

A Bronze Bust of The Snake is Missing in Canton

I am tired of hearing the question, "Should Kenny Stabler be in the Hall of Fame?" It should be, "Why is Kenny Stabler not in the Hall of Fame, DAMN IT?" Stabler appeared on an NFL Network top ten players not in the Hall of Fame list as well as top ten clutch QBs and top ten passing combos. Google NFL Hall of Fame and you will find masses of commentary declaring that Stabler should be in. But alas, conspicuous by its absence is the Bust of Bronze in Canton bearing his likeness. I find many excuses as to why he is not there, and yet I can prove irrevocably that he is better than many that are in the Hall. The chart below shows The Snake against two of his Hall of Fame contemporaries and the stats don't lie. If Stabler had Franco Harris in his backfield... Lord have mercy, he would have been invincible.

Many suggest that it was his off field 'character' that has kept him out. Yes, Kenny was a ladies man and enjoyed the "night life". For crying out loud the man was an stud! But if the Hall is going to become a prude when considering player's eligibility then perhaps the booze and beer ads should be eliminated from the games. Perhaps the scantily clad cheerleaders bumping and grinding to the rhythms of filthy rap tunes should be abolished. Hmm, I

smell a hypocrite in the N.F.L.

The N.F.L. is like a hung-over preacher screaming the Lord's hellfire on Sunday morning, fleecing the sheep after a boozing Saturday night at the strip club. They want to induct players with "good character" but they won't give up the advertising revenue from the companies that sell vice. I'm sorry but I won't attend that church.



Players		12	C.
Stats	Stabler	Namath	Bradshaw
Years	1970-84 (15)	1965-77(13)	1970-83(14)
Passer Rating	75.3	65.5	70.9
Pass Comp %	59.8	50.1	51.9
Passing Yards	27,938	27,663	27,989
Super Bowl	1-0	1-0	4-0
Touchdowns	194	173	212
Interceptions	222	220	210
Win %	66%	48%	68%
Famous Plays/Games	6	2	3

Halo Reach Delivers

Here is my Gamerscore review of Halo Reach from Gamerscore.com:

10/10 - This game is Bungie's 5th Symphony and much like Beethoven's, it is a



masterpiece. Take everything that was great about other Halo Games and make them even better, then fix nearly everything that was not great and you have Reach

This game tells a great story, and even if you have not followed Halo, you will enjoy the story, the game play and the cinematics. You will be able to customize your in game character and see that fully customized character in all cinematic cut scenes. The final mission is a touch too long but other than that this game is perfect. The campaign offers you an opportunity to do things no other Halo campaign has done. Fly spacecraft, drive any vehicle, etc. Previous Halo games were always a little short on graphics but this game looks fabulous, not the best shooter graphics ever, but very good. The cut scenes are stellar and feel like they were directed by Martin Scorsese or Francis Ford Coppola. Don't forget to let the credits roll and play the secret 11th mission.

As for multi-player how could Bungie possibly make a better multi-player. Halo 3 already was the undisputed KING of multi-player flexibility and playability. The customization of Halo 3 in multi-player was amazing. Well Bungie outdid themselves and scored huge with so many multi-player variables and derivatives that Methuselah would run out of years before trying them all. Just wait until the community gets a hold of the new Forge World, this game will still be popular in 2035 when it is ported to the Xbox 2880.

There are many Halo haters out there, some will always hate, but most of them will hate no more when they play this game!

This was Bungie's, Halo Swan Song and how sweet it is. Bungie is going out, and they are going out on top having won the Super Bowl of Gaming.

Outstanding, now stop reading the review and go buy a copy... you won't live to be 969 years old!

