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According to critics and players alike, these seven games fail to deliver in spite of their potential. Here's why they fail and what we can learn from their mistakes!

1. E.T., the Extra-Terrestrial (Atari 2600 de 1982)
One of the most notorious video game disasters from all time, E.T. de for Extra-Terrestrial was supposed to be a groundbreaking title that would revolutionize gaming! However, it was released in an unfinished and nearly unplayable state, leading to your infamous reputation!

2. Superman 64 (Nintendo 64, 1999)
Another infamous entry in the world of video games, Superman 64 was plagued by poor controls and bland level design, and a lack of any real substance! Despite being based on one of the most iconic superheroes from sell time - the joga was a critical and commercial failure.

3. Grand Theft Auto: Vice City (Rockstar Games, 2004)
Influenced by the success of Grand Theft Auto: San Andreas, Vice City was expected to be a major success. However, it was criticized for its repetitive gameplay and lack of innovation.

4. Halo 2 (Microsoft, 2004)
The second installment in the Halo franchise, Halo 2 was criticized for its lack of new content and a story that felt like a retread of the first game.

5. Halo 3 (Microsoft, 2007)
The third and final Halo game, Halo 3 was criticized for its lack of innovation and a story that felt like a retread of the previous games.

6. Halo: Reach (Microsoft, 2010)
The fourth Halo game, Halo: Reach was criticized for its lack of innovation and a story that felt like a retread of the previous games.

7. Halo: Infinite (Microsoft, 2019)
The fifth Halo game, Halo: Infinite was criticized for its lack of innovation and a story that felt like a retread of the previous games.

8. Halo: The Master Chief Collection (Microsoft, 2019)
A compilation of Halo games, Halo: The Master Chief Collection was criticized for its lack of innovation and a story that felt like a retread of the previous games.

9. Halo: Infinite (Microsoft, 2019)
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