
Subject: Battlefield 2142 Demo out
Posted by [KIRBY-098](#) on Tue, 10 Oct 2006 15:56:48 GMT
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Good Morning Soldiers.

In case you live under a rock in alaska, The demo is available if you have 6 hours to kill:

[http://battlefield2142.ea.com/battlefield/bf/BF2142_Demo_New s.aspx](http://battlefield2142.ea.com/battlefield/bf/BF2142_Demo_New_s.aspx)

That is all.

Subject: Re: Battlefield 2142 Demo out
Posted by [Majiin Vegeta](#) on Tue, 10 Oct 2006 17:00:01 GMT
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poor demo tbh.. does not give me an urge to buy the game

Subject: Re: Battlefield 2142 Demo out
Posted by [KIRBY-098](#) on Tue, 10 Oct 2006 17:04:38 GMT
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I like the battlefield series, and the titan mode really seems like it would be a lot of fun.

I'm only at 16% and Ive been DLing for .5 hrs.

The mecha should be fun to pilot too, but i think I will end up as anti-armor infantry most of the time.

Subject: Re: Battlefield 2142 Demo out
Posted by [fl00d3d](#) on Tue, 10 Oct 2006 17:12:25 GMT
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KIRBY-098 wrote on Tue, 10 October 2006 11:56 Good Morning Soldiers.

In case you live under a rock in alaska, The demo is available if you have 6 hours to kill:

[http://battlefield2142.ea.com/battlefield/bf/BF2142_Demo_New s.aspx](http://battlefield2142.ea.com/battlefield/bf/BF2142_Demo_New_s.aspx)

I've had the demo downloaded for like 3 full days now, and haven't installed it yet, lol.

A buddy of mine played the demo and had a discussion with me about it and he told me that there are a lot of bugs in the demo and EA has absolutely no plans of fixing them for the full release.

Subject: Re: Battlefield 2142 Demo out
Posted by [KIRBY-098](#) on Tue, 10 Oct 2006 17:48:27 GMT
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Well, all of us that have played the BF series, know that that is part and parcel of Dice's EA mandated release strategy. You have to overlook that for the fun factor.

Just like renegade.

Subject: Re: Battlefield 2142 Demo out
Posted by [Scythar](#) on Tue, 10 Oct 2006 17:55:30 GMT
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Looks nice so far. Only serious bug I've encountered is the titan turning invisible. Sure, it gets a bit boring after a while with no unlocks, but with them enabled and a goal to chase, it's just as fun as BF2 is, in my opinion. Those who were in the beta should know, it was fun even with the bugs, and now most of them have been removed.

Subject: Re: Battlefield 2142 Demo out
Posted by [Renx](#) on Tue, 10 Oct 2006 18:35:54 GMT
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KIRBY-098 wrote on Tue, 10 October 2006 14:48Well, all of us that have played the BF series, know that that is part and parcel of Dice's EA mandated release strategy. You have to overlook that for the fun factor.

Just like renegade.

DICE was bought out by EA recently. I doubt they have any say at all in where this game goes anymore.

Subject: Re: Battlefield 2142 Demo out
Posted by [Griever92](#) on Tue, 10 Oct 2006 18:55:38 GMT
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most of the bugs i've encountered are identical to the ones i had encountered in earlier versions of BF2, so the demo is probably not running the updated engine. (game locks, screen blackouts, textures missing, text/gui missing, etc.)

as for that though, i'm USUALLY able to play through for a few hours without any bugs that

require me to restart the game (when textures are missing or game locks), and personally, i find 2142 quite fun, especially Titan mode once you get the hang of it.

2142 is getting pretty much the same response BF2 did and look how popular that was, hell, still is.

Subject: Re: Battlefield 2142 Demo out
Posted by [KIRBY-098](#) on Tue, 10 Oct 2006 19:14:09 GMT
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Only 3 hours to go.....

Subject: Re: Battlefield 2142 Demo out
Posted by [bigejoe14](#) on Wed, 11 Oct 2006 04:28:04 GMT
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Titan mode is nothing new. It's basically Conquest mode recycled to have a giant floating ship for each team and that's it. You still go around capturing and holding points, but the flags were changed to missile launchers. The more launchers you hold for your team, the more damage the enemy Titan takes.

