

---

Subject: Re: Battlefield 2142 Demo out  
Posted by [Scythar](#) on Mon, 23 Oct 2006 06:56:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

icedog90 wrote on Sun, 22 October 2006 20:13I just played the demo with my friends for a while yesterday, and it really sucks. It is NO different from Battlefield 2, besides the fact that there are new maps, new vehicles, new guns, and a new game mode that isn't much different from the original. Can't you guys see? They are basically releasing another Battlefield 2 with new stuff added. It's really like an expansion pack. Even if it was an expansion pack, I would still think it sucks. I already encountered many bugs from playing it for the first five minutes too.

I recently played a whole lot of Battlefield 1942, and I just had more fun than I could ever imagine to have in Battlefield 2 or 2142.

I forgot how fun 1942 is. BF2 will never win over that game, and BF2 will never make it on my classical game list.

Yeah, but that's not really different than the good old Westwood releasing yet another similiar C&C one after another where only units and maps were changed, or company X releasing a new version of game Y in general. The truth is, many of us don't WANT it to be much different. BF2 was awesome, and I, for one, like it if they just change models and maps and such, the idea behind the game is proven very successful and popular, and I don't see a need to dump it yet. I'm not saying they can keep upgrading it forever, but a good game can easily last 3-4 sequels with different environment before people find it boring.

In a nutshell, screw repetitiveness, I'll play a game for as long as I find it fun.

---