
Subject: Mirror's Edge
Posted by [Caveman](#) on Fri, 16 Jan 2009 21:37:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Anyone have it yet? If so what do you think of it?

Subject: Re: Mirror's Edge
Posted by [mrÃ£Ã§Ã-z](#) on Fri, 16 Jan 2009 21:54:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

I didnt played it, but when i see the Videos, then i always see the same, climb, jump shot punch... nothing more

Subject: Re: Mirror's Edge
Posted by [Caveman](#) on Fri, 16 Jan 2009 22:45:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

I must agree, I have been playing for a few days now and it is kinda repetitive. However when playing it where the 'levels' are short you don't notice it as much as you think.

Subject: Re: Mirror's Edge
Posted by [liquidv2](#) on Fri, 16 Jan 2009 22:54:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

i watched some people play it for a couple minutes and it made me want to start running on rooftops

Subject: Re: Mirror's Edge
Posted by [Spyder](#) on Fri, 16 Jan 2009 22:59:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Played the demo, thought it was fun, but I think it's the same story as Assassin's Creed. It's a unique game, but after a while, probably a few days, it will start to bore you because you start to realize that you keep on playing the same situations.

Subject: Re: Mirror's Edge
Posted by [Doitle](#) on Fri, 16 Jan 2009 23:17:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have it for the 360. It is a really great game, tons of fun but very very short. I beat it in about 5

hours play. Still well worth it. You will have the most fun if you start playing the time attack mode and start to explore the different routes to the end. Also once you get good enough to pull off really sweet shit it's even better. The only gripe I have about the game is that I DIDN'T feel motion sick or on edge or anything. When you are standing on top of a tower crane on a sky scraper you should get some feeling of height and there was none. The game really does immerse you other than that. I played the game to a crowd of people and I got to the part where you are in the subway and you dive out of the way of the train at the last second. Literally the whole room was like OH SHIT WHAT THE FUCK OH DAMN *pant* OH MY GOD... *pant*. It was awesome. Hell my heart still races doing that part and I've done it like 15 times.

Subject: Re: Mirror's Edge

Posted by [Caveman](#) on Sat, 17 Jan 2009 00:19:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aye when you have to run to the door before you get splattered, that was fun lol. If you're quick with your hands you can pull off some really good tricks. At the moment im trying to complete it without firing a shot. Then ill do it again but try and find these bags that I can't seem to locate anywhere lol. I agree there isn't really much motion blur/sickness.

Subject: Re: Mirror's Edge

Posted by [R315r4z0r](#) on Sat, 17 Jan 2009 00:23:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

I played the demo and I thought it was fun. I was hoping to get the game for Christmas, but I didn't.

I am going to get it for the PC instead now since it just came out. PC version has more features and I can use my 360 controller with it.

I heard it was very short though.

Subject: Re: Mirror's Edge

Posted by [Nukelt15](#) on Sat, 17 Jan 2009 05:17:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Portal was even shorter; the length of the game shouldn't really factor into anything but the price, which should have been a bit lower. That's to be expected.

I was genuinely surprised to see something so non-mainstream come out of an EA-owned studio. Granted, it hasn't gotten the best of reviews (not bad reviews either, but not awe-inspiring); I still want to give it a try just because it's something different. Innovation deserves attention, and it looks pretty fun to boot.

I'll prolly pick it up for 360 at some point- I don't even want to know what sort of bullshit DRM EA's shoehorned into the PC package.

Subject: Re: Mirror's Edge

Posted by [Altzan](#) on Sat, 17 Jan 2009 18:25:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

On a side note, Mirror's Edge has Xfire support now. Should be easy to get videos and screenshots now

(Just thought I'd say that, the update I recieved said so, and it reminded me of this topic.)

Subject: Re: Mirror's Edge

Posted by [R315r4z0r](#) on Tue, 20 Jan 2009 04:54:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

I just got this game for the PC. I'm using my 360 controller to play (because I'm used to playing in the 360 demo).

And I have to say, I don't see the problem with this game. It's excellent. I haven't beaten it yet, but I think I'm on the last chapter.

After reading all the feedback from people and the reviews the game got, I was expecting something mediocre at best. This is actually a pretty good game.

