. An uber-hardcore Nintendo fanboy.

2. Tasteless.

3. A conservative violence hating soccer mom.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Author Mr. E](#) on Tue, 22 Feb 2005 07:30:35 GMT

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---

You should both know I'm petitioning with local senators to get video game violence scaled back to the days of Super Mario Bros. It's the only way you simple people will ever learn that calling someone names over a video game is proving you're far more "nerdier" than they will ever be.

Viva la Card Battles!

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [beatdigga](#) on Tue, 22 Feb 2005 12:17:49 GMT

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---

OK, now you're just spamming. Do it again and I'll lock this topic and report you to an admin.

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Anzu Mazaki](#) on Tue, 22 Feb 2005 13:02:26 GMT

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Oy....the stupidity of some people...

I didn't like Mario is Missing. Extremely deceptive title. At least I learned a little from it. :lol:

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

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Posted by [6163](#) on Tue, 22 Feb 2005 17:09:21 GMT  
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---

Warcraft III

I dunno, I just really don't like it. Most people look at me like I'm crazy when I say that I'll stick with Warcraft II, which was one of my first video games.

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Dan](#) on Wed, 23 Feb 2005 01:46:13 GMT  
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6163 wrote on Tue, 22 February 2005 12:09Warcraft III

I dunno, I just really don't like it. Most people look at me like I'm crazy when I say that I'll stick with Warcraft II, which was one of my first video games.  
not enough units. Hacked (and with a great video card) it's much better.

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [DrEeZee53](#) on Tue, 01 Mar 2005 03:39:34 GMT  
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---

Legend of Legaia 2.

The first was easily, in my mind, the best RPG on the PS. The second one comes out, and they simply fail. Its as if they forgot what they did for the first one. Add to the fact that having to switch characters around isnt good for this type of game where you could play for hours and still not find a real good move for a character and this game was a big dissapointment. LoL2 was easily the worst RPG I've played.

FF8- hated it, everything about it. Drawing magic? I hated. Not being able to cast Firaga cause it was junctioned to a vital stat? Hated. The Dawsons Creek character plot? Hated. The poor love story writing? Hated. Graphics were the only positive about it.

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever

played?

Posted by [Grey](#) on Tue, 01 Mar 2005 05:26:42 GMT

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Zelda: The Minish Cap

Yeah, I know I said it was excellent some time ago. But it was one of those games that deteriorated as time went on. And I blame the fact that the dungeons were laughably linear and offered NO challenge, and the bosses were ridiculously easy. Sure, this was a problem with Wind Waker too but here it was even more apparent.

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [SomeAnimeGuy](#) on Mon, 28 Mar 2005 11:16:05 GMT

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---

Doom III.

Disappointing in terms of some of the gameplay only as:

- The environment is cramped.
  - Hate having to switch in between the torch and weapons constantly to see in the dark (why can't they just ATTACH THE TORCH TO THE WEAPONS!!! :x ).
  - Multiplayer limited to 4 players only.
  - No new weapons except the torch, and the soul cube.
  - A bit annoying reading the PDA all the time even though it's a new interesting feature.
- 

---

Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Mon, 28 Mar 2005 11:37:55 GMT

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---

Doom 3 should be called "Whack A Demon" since that's what you end up doing half the time.

A few #3 seem to be 'born to be lame' tho...

Like DOA 3. The only 'improvement' the game has is bigger boobs for the female characters. And that's it. I can still slap the hell outta everyone with Tina/Kasumi/Lei Fang without even using a fighting strategy.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [beatdigga](#) on Mon, 28 Mar 2005 21:43:23 GMT

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Gotta agree on Doom 3. That was a big ad for their new graphics engine.

---

Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Sueric](#) on Mon, 28 Mar 2005 21:46:45 GMT

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---

The Hobbit annoyed me immensely. The camera angle was a pain.

But the worst game I ever tried to play was Crusaders of Might and Magic for the Playstation. UGH.....

---

Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Mon, 28 Mar 2005 22:04:02 GMT

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beatdigga wrote on Mon, 28 March 2005 18:43Gotta agree on Doom 3. That was a big ad for their new graphics engine.

