
Subject: F.E.A.R. 2 Project Origin
Posted by [Spyder](#) on Fri, 06 Mar 2009 17:30:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok, so yesterday I got F.E.A.R. 2 Project Origin.
I installed it, configured it and started playing.
The game is better than I've expected, the graphics are damn nice, there is a lot of action and it has a nice story.
Though the "F.E.A.R. moments" are not there anymore.

I remember while playing the first F.E.A.R. game I just sat there, all nervous for what had to come. *BANG!* ran into an empty food can, but I was scared!!! Now in Project Origin those moments are long gone. I have been playing 5 missions now and I never ran into any empty food can, bottle or any other object making a loud noise (and yes, the effects volume is at 100% and my speakers are turned on).

Alma. Who is "Alma" do you ask?
Alma is the girl with the black hair and red dress you encountered in F.E.A.R. At first you still encounter her small version. But then...She's grown up, hunting you. Even though she's grown up, she is still scary. As soon as you encounter her, you sight blurs and everything turns red/orange/black. This does not necessarily mean you are going to encounter her, but still. Sometimes she will just appear in front of you. You walk towards her and *woosh* she's gone. But Alma can smell you, she wants you dead, so she will try anything to kill you. For example, I opened a door, there she was jumping towards me and grabbing me by the throat. And yes, that scares the crap out of you.

Here's a video I made to give you a bit of an impression of the game:
<http://www.youtube.com/watch?v=vwfjnl7gQKc>

I don't know what else I can tell you. But now it's your turn.

-
1. Do you have F.E.A.R. 2 Project Origin?
 2. What do you think of it (you may also watch some trailers and tell us about that experience)
 3. If you don't already have it, are you going to buy/download it?
 4. Do you like games like F.E.A.R.?

Regards,

DimitryK
