
Subject: OT: Alan Wake

Posted by [RTsa](#) on Sat, 01 Oct 2005 16:21:27 GMT

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If you haven't heard of it, you should be ashamed of yourself!

www.alanwake.com

It's from the creators of Max Payne. Should be very good.

Download the trailer...it's very impressive!

Subject: Re: OT: Alan Wake

Posted by [spazbeast](#) on Sat, 01 Oct 2005 18:09:18 GMT

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I am ashamed...

Subject: Re: OT: Alan Wake

Posted by [YSLMuffins](#) on Sat, 01 Oct 2005 21:04:38 GMT

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Subject: Re: OT: Alan Wake

Posted by [Lijitsu](#) on Sat, 01 Oct 2005 21:24:41 GMT

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Sorry, I can't do that. My video card doesn't support high detail games. It lagged out on Doom 3 with the lowest settings. The screenshot looks good, though, so I'll say nice find.

Subject: Re: OT: Alan Wake

Posted by [deerwalk](#) on Sun, 02 Oct 2005 05:29:05 GMT

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What is the game about? Other than a man with a beard looking inspirational

Subject: Re: OT: Alan Wake

Posted by [icedog90](#) on Sun, 02 Oct 2005 08:18:38 GMT

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deerwalk wrote on Sun, 02 October 2005 07:29 What is the game about? Other than a man with a beard looking inspirational

That's why you visit the website, genius.

Subject: Re: OT: Alan Wake
Posted by [RTsa](#) on Sun, 02 Oct 2005 12:58:29 GMT
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YSLMuffins wrote on Sat, 01 October 2005 17:04
My thoughts excatly

Subject: Re: OT: Alan Wake
Posted by [Oblivion165](#) on Sun, 02 Oct 2005 13:19:21 GMT
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Very nice, but they can never make it look right can they? He looks off, and in the movie you can still see the trees populating.

I could never go and make something this realistic or detailed, but i think it shows alot of faults.

Subject: Re: OT: Alan Wake
Posted by [RTsa](#) on Sun, 02 Oct 2005 14:31:24 GMT
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It's true that there're trees (and a hut) appearing to the landscape on the trailer. Too low drawing distance...but, it just might be that you don't see this in the game with all the action and you naturally don't see that far when you're at ground level.

And when those rocks are falling all over...there's some log spinning very very fast there. Doesn't look right.

But, it's definitely the prettiest I've seen this far.

Subject: Re: OT: Alan Wake
Posted by [idebo](#) on Sun, 02 Oct 2005 17:46:37 GMT
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It looks like concrete with plastic!

Subject: Re: OT: Alan Wake
Posted by [icedog90](#) on Sun, 02 Oct 2005 20:04:04 GMT
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Yeah, I see its flaws too, but everything that's good makes up for it.

If you wish there is a game where there isn't something faulty that really stands out, play Half-Life 2.

Subject: Re: OT: Alan Wake
Posted by [Dreadlord](#) on Wed, 05 Oct 2005 17:39:25 GMT
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icedog90 wrote on Sun, 02 October 2005 15:04 play Half-Life 2.
play HL2, wait for F.E.A.R's release ...