Tho it wasn't a sequel, another game that to me was just a massive disappointment was Neverwinter Nights. It's a f'ing "Delivery Boy 101" disguised as a game.

---

Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Wed, 27 Apr 2005 03:06:19 GMT

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---

beatdigga wrote on Tue, 22 February 2005 01:05Author Mr. E wrote on Mon, 21 February 2005 02:34Halo 2,

Congratulations! You are either...

---

1. An uber-hardcore Nintendo fanboy.

2. Tasteless.

3. A conservative violence hating soccer mom.

It is all too true how Nintendo fanboys don't give the Halo games any respect. I've been spending some time on Zelda Universe's forums, and believe you me, I give every Halo-basher there a piece of my mind.

But when it comes to lame sequels, it's safe to say that Tomb Raider III and Last Revelation take the cake for shockingly bad follow-ups. I mean, the original was a piece of genius but with the 3rd and 4th games Core ran their series into the ground.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Wed, 27 Apr 2005 03:12:06 GMT

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And then came Angel of Darkness, also known as "Tomb Raider 5, The Lost Fanbase."

Rockman X7 wins the "Suckiest Rockman Game Ever" award, kicking Rockman Soccer and Rockman Dash away after a long-drawn duel. I mean, the game would be cool, except for the cammera, the 3D graphics made in a ZX-81, and Axel. Did they really need to make a Forte-oid for the X series?

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Wed, 27 Apr 2005 03:17:25 GMT

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Razor Knight wrote on Tue, 26 April 2005 23:12And then came Angel of Darkness, also known as "Tomb Raider 5, The Lost Fanbase."

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---

Actually, AoD was the sixth game. Chronicles was number five. As if it matters... :roll:

And the thing was, at the end of TR4, Lara supposedly dies. Shoulda stayed that way. :nonono:

As for Mega Man, that's the OTHER series that gets railed for having unevolutionary sequels. Maybe the fact that Angel of Darkness and X7 were released during the same year has some significance....

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Digifan316](#) on Wed, 27 Apr 2005 05:34:54 GMT

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Grey wrote on Tue, 26 April 2005 22:17Razor Knight wrote on Tue, 26 April 2005 23:12And then came Angel of Darkness, also known as "Tomb Raider 5, The Lost Fanbase."

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As for Mega Man, that's the OTHER series that gets railed for having unevolutionary sequels. Maybe the fact that Angel of Darkness and X7 were released during the same year has some significance....

Ok, those two gave us our plegue, now where's the other three, Faminen, Pestulance, and Death?

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Wed, 27 Apr 2005 11:46:28 GMT

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---

Check for a Crash Bandicoot, Army Men, Guilty Gear or Mortal Kombat game released the same year, and there you go.

Megaman never evolved, oh no, it never did. He's still using a pellet gun and doesn't even have sidekicks, a dash or a tackle move. Oh no, he doesn't. He didn't even give the hero rank up to one of his 'sidekicks' lately. No, Megaman is ALWAYS the same. //sarcasm.

True, it had bad moments, and I dub them Rockman Dash (Megaman Legends,) Rockman Soccer and Rockman X7. Notice the "continuity" issue with Zero, he doesn't have a Z-buster in X7 but he has it in Rockman Zero 1, released before X7 and chronologically posterior to it... They better explain how Zero got his buster back in X8. :lol:

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Sun, 26 Jun 2005 01:30:24 GMT

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Kirby's Dream Land 3

The previous three Kirby games all added something grand to the series (Adventure introduced the copying ability, Dream Land 2 introduced Dark Matter and 'animal friends', Super Star had some of the best 2D gameplay EVER) , but this one felt too much like a recycling of past hits.

And what was up with those graphics?

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Shasta](#) on Mon, 04 Jul 2005 18:18:37 GMT

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Tekken Tag Tournament.....The only thing that stopped it from being the crap at the bottom of the bargain bin was A): Jin Kazama topless :drool: :faint: B): The Tekken Bowl Tournament and C): Eddie Gordo's Break Dancing fighting styleee

Tekken 5 might just banish those ebil demons.....