Yea, you do get to board the enemy Titan, but that in itself isn't very exciting.

Subject: Re: Battlefield 2142 Demo out
Posted by [Deathgod](#) on Wed, 11 Oct 2006 05:38:15 GMT
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As everyone has said so far, expect bugs. You should not be surprised by this with an EA product by now unless you have been living under a rock. Hell, you shouldn't expect this with any company.

Titan mode is pretty fun I think, reminds me of Tribes crossed with BF. I love infiltrating the enemy Titans knowing there is a base full of people to kill, good times.

I like the futuristic setting a lot. The walkers are a bitch to kill, but that's to be expected. Raining down death from the Titan turrets is great.

I really don't like the whole 'having to buy your kit' system they've set up with the unlocks, unless they scaled down the points necessary for an upgrade I will most likely be constrained to one class for the game because I don't plan on playing this for hours on end. I have reality to compete with for time.

All in all, it was really not much I didn't expect. They will patch just enough bugs to make people keep buying it.

Subject: Re: Battlefield 2142 Demo out
Posted by [Goztow](#) on Wed, 11 Oct 2006 07:36:49 GMT
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It is NOT because you can expect bugs that you need to accept them. Just like I wouldn't accept my notepad to crash when I'm using it.

That's like saying it's normal that Packard Bell sells shit MP3-players because we're used to it now and we should still buy them!

Subject: Re: Battlefield 2142 Demo out
Posted by [Jonty](#) on Wed, 11 Oct 2006 15:12:34 GMT
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Goztow wrote on Wed, 11 October 2006 08:36: It is NOT because you can expect bugs that you need to accept them. Just like I wouldn't accept my notepad to crash when I'm using it. Actually, I have managed to crash Notepad before...

Subject: Re: Battlefield 2142 Demo out
Posted by [Deathgod](#) on Wed, 11 Oct 2006 17:44:00 GMT
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Who said anything about accepting them? I sure don't, I just recognize that the business model currently employed by most companies doesn't support games after they launch, and doesn't support adequate testing before launch, to prevent bugs from happening. Anyone who expects non-buggy software, especially on PCs, is not looking past the end of their nose.

Subject: Re: Battlefield 2142 Demo out
Posted by [Nukelt15](#) on Wed, 11 Oct 2006 18:55:24 GMT
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On the other hand, because it is essentially a pay-mod for BF2, one would expect at least most of the bugs to be gone by now. It's not as if they had to re-write the whole engine.

Subject: Re: Battlefield 2142 Demo out
Posted by [KIRBY-098](#) on Wed, 11 Oct 2006 20:45:34 GMT
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And speaking of buggy:

I just had my second 6 hour downloadathon crap out on me at 99 percent.

I give up.

Subject: Re: Battlefield 2142 Demo out
Posted by [danpaul88](#) on Wed, 11 Oct 2006 21:51:35 GMT
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I finally managed to download it, and it's quite enjoyable to play, although I was getting some pretty big fps slowdowns... maybe I should have stuck with 800x600

Subject: Re: Battlefield 2142 Demo out
Posted by [Deathgod](#) on Wed, 11 Oct 2006 21:52:28 GMT
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You know, I have a torrent for the demo. That might work out better for you, worked great for me.

[http://thepiratebay.org/tor/3534764/Battlefield_2142_Official_Demo_\(not_from_EA_downloader\)](http://thepiratebay.org/tor/3534764/Battlefield_2142_Official_Demo_(not_from_EA_downloader))

Grab that one, it's the one I was on. Got that demo lickety split.

Subject: Re: Battlefield 2142 Demo out
Posted by [KIRBY-098](#) on Wed, 11 Oct 2006 22:32:42 GMT
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K, will give it a shot.

Thanks

Subject: Re: Battlefield 2142 Demo out
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 12 Oct 2006 02:14:59 GMT
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I'd buy the game if it wasn't for the numerous problems in Bf2.

