
Subject: OT: An open plea to the movie industry
Posted by [bigejoe14](#) on Fri, 24 Mar 2006 00:54:26 GMT
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STOP MAKING SHITTY MOVIES

<http://www.canustayalive.com/>
(Note the "u" in the url)

This is basically a movie about a certain video game that people are getting into. And if you die in the game, you die the same way you did in the game in real life. Sounds pretty shitty right? Well... it is.

Take note of the wondorus GameX-Cube-Station-Box controller.

Seriously, fuck the movie industry.

Subject: Re: OT: An open plea to the movie industry
Posted by [Lijitsu](#) on Fri, 24 Mar 2006 02:03:03 GMT
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Of course it's stupid. Any person with one little bit of intelligence would BURN THE GAME if they knew the "secret" of it.

Subject: Re: OT: An open plea to the movie industry
Posted by [Oblivion165](#) on Fri, 24 Mar 2006 17:41:30 GMT
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Bah those people, they think thats what we are into so they try to make money off of it. BEEN DONE, flops all over the place.

They have lost touch of everythign in the movie industry, V for Vendetta was awesome, but far from becoming a classic.

Indy 4 will blow because they will "Update" it. They need to use the same 80's Camera's/Equipment/Costume Designers. It has to have that look or its just crap.

Subject: Re: OT: An open plea to the movie industry
Posted by [warranto](#) on Fri, 24 Mar 2006 18:10:24 GMT
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I agree. There is something to be said for the realistic approach of "old school" special effects.

Subject: Re: OT: An open plea to the movie industry
Posted by [Kamuix](#) on Fri, 24 Mar 2006 19:24:41 GMT
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Thats true. Kinda reminds me of Final destination. But this movie kind of Lost me.

Maybe the Director will come across this thread, Read it, Than decide to cancel the movie.

Just maybe..

Subject: Re: OT: An open plea to the movie industry
Posted by [hunteroo2](#) on Fri, 24 Mar 2006 20:55:46 GMT
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...Is there something wrong with me if I think that movie looks hilarious?

Subject: Re: OT: An open plea to the movie industry
Posted by [Canadacdn](#) on Sat, 25 Mar 2006 16:48:03 GMT
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I'm getting pretty tired of the "scary demon girl" shit used in so many horror movies now. It's just getting old.

Subject: Re: OT: An open plea to the movie industry
Posted by [icedog90](#) on Sat, 25 Mar 2006 20:14:43 GMT
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Canadacdn wrote on Sat, 25 March 2006 08:48I'm getting pretty tired of the "scary demon girl" shit used in so many horror movies now. It's just getting old.

Yep.

Movies are going downhill just like mainstream music.

Subject: Re: OT: An open plea to the movie industry
Posted by [Kamuix](#) on Sat, 25 Mar 2006 20:59:32 GMT
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Canadacd wrote on Sat, 25 March 2006 11:48I'm getting pretty tired of the "scary demon girl" shit used in so many horror movies now. It's just getting old.

Including that Scream PCGame i think.

Subject: Re: OT: An open plea to the movie industry
Posted by [tooncy](#) on Sun, 26 Mar 2006 03:19:03 GMT
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Damn, it would suck if you were playing that game against someone with wallhacks. Some bullet would just come out of nowhere and nail you in the head randomly .

But anyway, yeah that movie looks about as bad as the House of the Dead movie.

Subject: Re: OT: An open plea to the movie industry
Posted by [Aprime](#) on Sun, 26 Mar 2006 03:59:34 GMT
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icedog90 wrote on Sat, 25 March 2006 15:14Canadacd wrote on Sat, 25 March 2006 08:48I'm getting pretty tired of the "scary demon girl" shit used in so many horror movies now. It's just getting old.

Yep.

Movies are going downhill just like mainstream music.

While our stuff is going uphill.

Subject: Re: OT: An open plea to the movie industry
Posted by [bisen11](#) on Sun, 26 Mar 2006 04:21:54 GMT
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Yes, the movie looks really dumb and seriously lacks originality.

Subject: Re: OT: An open plea to the movie industry
Posted by [Dover](#) on Sun, 26 Mar 2006 04:47:55 GMT
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Oh, come on. The movie industry isn't ALL bad (Case in point: Sin City), just MOSTLY bad.

Subject: Re: OT: An open plea to the movie industry
Posted by [z310](#) on Sun, 26 Mar 2006 07:02:05 GMT
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tooncy wrote on Sat, 25 March 2006 22:19
But anyway, yeah that movie looks about as bad as the House of the Dead movie.

House of the Dead was somewhat enjoyable, IMO.

Subject: Re: OT: An open plea to the movie industry
Posted by [Kamuix](#) on Sun, 26 Mar 2006 07:29:43 GMT
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I hate to say it guys and its agained the topic directions but.....I want to see this movie.
I mean i kno you gave alot of reasons why its shitty and looks like crap but...I still wanna see it. I mean it might turn out ok. You never know. Maybe the ending will show diffrent results.