\*drools over Jin Kazama some more\*

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Mon, 04 Jul 2005 20:14:44 GMT

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... Nah, Shasta. Tekken 5's only "redeeming quality" is the in-fight CGling looks damn close to real fighters. The rest of it is the usual "hit all buttons at once three times and beat the game" 'gameplay' the other Tekken had.

Of course that kinda gamers being the most common in games like those, makes it all the more enjoyable to beat them using only kneeling left punch with any character. :kefka:

"OMG U CHEATR!!!!!!!!!!!!11234" :roll:

... And Jin Kazama? Okay, he's got some steroids here and there, but besides that... "d00d, where are his own moves?"

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [beatdigga](#) on Mon, 04 Jul 2005 23:53:51 GMT

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Tekken is still Virtua Fighter's more flash, less finnesse cousin. And Volume 5 is no different. I don't see it as a true dissapointment when you consider the previous volumes.

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Tue, 05 Jul 2005 00:05:23 GMT

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---

I do, because they're definitely not trying to improve the AI of the opponents or the combo system, instead adding more meatheads for fanbois and fangirls to drool at.

So yep, it IS Virtua Fighter's cousin. As much as DOA is. Or most 3D fighters I've seen. Too bad they all forget one thing VF had in it's first edition: A challenge.

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Dan](#) on Tue, 05 Jul 2005 06:35:21 GMT

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---

this goes for all of Namco's fighting games. Soul Caliber II for example is one of the most boring fighting game ever made. Possibly worse even then Killer Instinct. It requires no skill what so ever to beat it at even the highest skill level and Ivy's and Taki's breasts are not that impressive after playing Rumble Roses.

It's like the game line lost interest in life after Soul Edge and slowly began nerfing all it's characters and putting it's AI on a steady all beer diet.

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Thu, 07 Jul 2005 21:06:09 GMT

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Razor Knight wrote on Mon, 04 July 2005 19:35I do, because they're definitely not trying to improve the AI of the opponents or the combo system, instead adding more meatheads for fanbois and fangirls to drool at.

So yep, it IS Virtua Fighter's cousin. As much as DOA is. Or most 3D fighters I've seen. Too bad they all forget one thing VF had in it's first edition: A challenge.

I dunno. I always though DOA was a bit more of a challenge than Tekken thanks to the counter system. It's the one thing that saves DOA from being a total VF-clone (or being nothing but softcore porn, for that matter) .

But then Tecmo came out with Xtreme Volleyball and ruined everything. :roll: :nonono:

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Mon, 11 Jul 2005 11:16:37 GMT

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---

Counter? Why would you need a counter in Tekken when left punch blocks any and all moves possible?

But you just mentioned THE game for this thread. It's like The Sims: Fighting Tournament meets Beach Volleyball XXX, add some FMVs for no reason other than fanservicing and a volleyball AI that would be beaten by Nintendo World Cup Volleyball anyday.

Of course DOA3 did it's own work at making me shrug the whole series off. It was "DOA2

Expansion Pack: New Sluts With New Suits!"

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Deya\\_X](#) on Mon, 11 Jul 2005 20:51:10 GMT

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---

Razor Knight wrote on Mon, 11 July 2005 07:16

But you just mentioned THE game for this thread. It's like The Sims: Fighting Tournament meets Beach Volleyball XXX, add some FMVs for no reason other than fanservicing and a volleyball AI that would be beaten by Nintendo World Cup Volleyball anyday.

Of course DOA3 did it's own work at making me shrug the whole series off. It was "DOA2 Expansion Pack: New Sluts With New Suits!"

Hell yes to that. Actually, I quit looking at the series after D.O.A 2 for the severe lack of storyline-perfect example as to why fighting games are really bad. The graphics are out of this world, yes-but is that all there is to a fighting game-any game for that matter?

DrE: To everything you said about FF8-\*throws hands in the air in triumph\* hell yes to that too! I'm in your boat!