Subject: Re: Mirror's Edge

Posted by [DarkDemin](#) on Tue, 20 Jan 2009 05:51:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

A question to doitle and caveman:

Do either of you have HD television sets, LCD or Plasma. This could seriously affect your experience within the game. Of course you won't get the full effect of the game if you are playing on an old tube televison. It just isn't going to happen since you won't get the same depth of field or clarity of detail. The reason why I bring this up is because I played the demo and could not buy this game because it gave me severe motion sickness, since I was playing it on my 32" Samsung LCD TV. I found it to be a poor descision for the company to make the motion blur effects so over the top that it hurt.

Subject: Re: Mirror's Edge

Posted by [luv2pb](#) on Tue, 20 Jan 2009 07:43:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Mirror's Edge

Posted by [R315r4z0r](#) on Tue, 20 Jan 2009 08:04:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

I watched that review before I got the game which is why I'm surprised at how good the game actually is.

For one thing, he doesn't even describe the game correctly. You aren't even carrying a bag around at all during the actual game's plot. So there is no "mystery" of what exactly you are carrying because you aren't carrying anything..

Subject: Re: Mirror's Edge

Posted by [Caveman](#) on Tue, 20 Jan 2009 12:06:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well im playing it on the PC using my 19" TFT monitor and yeah there is a little motion blur when running really fast but I was expecting more. I dont get a sickness feeling when playing it or anything like that.

Also that report made no sense, ive never had trouble getting over things before the enemy killed me, I press jump and my character jumps :S

There are mystery bags but its not an essential part of the game. Its just gives you something to do then jumping over rooftops.

Subject: Re: Mirror's Edge

Posted by [mr£Ä\\$Ä-z](#) on Tue, 20 Jan 2009 14:28:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Real Life parkour is much cooler then a Game like this need to make a Video when the Weather gets better

Subject: Re: Mirror's Edge

Posted by [RTsa](#) on Tue, 20 Jan 2009 15:19:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

R315r4z0r wrote on Tue, 20 January 2009 10:04 For one thing, he doesn't even describe the game correctly. You aren't even carrying a bag around at all during the actual game's plot. So there is no "mystery" of what exactly you are carrying because you aren't carrying anything..

True, though that's what the runners are for anyway, even if you don't necessarily deliver bags all the time.

Subject: Re: Mirror's Edge
Posted by [R315r4z0r](#) on Tue, 20 Jan 2009 18:22:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

No, runners are simply for delivering information in a city where information (such as the internet) is monitored. It can be anything from word of mouth to a specific object or supply.

Subject: Re: Mirror's Edge
Posted by [RTsa](#) on Tue, 20 Jan 2009 22:45:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, info in a bag then.

I wouldn't mind ZP too much though. His reviews are just funny. The points he makes are somewhat valid most of the time, though.

Subject: Re: Mirror's Edge
Posted by [Nukelt15](#) on Wed, 21 Jan 2009 00:17:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

I disagree with much of what he says most of the time, but he still has me in stitches after watching. Yahtzee is as funny as flaming ninjas on rollerskates throwing pie.

Subject: Re: Mirror's Edge
Posted by [Doitle](#) on Wed, 21 Jan 2009 01:55:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dark Demin, I played it on a 32" LCD TV at 720P and on a 62" at 1080 I think if it was going to feel like I was really moving or high up it would have.

Subject: Re: Mirror's Edge
Posted by [Dethdeath](#) on Mon, 09 Mar 2009 05:01:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Kind of a bump, but I think some of you might enjoy this: <http://www.mirrorsedge2d.com/>

Subject: Re: Mirror's Edge
Posted by [Dreganius](#) on Mon, 09 Mar 2009 05:23:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

luv2pb wrote on Tue, 20 January 2009
18:43<http://www.escapistmagazine.com/videos/view/zero-punctuation/457-Mirrors-Edge>

I actually found that review rather funny

Subject: Re: Mirror's Edge
Posted by [ChewML](#) on Tue, 10 Mar 2009 14:16:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

roflmao @ the video luv2pb posted

and the 2d game reminded me of sonic kinda, just can't spin

Subject: Re: Mirror's Edge
Posted by [MGamer](#) on Wed, 11 Mar 2009 00:33:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

mirrors edge is just a combination of the AeonFlux and the Ultraviolet movies :\

Subject: Re: Mirror's Edge
Posted by [Omar007](#) on Wed, 11 Mar 2009 21:58:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

I played this game till the end. It is quite short indeed but it is a great game. It's nicely detailed (if you play on very high settings) although using the Nvidia PhysX will (if you didn't patched) always crash the game. That way you get stuck at checkpoints which he won't save so you have to start over again.. LOL! But anyway it's finally something different

BTW: you all knew it is made on the UT3 engine from Epic Games??