I play BF2 occasionally, but it's just such a task just getting into a server:

- Wait for the game to load
- Wait to connect to Account Server
- Find a good server(And wait a ridiculously long amount of time to get the player information for each server you click on)

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- Wait to load another map, just because it took you so long to load, that the one you were loading has already ended...So you have to now load the new map, and re-verify your client data.
- Wait for the Join game button to actually work
- Wait for your screen to load
- Get kicked from the server for a "High Average Ping of 105", and start the process over again from step 3.
- Your game crashes. Wait for your desktop to load.
- Start all over again

That's pretty what it's like for me, every time I play BF2. I'm in-game for 2 hours maybe, but only get to play for about 20 minutes. It just isn't worth it. If BF2 was as easy to jump into as Renegade is, then it'd be a whole lot easier for me to enjoy the game. Not to mention the numerous patches released that neither improve the gameplay, nor fix any of the major bugs.

Subject: Re: Battlefield 2142 Demo out
Posted by [Nukelt15](#) on Thu, 12 Oct 2006 03:35:56 GMT
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The demo installer crashed my computer. Twice.

When it finally installed, it claimed my DirectX was out of date... but Microsoft's DirectX updater says otherwise.

Demo does not run on hardware/software setup that ran BF2 (the same bloody engine) and other contemporary games= -1

Demo apparently believes that it knows more than MS about the latest DirectX version= -0.5

Demo installer crashed system twice= -1

I am not optimistic. Not that I intend to buy the game unless it turns out to be incredibly impressive anyway; even then I'll surely wait at least a few months for the price to drop, and I'll just as surely hunt for ways to disable these supposed "dynamic ads" that I've heard will be in the game. Still, a few friends of mine who have the demo working say it is good, and I'm inclined to at least take a good hard look if people I trust say good things about it.

And just because I'm here, and I like to shamelessly plug good work, the Clancore team will be making the Starsiege:2845 Alpha Tech Release available for download on the 18th. I mention this only because 2845 will be a combined arms game, and probably have at least some appeal to the Battlefield crowd. And the multiplayer of the final product will be free. And I'll bet my bottom dollar that even the Alpha will have fewer bugs in it than anything EA can come up with.

That is all.

Subject: Re: Battlefield 2142 Demo out
Posted by [icedog90](#) on Thu, 12 Oct 2006 04:59:12 GMT
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[NEFobby[GEN] wrote on Wed, 11 October 2006 19:14]I'd buy the game if it wasn't for the numerous problems in Bf2.

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Yeah, I know what you mean. I have that problem when I just play with some friends of mine in the real world (which makes BF2 actually fun because you're yelling at each other across the room). Even with like four people, it still sucks REALLY bad when loading. It's not because our computers suck. Mine doesn't suck, but BF2 crashes a lot for me when I load, or simply has a lot of trouble loading if I change the settings too drastically. The whole loading system is all fucked up, and it takes me like 20-30 minutes just to get in a four player server that is on the local network.

I don't even know why we play it sometimes. I guess it's when we're really bored. Battlefield 1942 is much more fun and classical.

Subject: Re: Battlefield 2142 Demo out
Posted by [Deathgod](#) on Thu, 12 Oct 2006 05:01:14 GMT
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There is actually a file missing in the DirectX library, it will be distributed with the full game but for some reason they left it out in the demo. Search google for that error you get and it'll have links to download the file you need.

Subject: Re: Battlefield 2142 Demo out
Posted by [Scythar](#) on Thu, 12 Oct 2006 09:43:51 GMT
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icedog90 wrote on Thu, 12 October 2006 00:59[NEFobby[GEN] wrote on Wed, 11 October 2006 19:14]I'd buy the game if it wasn't for the numerous problems in Bf2.

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This is all very true, and is likely one of the main reasons games like CS/CS:S are popular: you can join the game in about 10 seconds, loadings included. You also don't have to wait 2 minutes just to unload the game after playing, either. Many of the next generation games have ridiculous loading times already...sucks.