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Tue, 12 Jul 2005 15:15:49 GMT

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Fighting games don't need a plotline. They need an AI that requires some strategy to defeat, moves that don't require the pushing of 37 buttons... Or even worse, the pushing of the SAME button 37 times \*cough\*Law\*cough\*Jan Lee\*cough\*Liu Kang\*cough\* and they also need a boss that can defeat you without needing 1-hit kills. Street Fighter, up to the "3" and "Zero" sagas, had that. Most other fighting games don't.

One of the reasons I dislike DOA3 is, you need to be using two gamepads at once to pull some of the moves. :roll:

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [hostilecrayon](#) on Sun, 24 Jul 2005 00:08:07 GMT

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---

That I actually played?

FFX-2, hands down. But I'm sure there are worse out there amongst all the games I didn't waste my time on. However, FFX-2 was a hideous game. Then again, FFX wasn't really that great, so...  
\*Shrug\*

---

Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Sun, 07 Aug 2005 02:48:29 GMT

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---

Back on the subject of Dead or Alive.... I got DOA3 at a pawn shop the other day and tried it out.... it truly is pretty much the same exact game as DOA2. I absolutely loved DOA2, and the disc spent countless hours spinning in my DC as I replayed time attack and survival.

But this gave me that 'been-there-done-that' feeling about ten minutes in. It's something I'll lose interest in completely in a few days.

---

Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Razor Knight](#) on Wed, 10 Aug 2005 14:03:29 GMT

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The Sims 2: University expansion... I bet if I do a disk scan, the place where that expansion's installed will give me a "bad sector, replace HDD immediately" error. It's the definition of "waste of bytes."

It doesn't add anything \_new\_ to The Sims 2, which didn't add a lot new to The Sims to begin with (in fact it substracted a damn lot more things off the original Sims than it added.) Oh well, another franchise that went down the drain. Hell, there's not even interesting new ways to kill your Sims.

And I'll add Pokemon Pearl too. What are they trying to do, make the TV series look good by releasing the lamest games possible Colloseum and Pearl quite take the fun out of Pokemon RPGs. They should be rated R for "Rent and beat in one day."

---

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Lord Aaron](#) on Wed, 10 Aug 2005 14:09:35 GMT

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---

I don't play many sequels. But I personally prefer Halo 1 over 2. Don't know why. Maybe the death of the old handgun did it. I'm such a picky bitch. Though Halo 2 is still a very good game, it just didn't strike me like the original. Kinda funny considering how everyone loves the second over the first. Guess I'm odd.

---

Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Thu, 11 Aug 2005 02:34:38 GMT

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---

Lord Aaron wrote on Wed, 10 August 2005 09:39 I don't play many sequels. But I personally prefer Halo 1 over 2. Don't know why. Maybe the death of the old handgun did it. I'm such a picky bitch. Though Halo 2 is still a very good game, it just didn't strike me like the original. Kinda funny considering how everyone loves the second over the first. Guess I'm odd.

I was the same way. The original blew me away since it was an ingenious new FPS with killer characters, story and presentation. But Halo 2.... it felt like more the same, even when considering the suaveness that is the Arbiter.

---

Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [BIG\\_DADDY](#) on Sat, 13 Aug 2005 06:46:24 GMT

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I thought Paper Mario 2 was kind of dissapointing. I never got past the second Crystal Star - then I sold it.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Grey](#) on Tue, 20 Sep 2005 03:41:29 GMT

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Castlevania: Harmony of Dissonance. It's incerdible how many things went wrong with this one.

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TERRIBLE music, super-easy bosses, no breakaway walls that lead to secret areas, a ho-hum magic system, a plot that makes no sense, shitty dialogue, jackassy running animation for the main character.... even the final boss failed to impress.

The only good thing I can say about it is that it's better than Castlevania II, but not by very much.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [darkpower](#) on Wed, 21 Sep 2005 04:32:34 GMT

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I have to disagree with everyone about FF X-2 being a horrible sequal. They used the ATB right for once (chain-attacks were cool), and it was alot of changes from the original line of FFs (all of them up to that point had a certain formula that they kept to. X-2 went away from the standard and tried something drastically different, which was refreshing for the series in my mind. I think that is why many people hate it, because of the "puracy" of some FF fans, and then struggle to find reasons why it was bad).

