Subject: Free FEAR multiplayer
Posted by RTsa on Wed, 09 Aug 2006 18:12:44 GMT
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http://www.fearfans.com/newsitems/103/

Yup, it's coming, quite soon too.
(of course, it needs some sort of computer..)

Subject: Re: Free FEAR multiplayer
Posted by PlastoJoe on Wed, 09 Aug 2006 18:39:47 GMT
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I wish I had better than an SiS 315 cause then I'd download it in a flash.

Subject: Re: Free FEAR multiplayer
Posted by Dave Anderson on Wed, 09 Aug 2006 19:09:27 GMT
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The singleplayer in F.E.A.R. has to be the best I have ever seen out of any game I have ever
played, and the AI is very well programmed. The multiplayer, however, sucked.

Subject: Re: Free FEAR multiplayer
Posted by icedog90 on Thu, 10 Aug 2006 21:24:46 GMT
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Try Prey. The singleplayer in that is the best I've seen in quite a while.

Subject: Re: Free FEAR multiplayer
Posted by Majiin Vegeta on Fri, 11 Aug 2006 01:45:21 GMT
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prey was good.. but it was completable in 8 hours.. some single player..

i've seen demo's last longer

Subject: Re: Free FEAR multiplayer
Posted by icedog90 on Fri, 11 Aug 2006 01:48:22 GMT
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Well, if they made it longer then it would have ended up just like Doom 3 where it just repeats and repeats and repeats with boredom.

Subject: Re: Free FEAR multiplayer
Posted by Dave Anderson on Fri, 11 Aug 2006 02:04:13 GMT
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I found Doom 3 one of the most annoying games to play. The fact that throughout the entire game you cannot see what the hell you're doing is just plain stupid. Having to switch between a gun and a flashlight every few seconds, even during fights, was annoying as well.

Other than that I thought Doom 3 was an alright game.

Subject: Re: Free FEAR multiplayer
Posted by Oblivion165 on Fri, 11 Aug 2006 02:12:11 GMT
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icedog90 wrote on Thu, 10 August 2006 21:48Well, if they made it longer then it would have ended up just like Doom 3 where it just repeats and repeats and repeats with boredom.

I hate Doom 3:

"Copy - Paste another 20 minutes onto this game guys! We need to make it seem long enough for the sticker price."

I hate even more the new Turok that they are making look just like it. They even changed his name..bleh.

Joshua Turok...Its Joshua Fireseed b*tches.

Subject: Re: Free FEAR multiplayer
Posted by icedog90 on Fri, 11 Aug 2006 02:21:59 GMT
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Yeah. Prey is like Doom 3 done right.

Subject: Re: Free FEAR multiplayer
Posted by krayons on Fri, 11 Aug 2006 03:06:38 GMT
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I'ma badass.

File Attachments
1) ContraStartscreen.jpg, downloaded 833 times

Subject: Re: Free FEAR multiplayer
Posted by Dave Anderson on Fri, 11 Aug 2006 03:11:22 GMT
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I remember that game, and I loved it. Until my father got mad at my mom and thrashed the Nintendo. lol.

Subject: Re: Free FEAR multiplayer
Posted by Doitle on Fri, 11 Aug 2006 06:34:57 GMT
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It's incredible, with my new computer I can actually be excited about this! I hope it is fancy!

Subject: Re: Free FEAR multiplayer
Posted by RTsa on Thu, 17 Aug 2006 20:55:56 GMT
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This be out now.

www.joinfear.com

Subject: Re: Free FEAR multiplayer
Posted by IronWarrior on Fri, 18 Aug 2006 01:49:08 GMT
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Looks really nice, gonna make some room on my harddrive and download this.

Subject: Re: Free FEAR multiplayer
Posted by Jellybe4n on Fri, 18 Aug 2006 11:53:58 GMT
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Just installed the game, however it freezes when I load it up.

Subject: Re: Free FEAR multiplayer
Posted by bigejoe14 on Fri, 18 Aug 2006 20:52:42 GMT
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This is easily the most insane fun I've had in a while. Looks like I have something to hold me over until Team Fortress 2.

Subject: Re: Free FEAR multiplayer
Posted by cmatt42 on Fri, 18 Aug 2006 21:50:07 GMT
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This is actually really fun, and looks good even with low settings.

Heh, I've already adapted after two games.

Subject: Re: Free FEAR multiplayer
Posted by Doitle on Sat, 19 Aug 2006 01:15:03 GMT
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It seems kinda chaotic. It's just spawning and dieing every 15 seconds. I like the more structured combat in CS:S. Just my opinion.

I'm hosting a TDM Server right now. Called Doitle's TDM. If you see it join, I'd like to test out the dedicated server program.

Subject: Re: Free FEAR multiplayer
Posted by Dave Anderson on Sat, 19 Aug 2006 03:23:44 GMT
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Like I said...

Dave Anderson wrote on Wed, 09 August 2006 13:09The singleplayer in F.E.A.R. has to be the best I have ever seen out of any game I have ever played, and the AI is very well programmed. The multiplayer, however, sucked.

Subject: Re: Free FEAR multiplayer
Posted by bigejoe14 on Sat, 19 Aug 2006 18:46:11 GMT
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If you think it sucks, then stop posting in this thread. Or better yet, explain why you think it sucks.

Subject: Re: Free FEAR multiplayer
Posted by Darker on Sat, 19 Aug 2006 18:47:35 GMT
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I have never got a chance to play even the game itself yet, i've really wanted to for some time though

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Subject: Re: Free FEAR multiplayer
Posted by Dave Anderson on Sun, 20 Aug 2006 09:03:20 GMT
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bigejoe14 wrote on Sat, 19 August 2006 12:46If you think it sucks, then stop posting in this thread. Or better yet, explain why you think it sucks.

Doitle wroteIt seems kinda chaotic. It's just spawning and dieing every 15 seconds.

This is a thread about FEAR Multiplayer. Therefore, opinions about this, are not off topic in this topic. Along with that that, you took my post too personal, obviously, because my post is just an opinion.

On a side note, my post was specifically pointed towards Doitle. If it was not, I would not have

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quoted him.

Chill.

Subject: Re: Free FEAR multiplayer
Posted by bigejoe14 on Sun, 20 Aug 2006 17:01:46 GMT
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I didn't take your post personally. I didn't think that you were quoting yourself in response to Doitle. I thought you were simply quoting yourself to reinforce your opinion that you think it sucks without giving us a reason why, which is why I told you to stop posting. At least Doitle actually gave a reason why he dislikes it, instead of just saying it sucks like you originally did.

Subject: Re: Free FEAR multiplayer
Posted by Dave Anderson on Sun, 20 Aug 2006 17:07:43 GMT
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I should have typed my reason out, but my reason for disliking the FEAR Multiplayer is the same as what Doitle had stated. At the time of my post, I had no reason to restate what had already been said.