
Subject: Battlefield 2142 vs. Enemy territory: quake wars...

Posted by [maschief](#) on Tue, 25 Jul 2006 05:56:33 GMT

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Both these game look really good but I'm not sure which to buy first...so I was just trying to get some opinions...

BF 2142 video 1

BF 2142 video 2

Quake Wars video 1

Quake Wars video 2

Subject: Re: Battlefield 2142 vs. Enemy territory: quake wars...

Posted by [Jaspah](#) on Tue, 25 Jul 2006 06:10:56 GMT

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Enemy Territory: Quake Wars & Wolfenstein > *

Subject: Re: Battlefield 2142 vs. Enemy territory: quake wars...

Posted by [Sn1per74*](#) on Wed, 26 Jul 2006 14:47:26 GMT

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Battlefield 2142- Definately! From the stuff I've heard Battlefield 2142 sounds awesome. It has walkers and VTOL vehicles. The engineers have a bot that float above their head and shoot people. Other kits can go stealth- In my opinion Battlefield 2142.

Subject: Re: Battlefield 2142 vs. Enemy territory: quake wars...

Posted by [bigjoe14](#) on Wed, 26 Jul 2006 15:33:41 GMT

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Quake Wars, by a long shot. Battlefield ain't got nothing on Quake Wars.

Subject: Re: Battlefield 2142 vs. Enemy territory: quake wars...

Posted by [idebo](#) on Wed, 26 Jul 2006 15:50:47 GMT

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As much of a BF2 fanboy I am... get Quake Wars.

Subject: Re: Battlefield 2142 vs. Enemy territory: quake wars...

Posted by [warranto](#) on Wed, 26 Jul 2006 17:22:25 GMT

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Sn1per74(2) wrote on Wed, 26 July 2006 08:47Battlefield 2142- Definately! From the stuff I've heard Battlefield 2142 sounds awesome. It has walkers and VTOL vehicles. The engineers have a bot that float above their head and shoot people. Other kits can go stealth- In my opinion Battlefield 2142.

ie. Renegade in the Battlefield costume

Subject: Re: Battlefield 2142 vs. Enemy territory: quake wars...

Posted by [Nukelt15](#) on Wed, 26 Jul 2006 20:10:07 GMT

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The Scout class in BF2142 reminds me of our beloved badass commando from C&C. Sniper rifle, C4... all he's missing is the crude humor and pixelated beret.

BF2142 looks like a big improvement over the buggy, poorly balanced waste of \$50 that is BF2. The jury's still out, but I'll definitely be downloading the demo to see just how much of an improvement it really is. The infantry portable anti-air weapon the latest interview mentions can only be a good thing after BF2's endless chopper and plane rape, though.

Quake wars looks pretty damn good, I have to say. I'm more inclined to trust its quality of production over BF2142 (BF2 having been shoved out the door, IMHO months before it should have been, puts EA/DICE in very poor favor indeed), but it remains to be seen which is the better game.

Subject: Re: Battlefield 2142 vs. Enemy territory: quake wars...

Posted by [DarkDemin](#) on Wed, 26 Jul 2006 20:30:14 GMT

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EA patches make games worse and their support blows. Get Quake Wars.

Subject: Re: Battlefield 2142 vs. Enemy territory: quake wars...

Posted by [Aprime](#) on Wed, 26 Jul 2006 21:19:15 GMT

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DarkDemin wrote on Wed, 26 July 2006 16:30EA patches make games worse and their support blows. Get Quake Wars.

Depends, sometimes a game will be released correctly and will be patched accordingly. I hope Spore'll be like that.

Subject: Re: Battlefield 2142 vs. Enemy territory: quake wars...

Posted by [Jaspah](#) on Wed, 26 Jul 2006 22:45:08 GMT

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Comrade wrote on Wed, 26 July 2006 17:19DarkDemin wrote on Wed, 26 July 2006 16:30EA patches make games worse and their support blows. Get Quake Wars.

Depends, sometimes a game will be released correctly and will be patched accordingly. I hope Spore'll be like that.

Bah, I want Spore so fucking bad right now. I hope they release a demo of it soon.

Subject: Re: Battlefield 2142 vs. Enemy territory: quake wars...

Posted by [nopol10](#) on Thu, 27 Jul 2006 03:51:56 GMT

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Quake Wars owns BF2142 bad. I just love Quake.
