
Subject: Planetside :(
Posted by [Ferhago](#) on Sun, 08 Jun 2003 04:29:20 GMT
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I have decided to try this game out for once. I did not like it.

The game gets boring and it gets boring FAST. Youll be oooing and aaahing for about an hour then the magic wears off. And you realized what it is. MONOTONOUS.

Here is about what you do.

Make character.

Sit on ass till battle happens.

Fight for 3 minutes and get killed in aformentioned battle.

Get sent back to base.

Repeat until you have enough experience points for everything.

Go back to and fight for 4 minutes until killed.

Repeat until brain rots out and all nerve endings die.

And the environments are bland and unoriginial. All they really did was change the color the whole time. And this game relies on teamplay hideously. And we know how much people like to be a team player :rolleyes:

I am dissapointed I even tried it now.

Subject: Planetside :(
Posted by [spreegem](#) on Sun, 08 Jun 2003 04:43:42 GMT
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I don't like planet side much either, it took forever to get experience too, and if u were a newbie at planet side, it was soo easy for people to kill you with all of their advanced weapons, and those mobile suit robot thingies, and the game took forever before a battle started. once I had to wait a whole hour befor a single battle started, then it was over befor i got their, then I was waiting on my ass again untill another battle started. I would much rather play Renegade.

Subject: Planetside :(
Posted by [smwScott](#) on Sun, 08 Jun 2003 05:13:28 GMT
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I played it at a friends house and thought it sucked pretty bad.

My friend got me into a battle so I didn't have to worry about that aspect, but the action itself wasn't even fun. I didn't like it at all.

I mean you have games like Renegade which have similar gameplay (yet executed much better) and don't require a monthly fee.

Subject: Planetside :(
Posted by [England](#) on Sun, 08 Jun 2003 14:10:34 GMT
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Ive got planetside, and i have ti say its one of the best games ever. And yes.. if you do it on your own its boring, cos you dont progress. If you read the fukin manual/cd case you will see its aimed as a team game. So dont complain you dont like the game, cos you dont know how to play it and needs some more thought then renegade, which anyone can pick up.

I love the my Reaver and how i swoop down and rocket some poor bastard to death... satisfying :twisted:

Subject: Planetside :(
Posted by [General Havoc](#) on Sun, 08 Jun 2003 14:29:48 GMT
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Lol the poor guy is normally me when a reave spots my infiltration suit. It is a team game thats why your encourages to form squads, even in the manual it says you should form squads before venturing out. I am in the RenEvo Epoch outfit (planetsides version of a clan) and there is a lot of teamwork when i play in outfit squads. It is a fun game in my opinion.

I still play renegade a lot though maybe not as much as before, you will still see me here a lot on the mod forum. Modding is seperate from playing the game so i don't play as much but i still help out here as much as before.

_General Havoc

Subject: Planetside :(
Posted by [Ultron10](#) on Sun, 08 Jun 2003 16:20:57 GMT
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Yah, it's a boring game if you're solo but join an outfit (clan) or just a squad and it's great fun.

Quote: And this game relies on teamplay hideously. And we know how much people like to be a team player

Nope, lots of people love teamplay, it makes FPS games a lot more fun than going rambo and getting your ass kicked, which sounds like what is happening to you.

Subject: Planetside :(
Posted by [maytridy](#) on Sun, 08 Jun 2003 16:33:41 GMT
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The reason they have experience points is for money.

I mean, its obvious, the longer you play, the better weapons you get, and the more fun the game is. You just sit there for hours on end, trying to gain experience pts to get better weapons or whatever. By the time you get some good experience, your out of money. The longer you play, the more you pay. That's why I will never play subscription games.

Subject: Planetside :(
Posted by [Duke of Nukes](#) on Sun, 08 Jun 2003 19:03:24 GMT
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I prefer not to live in an alternate reality. playing renegade is one thing...but having to live a life in a video game is different

Subject: Planetside :(
Posted by [MSNSazabi](#) on Sun, 08 Jun 2003 19:04:14 GMT
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unfourtunately this is the inherant theme in most online rpgs that i've noticed. they become the same sit and wait for battle, do battle, either die and try again or win and start process all over. a few of them throw in seperate quests or mission but in my opinion its still all the same. the only difference is with quests or mission you don't have to wait around as long for a battle. i've given up on all the ones i've played so far (about a dozen) out of boredom. i'm currently waiting for star wars galaxies to come out and another game called universal century.net (an online gundam rpg still in beta stages in japan.) i'm hoping starwars has a little more to offer besides hack and slash but, i'm pretty positive the gundam one will offer more fun just from the mobile suit aspect of it.

Subject: Planetside :(
Posted by [General Havoc](#) on Sun, 08 Jun 2003 19:19:27 GMT
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[quote="MSNSazabi"]besides hack and slash but[quote]

First of all it's not an RPG, it's an MMOFPS, it's a FPS. Secondly Planetside is more than fighting. You can't win a fight unless you have hackers and engineers to take over bases. Also the main

fighters (MAX units) are unable to drive any vehicle so you then need piolets for the vehicles or your gonna have to walk for an hour. Also you can't win a fight by just shooting, you need a squad leader to command the squad and to give orders and set waypoints.

_General Havoc

Subject: Planetside :(
Posted by [Homey](#) on Sun, 08 Jun 2003 21:43:50 GMT
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Its boring when you get killed thats why they call it a game, your not going to be mr magical ownage right away.