I did enjoy Fusion, too. It was different to have some extensive dialogue in a Metroid game (and yeah, by Metroid's standards, it was extensive). The blue suit was pretty cool, in my opinion, and did make sense into the story (that they had to give Samus new suit parts because the others were infected, making her suit look much different).

One sequal I do have to say was mediocre was Madden 96. Why? Well, not only was that the transition point, but did it have to be THAT damn hard to score in a game? It was as if the computer litterly SCHOOLED you in the easy difficulty (I haven't seen the other Madden games make it THAT hard to beat the other team).

And I did try Paper Mario, and I didn't really enjoy it that much. Yeah, I know, it's not technically a sequal, but that was the game that took the place of what was to be the SEQUAL of Super Mario RPG. It didn't feel right for me, for some reason.

Oh, one more: Turok: Evolution. Acclaim just screwed up ALOT with that one. It was too hard to learn the controls, and I was having a hard time doing ANYTHING at all. Of course, that was during the last of Acclaim's life, so it wasn't too surprising.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [yamsham](#) on Thu, 29 Sep 2005 04:03:06 GMT

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It's just me, but Halo 2. I disliked this game as much as I loved the first.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Skitz2000](#) on Wed, 05 Oct 2005 05:45:52 GMT

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Halo 2 sucked major! Halo 1 was great! I played that game like a Supermodel does crack(Kate Moss anyone?) but Halo 2? I'd rather play something better, like picking up dog crap with your bare hands.

Also, FF9 sucked, 5,6,7,8,10, and even 10-2 were better then 9. I don't see what is so wrong with 10-2, it had great graphics, the storyline was good, the different outfits were cool, especially the Mascot suits, and it was just fun! Now if only I could play Blitzball like I could in FFX and I would be set!(I would buy a plain Blitzball game, no storyline or anything, just pure blitz, like a Madden game or something) Only problem with 7 was the graphics, they tried to go 3d before they had a good handle on it. But graphics do NOT MAKE THE GAME! If it did then all games before 2002 would be bad. But I love my Mario1&2&3 for NES, and my Pac Man for my Atari.

Also got Final Fantasy on my NES, it's alright but still gotta stick with 6 or 10 or even 10-2 when bored.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [yamsham](#) on Thu, 06 Oct 2005 17:52:21 GMT

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I agree about FFX-2. It certainly wasn't for everyone, but it was very cute, and in some ways I liked it more than FFX. I liked the storyline better and felt it had a more satisfying conclusion. The only drawback was the massive change to Blitzball. I kicked ass in FFX's Blitzball, but I never played it in X-2 after I saw how much it had been altered.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Skitz2000](#) on Thu, 06 Oct 2005 19:08:44 GMT

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I know, I tried running a team but it wasn't the same. I love the Blitz in FFX, I started a new game just so I could play it period. Nothing but Blitz, about 12 hours into the game, and about half that on blitz. That would be a great little deal for Sqaure Enix(sp?) come out with BlitzBall the game, for like 15-20 dollars based on the FFX style, not FFX-2

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [RodTheBladeStar](#) on Sat, 19 Nov 2005 05:49:03 GMT

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I didn't much care for Final Fantasy X-2. I don't know why, I really don't, but it just wasn't anywhere near as much fun to play as FFX, or even FFXI.

Yeah, FFXVIII was kinda boring for me. I didn't get too far, though. Maybe it got more interesting later on. I'll never know unless I go rent the damn thing again.

Also, I felt the PS1 Centipede, while not strictly a sequel, could never compare to the original. It's just... they desecrated a classic by giving all these new enemies and sturning and jumping action. I dunno.

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Subject: Re: What's the most dissapointing sequel to a game you have ever played?

Posted by [Bowman Jean](#) on Sat, 19 Nov 2005 07:11:21 GMT

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Hm... I'd have to say Xenosaga II. That's really all I can think of at this point.

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