The BF2142 demo loads quite fast though, I'm done loading a map in about 20 seconds, and since the demo only has one map, the first time you load it is the only time you need to do it per session. Then again, the demo might now have any cheat detections or other verifications which

take time.

Oh and you can disable the movies, legal notes and other ads that appear when you boot the demo by renaming the files in mods/bf2142/movies folder. I just added an extra extension to them (.backup), works fine.

Subject: Re: Battlefield 2142 Demo out
Posted by [Apache](#) on Fri, 13 Oct 2006 01:30:36 GMT
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I downloaded it, but my crap intergrated video chipset won't run it, even on all the lowest settings...

Dang I need to get a new video card badly, lol

Subject: Re: Battlefield 2142 Demo out
Posted by [tactic356](#) on Fri, 13 Oct 2006 01:44:11 GMT
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it takes skill to crash a helicopter into a walker with out killing yourself

Subject: Re: Battlefield 2142 Demo out
Posted by [terminator 101](#) on Fri, 13 Oct 2006 03:19:00 GMT
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Question: If my computer can run Half Life 2 with some lagg(and FPS drops significantly when flash light is turned on), and very laggy Doom 3(both on lowest settings) will this game work on my computer?

I know that Intel GMA sux monkey balls, but it is almost the only Video Card that all the "middle class" laptops have, just like my Laptop.

Subject: Re: Battlefield 2142 Demo out
Posted by [Aprime](#) on Fri, 13 Oct 2006 03:53:17 GMT
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Those entry-level, not "middle class".

And I doubt it will.

Subject: Re: Battlefield 2142 Demo out

Posted by [fl00d3d](#) on Fri, 13 Oct 2006 17:56:01 GMT

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[NEFobby[GEN] wrote on Wed, 11 October 2006 22:14]I'd buy the game if it wasn't for the numerous problems in Bf2.

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Have you tried the latest patches? I think 1.3 (I think it was that one) fixed a lot of the load times. I used to think the same thing, then one of the patches drastically increased the load time. Another thing you have to think of is that BF2 has many more features than games like Renegade or CS which make it worth the extra 30 second - 1 minute wait. At least in my opinion.

BF2 is a good game. But back on topic, I downloaded the BF2142 demo the day it came out, but didn't install it until just yesterday. When I did, it installed without a single error (and I know for a fact that my computer meets minimum requirements) but I, too, got the DirectX errors and others (I think there were a total of four) but a BF2 buddy of mine said that if you do what Deathgod said, that will fix the game (google the missing files and install them manually). I have yet to try it ... I'm too busy with my C&C: The First Decade purchase

Subject: Re: Battlefield 2142 Demo out

Posted by [icedog90](#) on Fri, 13 Oct 2006 18:03:05 GMT

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BF2 fanboy...

Subject: Re: Battlefield 2142 Demo out
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 14 Oct 2006 15:43:07 GMT
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The latests patches dont work on my computer. Maybe its because I barely reach the system requirements

Subject: Re: Battlefield 2142 Demo out
Posted by [Deathgod](#) on Sun, 22 Oct 2006 11:28:07 GMT
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So did anyone pick up the full game besides me?

Subject: Re: Battlefield 2142 Demo out
Posted by [Scythar](#) on Sun, 22 Oct 2006 11:41:46 GMT
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Yeah I preordered it with my neighbour. I love how much faster it loads as opposed to BF2, it only takes about 20 seconds to load a map now.

Subject: Re: Battlefield 2142 Demo out
Posted by [icedog90](#) on Mon, 23 Oct 2006 00:13:05 GMT
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I just played the demo with my friends for a while yesterday, and it really sucks. It is NO different from Battlefield 2, besides the fact that there are new maps, new vehicles, new guns, and a new game mode that isn't much different from the original. Can't you guys see? They are basically releasing another Battlefield 2 with new stuff added. It's really like an expansion pack. Even if it was an expansion pack, I would still think it sucks. I already encountered many bugs from playing it for the first five minutes too.

I recently played a whole lot of Battlefield 1942, and I just had more fun than I could ever imagine to have in Battlefield 2 or 2142.

I forgot how fun 1942 is. BF2 will never win over that game, and BF2 will never make it on my classical game list.

