rm5248 wrote on Tue, 24 January 2006 21:08PS2s tend to break down A LOT more than an Xbox. Which is of course why the Xbox is better.

Actuallly, Nintento makes consoles that survuve nuclear wars. y friend told me about this one site that they tested all 3 consoles, dropping them off a building or whatnot and hitting them with a sledgehammer, the Gamecube survived the longest, PS2 died instantly.

I know about that, but you forgot to mention the part where 1.Gamecube Survived Longest, 2.PS2 survived second longest, and 3.Xbox was last

Anyway, if consoled suck so much, then why were all the GTA(3, Vice City, San Andreas) made for PS2 first? Or why do you think Microsoft made Halo for Xbox?

I know that consoles have limited capabilities, and if I had more money, I would probably buy a "Gaming computer", because games for PC are usually much cheaper than for consoles. But consoles still have some advantages like for example two or up to four people can play on one console, but only one person can use PC at a time.
I can't really think of any other advantages, but I am sure there are some.
The only purpose of this thread was to show how is PS2 better than Xbox, and not how are consoles better than PC, which they clearly are not.