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[When Everything Else Dies, You'll Still Be Playing Half-Life](#)

Gabe Newell assures fans of the FPS genre that 'there's a lot of Half-Life left at Valve'

In an interview with a well-known gaming site, [Valve's Gabe Newell](#), founder of the company behind Half Life, has confirmed that the popular first-person shooter is anything but your typical video game franchise. According to the man, 'there's a lot of [Half-Life](#) left at Valve', so gamers won't be seeing the series ending any time soon. This may very well come as a smack in the face to Halo fans who - despite not seeing the last of the Halo universe with the release of Halo 3 - are certainly not getting another FPS sequel any time soon, as Bungie hasn't even hinted at the possibility that such a thing might occur. Half Life fans on the other hand, are probably rubbing their hands together as they're reading these lines, knowing that they too have a franchise to be proud of, unlike the ones of the "overhyped" game of the century FPS from Bungie. Computer & Video Games popped the big question: "Does Half-Life have an end? Do you guys have an idea of how you're going to wrap up this whole franchise?" And here's what Gabe Newell had to say: "Well, there's specific stories and character arcs or plot lines that we know terminate. We have this bible that covers a lot, and there's a lot of interesting stories to tell." He continued commenting that "Portal, for example, is bringing out stuff about Aperture Science way before we had originally thought we'd be telling stories set in the Half-Life universe. We'd certainly love to be working in other universes because any time you get two Valve people together they come up with five game ideas and thirteen universes that they would like to tell and play them in. So there's a lot of Half-Life left at Valve." So rest assured, Half-Life fans, your favorite FPS franchise is not even 'half way' towards its end. Hopefully, the developing team over at Valve lives up to Newell's word and brings ever better installments of the series, not only for the PC, but for consoles too.