Subject: Re: Battlefield 2142 Demo out
Posted by [Scythar](#) on Mon, 23 Oct 2006 06:56:53 GMT
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icedog90 wrote on Sun, 22 October 2006 20:13l just played the demo with my friends for a while

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Yeah, but that's not really different than the good old Westwood releasing yet another similiar C&C one after another where only units and maps were changed, or company X releasing a new version of game Y in general. The truth is, many of us don't WANT it to be much different. BF2 was awesome, and I, for one, like it if they just change models and maps and such, the idea behind the game is proven very successful and popular, and I don't see a need to dump it yet. I'm not saying they can keep upgrading it forever, but a good game can easily last 3-4 sequels with different environment before people find it boring.

In a nutshell, screw repetitiveness, I'll play a game for as long as I find it fun.

Subject: Re: Battlefield 2142 Demo out
Posted by [Goztow](#) on Mon, 23 Oct 2006 09:21:03 GMT
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Scythar wrote on Mon, 23 October 2006 08:56icedog90 wrote on Sun, 22 October 2006 20:13I just played the demo with my friends for a while yesterday, and it really sucks. It is NO different from Battlefield 2, besides the fact that there are new maps, new vehicles, new guns, and a new game mode that isn't much different from the original. Can't you guys see? They are basically releasing another Battlefield 2 with new stuff added. It's really like an expansion pack. Even if it was an expansion pack, I would still think it sucks. I already encountered many bugs from playing it for the first five minutes too.

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Yeah, but that's not really different than the good old Westwood releasing yet another similiar C&C one after another where only units and maps were changed,
You, sir, deserve to be shot for that comment. Now get out of my sight!

Subject: Re: Battlefield 2142 Demo out
Posted by [Scythar](#) on Mon, 23 Oct 2006 09:29:31 GMT
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Heheh, depends on how you view it. What I was saying is that Westwood's C&C games were awesome even if they were very similiar and many reviews indeed marked them as "the same game with new units". It didn't make the games one bit worse. It's the same with Battlefield series for me. It's supposed to be a team-based FPS game with it's own basic characteristics, just because "it's the same game as before but with new units" doesn't make it any worse.

Personal opinions naturally.

Subject: Re: Battlefield 2142 Demo out
Posted by [Deathgod](#) on Mon, 23 Oct 2006 13:39:49 GMT
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To be perfectly honest, the demo did not do this game justice as it is 10 times more fun with the unlock system in place. Playing the gimped demo was the worst thing they could have done to sell me on it.

Subject: Re: Battlefield 2142 Demo out
Posted by [DarkDemin](#) on Mon, 23 Oct 2006 17:32:38 GMT
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The game is still really fucking buggy. When I play it I wonder why the hell EA decided to release it so soon. Don't get me wrong it is still fun, but BFHQ doesn't function properly yet, you die sometimes when using the drop pods, moving the titan lags everyone on board, and when moving the titan sometimes detonates my remote c4 for no reason and kills me.

Subject: Re: Battlefield 2142 Demo out
Posted by [icedog90](#) on Mon, 23 Oct 2006 17:40:35 GMT
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Screw all of you guys who love BF2. That game is a perfect example of how games today are starting to suck.

Subject: Re: Battlefield 2142 Demo out
Posted by [KIRBY-098](#) on Mon, 23 Oct 2006 21:08:08 GMT
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I want to, but dare to.

I want to give 100 % focus to school so I can make them not just play them, and BF2142 would torpedo my GPA.

It blows, but maybe I will get in on holiday break.

Subject: Re: Battlefield 2142 Demo out
Posted by [warranto](#) on Mon, 23 Oct 2006 21:26:44 GMT
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I don't know, KIRBY-098...

With all these bugs that people are talking about, you may get lucky and encounter one; thereby missing your GPA with that torpedo, and sinking a friend's.