Subject: Re: OT: An open plea to the movie industry
Posted by [Nukelt15](#) on Sun, 26 Mar 2006 17:51:35 GMT
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Quote:This is basically a movie about a certain video game that people are getting into. And if you die in the game, you die the same way you did in the game in real life.

It sounds like something that is going to play off the stupid notion that videogames affect peoples' perceptions of reality. It's also a tired concept that has been done already ("Making a Monster" among others), and is going to suck as badly as every other time it's been done. Just based on those points alone, I refuse to see it.

That and the whole "horror" genre has, in recent years, relied entirely on cheap, predictable surprises and loads of gore to substitute for real suspense and fear. I've yet to see a modern horror movie where I can't predict the next "big scare" at least a minute before it actually happens. I get more of a thrill out of playing scary games than from watching cheezy horror flicks.

Subject: Re: OT: An open plea to the movie industry
Posted by [terminator 101](#) on Sun, 26 Mar 2006 17:52:16 GMT
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Kamuix wrote on Sun, 26 March 2006 02:29I mean it might turn out ok. You never know. Whith so many crappy movies being made these days *cough* Doom *cough* AVP *cough* The Fog... I would not count on it.

Quote:I get more of a thrill out of playing scary games than from watching cheezy horror flicks. That is one excellent sentence and I agree 100%.

Subject: Re: OT: An open plea to the movie industry
Posted by [Dover](#) on Sun, 26 Mar 2006 20:38:05 GMT
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Nukelt15 wrote on Sun, 26 March 2006 11:51 I get more of a thrill out of playing scary games than from watching cheezy horror flicks.

I have to agree. I recently went to go see "When A Stranger Calls" with my significant other, and I didn't get nearly as big a kick out of it as she did. I would take a scary game over P.O.S. movies any day. Especially if they're well done like the original Half-Life. That game scared the crap out of me when I first started playing. Even when I tried it with godmode on...

Subject: Re: OT: An open plea to the movie industry
Posted by [terminator 101](#) on Sun, 26 Mar 2006 20:46:38 GMT
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Dover have you played Half Life 1 uplink(demo) on hardest difficulty? That was one hell of a scary demo

Subject: Re: OT: An open plea to the movie industry
Posted by [Dave Anderson](#) on Sun, 26 Mar 2006 21:16:16 GMT
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Quote:Whith so many crappy movies being made these days *cough* Doom *cough* AVP *cough* The Fog... I would not count on it.

AVP a crappy movie? Personally I have to disagree with you on that one.

Subject: Re: OT: An open plea to the movie industry
Posted by [Dover](#) on Sun, 26 Mar 2006 21:33:39 GMT
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AVP was halfway crappy. I'm a fan of the games, so it touched a soft spot with me, but as far as movie quality goes? Terrible. Little/No story, Bullshit ending...

The point is, most newer movies suck, except for Sin City!

Subject: Re: OT: An open plea to the movie industry
Posted by [Dover](#) on Sun, 26 Mar 2006 21:36:02 GMT
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Terminator 101 wrote on Sun, 26 March 2006 14:46 Dover have you played Half Life 1

uplink(demo) on hardest difficulty? That was one hell of a scary demo

Remind me, which one was "Uplink"? I got a free copy of Counter-Strike with an ATI video card. When I updated my "Steam" thingy in order to be able to play online, it gave me half-life as well, and a crapload of mods I never played.

Subject: Re: OT: An open plea to the movie industry
Posted by [terminator 101](#) on Sun, 26 Mar 2006 22:25:14 GMT
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Uplink is the name of demo of Half Life 1. Just look on the internet for Half Life 1 demo and you will find it.

First half of AVP was pretty interesting, but after that, it was terrible. Using Alien head as a shield? Using slow motion matrix-like effects for face hugging? Using humans to fight alongside Predators? WTF? Those are really stupid ideas.

Subject: Re: OT: An open plea to the movie industry
Posted by [PlastoJoe](#) on Sun, 26 Mar 2006 22:59:19 GMT
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Frankie Muniz...I hope he dies first.

Note that the director and first producer are making their debuts with this movie, the second director premiered with "Charlie's Angles," and the photography director only has experience with commercials and music videos. Not to mention that the movie's made by Disney. That all should give you an accurate picture of how good the movie will be.

Subject: Re: OT: An open plea to the movie industry
Posted by [nopol10](#) on Mon, 27 Mar 2006 11:09:44 GMT
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FRANKIE MUNIZ???
What's on with Disney anyway?

Subject: Re: OT: An open plea to the movie industry
Posted by [Dover](#) on Tue, 28 Mar 2006 16:07:14 GMT
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The demo...

Is that the one where you face impossible amounts of combine soldiers 5 minutes in? Yes, I remember that one, and I gave up on it.

Frankie Munez sucks.

Sin City rocks.

Subject: Re: OT: An open plea to the movie industry
Posted by [nopol10](#) on Wed, 29 Mar 2006 05:51:15 GMT
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Oh yeah, if Disney were to release a game "Stay Alive" based on the game in the movie, guess what sales they would get!
