
Subject: Insurgency mod released
Posted by [Sn1per XL](#) on Wed, 04 Jul 2007 20:54:07 GMT
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For those who know about the mod and have been waiting for it, you can download the beta now.
To play it you only need a steam account and HL 2.

Subject: Re: Insurgency mod released
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 04 Jul 2007 20:56:44 GMT
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I was semi-following this mod, but from the people who have been playing it, I heard it wasn't very good.

Subject: Re: Insurgency mod released
Posted by [Sn1per XL](#) on Wed, 04 Jul 2007 20:57:44 GMT
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I played a few games of it, and I think it's pretty good for a beta.

Subject: Re: Insurgency mod released
Posted by [DutchNeon](#) on Wed, 04 Jul 2007 23:55:49 GMT
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Well, it kinda is the Red orchestra feeling but then modern time. My GF card cant handle it--> On Highest settings, i can play it with lower, but im a graphic fanatic (gotta love having a crap Ati radeon 9250+ while having Dual core 1.6 GHZ, 1024 MB ram etc).

Anyway, its pretty funny, i only could try the test map cause that woudnt give me a fps around 1-4 (Especially high Poly weps) But its rather realistic, some bugs but funny.

There are quite some good vids on youtube showing the gameplay of insurgency.

Also, its says you need hl2, but it uses SDK as base, it only requires you to have 1 source game to use the source SDK, so you can play it too with CSS or DOD:S i heard.

Subject: Re: Insurgency mod released
Posted by [Ryu](#) on Thu, 05 Jul 2007 10:16:39 GMT
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[NEFobby[GEN] wrote on Wed, 04 July 2007 15:56]I was semi-following this mod, but from the people who have been playing it, I heard it wasn't very good.

Oh well.. umm... Maybe it's there first beta?

Most people on steampowered forums bitched and cried about how it wasn't optimized properly.. even though I had a great fps on it.

There are a few bugs on it, But overall I thought it was great.

But friendly fire needs to be turned off, There are dumb-asses going around team-killing so you can't spawn after 3 deaths or something.

Subject: Re: Insurgency mod released
Posted by [Oblivion165](#) on Thu, 05 Jul 2007 15:38:13 GMT
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I see nothing wrong with this that cant be attributed to being a beta. Gameplay is nice, loads of servers, great fps, loads of maps and tons of other people online.

It's no Zombie Master but it looks like it will be going places.

Subject: Re: Insurgency mod released
Posted by [Sn1per XL](#) on Fri, 06 Jul 2007 15:19:45 GMT
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So far in my opinion it's the most realistic mod i've played yet.