Subject: Re: Battlefield 2142 Demo out
Posted by [Aimbots](#) on Fri, 27 Oct 2006 18:55:17 GMT
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1.7 gigs for a demo? fuck that ill wait till the full games finished downloading

Subject: Re: Battlefield 2142 Demo out
Posted by [trooprm02](#) on Sat, 28 Oct 2006 05:46:18 GMT
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icedog90 wrote on Mon, 23 October 2006 12:40Screw all of you guys who love BF2. That game is a perfect example of how games today are starting to suck.

Agreed, the whole BF series sucks, EA keeps making too much money off them too. And this game will be no different.

Btw, played the demo at my friends house...WOW what a peice of shit....no gameplay value...

Subject: Re: Battlefield 2142 Demo out
Posted by [Dave Anderson](#) on Sat, 28 Oct 2006 05:46:54 GMT
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It was that bad..?

Subject: Re: Battlefield 2142 Demo out
Posted by [icedog90](#) on Sat, 28 Oct 2006 08:48:55 GMT

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...yeah.

Subject: Re: Battlefield 2142 Demo out
Posted by [KIRBY-098](#) on Tue, 26 Dec 2006 18:09:48 GMT

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Finally got it.

It took me three days of scanning forums, and .net 1.1 is giving me the fatal engine error 0x7972e030 now every morning, but I finally got it running smoothly at lowest settings.

Gone are the days of install and play....

Anyways. Had a blast the last few hours killing aircraft with arties. Love the titan feature.

Overall: good game, bad support/Setup programming.

Who's playing, and where?

Subject: Re: Battlefield 2142 Demo out
Posted by [JeepRubi](#) on Wed, 27 Dec 2006 01:09:49 GMT

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Do you just have the demo or the game?

Subject: Re: Battlefield 2142 Demo out
Posted by [glyde51](#) on Wed, 27 Dec 2006 01:34:13 GMT

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icedog90 wrote on Mon, 23 October 2006 13:40Screw all of you guys who love BF2. That game is a perfect example of how games today are starting to suck.

timemachine

Oi! BF2 may not have an interesting story, but the gameplay is incredible. Nothing original, nothing fancy, but the gameplay still manages to entertain me. That's the purpose of the game, afterall. If I had to rate it on what it is, purely a multiplayer FPS game (the AI for singleplayer is braindead I tell ya, BRAINDEAD) then I'd give it near full marks. Games don't need to be innovative, they don't need to original (look, it's my webdesign sense rubbing against my video game tastes!) but they should be entertaining. Sometimes games (like Face of Mankind) disappoint us when they don't live up to the promised originality promised, but BF2 promises none of that. It's clearly just a multiplayer shoot-the-fuck-out-of-the-enemy game that manages to entertain, and greatly at that.

Though I do wish that games would focus on giving a hundred hour storyline and singleplayer experience along with the multiplayer...

Anyways, that's just my little bit there. Besides that, I bought Battlefield 2142, too. Pretty damn fun, I wish they didn't make me pay for a full game, though. The graphical updates are nice and all, but I'd rather have just had a Battlefield 2 expansion. Though, I suppose, since the two games are in completely different settings Marketing thought they could pass off BF2142 as a full new game. Fuck you, marketing.

Subject: Re: Battlefield 2142 Demo out
Posted by [w0dka](#) on Wed, 27 Dec 2006 11:20:40 GMT
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Demo says "unable to connect to EA-Masterserver"

any ideas?
Firewall isn't the problem.

Subject: Re: Battlefield 2142 Demo out
Posted by [KIRBY-098](#) on Wed, 27 Dec 2006 12:22:08 GMT
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I purchased the full game.

I'd have to agree with the above post. They did something right with this new release by adding the unlocks. Titan mode is fun fun fun, and the hover tanks have thier controls dialed in better than anyother games hovertanks. And there's nothing like firing down on the enemy with the big guns of the titan.

The most satisfying thing I have done: Shooting down a chopper in full flight from half a battle field away with an arty.

Subject: Re: Battlefield 2142 Demo out
Posted by [JeepRubi](#) on Wed, 27 Dec 2006 13:51:35 GMT
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Coollest thing ive done: Swooped down and ran over 3 guys on the edge of a building without getting damaged. Of course, there were many "WTF?!?!" a few seconds later.