Subject: Planetside :(
Posted by [DarkDemin](#) on Mon, 09 Jun 2003 02:57:30 GMT
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you want team play buy Day Of Defeat

oh yeah im one of those guys with the tons of expirance and advanced weapons. :twisted: die n00bs! die! :twisted:

Subject: Planetside :(
Posted by [Dante](#) on Mon, 09 Jun 2003 03:15:20 GMT
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ps requires teamwork, which is why i am not suprised to see alot of Renegade players complaining that they don't like it.

also, if you are sitting there waiting for something to happen, sorry for you, battles wouldn't take place if everyone did this. i am never without a battle, and yes, you get your ass kicked, but you have every oportunity to kick there ass as well... its not about advancing your character, or killing everyone in site. its about conquoring the continent, destroying & holding back your oponents, and protecting your resources/bases.

no automated harvy drivers, no magical repair gun with unlimited ammo, no super huge clipped weapons with tons of extra ammo, no commando style #1 players. teamwork is the key, if you have that, it is enjoyable.

Subject: Planetside :(
Posted by [Duke of Nukes](#) on Mon, 09 Jun 2003 06:57:19 GMT
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MMOFPS = RPG. In RPG's you, by definition of a ROLE PLAYING GAME, take a specific role and play out a chapter in that persons life. Only a complete idiot would argue that it's not an RPG.

In FPS's, you have specific objectives that you need to acomplish. it goes by a round system and is made specifically where people aren't given an advantage just because they play more often. I prefer to play a game that takes skill to be able to play as opposed to having to play at least 3 hours a day.

Subject: Planetside :(
Posted by [General Havoc](#) on Mon, 09 Jun 2003 09:15:50 GMT
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Why don't you actually play the game or at least read about it before saying it's just an RPG.

<http://planetside.station.sony.com/howto/rpg.jsp>

<http://planetside.station.sony.com/howto/fps.jsp>

_General Havoc

Subject: Planetside :(
Posted by [DaveGMM](#) on Mon, 09 Jun 2003 11:58:49 GMT
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I was a Beta tester for PS, since Crimson sent her nice referral to me

I loved it.

I joined up with a few Renegade people in the Outfit "Gamers Elite", and we roxxored.

As Dante said, it REQUIRES teamwork.

1 person has to sacrifise 3 certs for that Galaxy.

1 person is stuck driving the APC (Sunderer)

1 person is the MAX

1 is the Stealh guy

And so on. It requires you to be efficient.

If I had the money, I'd buy it. I'm saving for SWG, a game that is > You.

Subject: Planetside :(

Posted by [DaveGMM](#) on Mon, 09 Jun 2003 12:00:26 GMT

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Duke of NukesMMOFPS = RPG. In RPG's you, by definition of a ROLE PLAYING GAME, take a specific role and play out a chapter in that persons life. Only a complete idiot would argue that it's not an RPG.

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No, RPG /= FPS.

It is a first person shooter because thats what you do. There is no backstory, there is no "future" in game terms for the character. You get inm you do your job.

Subject: Planetside :(

Posted by [Aspenth](#) on Mon, 09 Jun 2003 17:16:51 GMT

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DaveGMMI'm saving for SWG, a game that is > You.

I second that. I was debating on which MMORPG to get, PlanetSide or SWG. After participating in the PS FilePlanet beta, I found out that I just didn't like PS as much as I was hoping I would. I have yet to try the SWG beta because my local EB isn't giving out the discs like other GameStops and EBs, but oh well. Maybe in the next week or so FP will release the beta to subscribers. In any case, SWG will rock. Enough said.

Subject: Planetside :(

Posted by [\[REHT\]Spirit](#) on Mon, 09 Jun 2003 18:10:32 GMT

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Planetside is pretty cool, seen my friend play it.

In a way, it's quite a lot like Renegade, just lots more people and new graphics.

Certifications = Money (but can be unlearned, to get back points, the cert you gain can be used over and over)

Base caps = Refinery (best way to get money)

Bases = Similar to diff buildings like in Renegade, you have Dropship Centers where you can buy Galaxy's from, Tech Plants to allow you to buy reavers and other non-basic vehicles at other bases, etc

There are times where the game is somewhat boring and you can't really go because you want exp from the hack. However, I think it is changing fairly fast. The game is only a week old, yet Solsar.....the battle(s) yesterday practically were a separate war.....VS spilled out like never before.....just.....wow.....

While it is somewhat buggy, it's pretty stable, sometimes there are lag but still plenty playable (in fact, I don't think it's necessarily lag at all from the server most of the time, but rather the comp you're playing on not being able to update things fast enough, ie, instead of lagging you're jerking). No limits on outfit size as far as I can see (outfits are like clans).

Even better, maybe the day/a day after the release, they already started planning 2 new units. Now they have 3 in planning. And people haven't even started paying the monthly fee yet (first month is free).

Subject: Planetside :(
Posted by [Halo38](#) on Wed, 11 Jun 2003 08:10:39 GMT
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PlanetSide is the Ownage plain and simple

Subject: Planetside :(
Posted by [Demolition man](#) on Wed, 11 Jun 2003 09:41:21 GMT
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The game is cool but not worth the \$13,-
If they just made it a MP only game i would have gotten it but now i just wait a few weeks for savage

Subject: Planetside :(
Posted by [Duke of Nukes](#) on Wed, 11 Jun 2003 09:47:23 GMT
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savage looks awesome...definitely gonna be the only game that would take any time from me play Renegade.