
Subject: From the makers of System Shock 2...
Posted by [tooncy](#) on Wed, 19 Jan 2005 02:42:18 GMT
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Bioshock.

<http://www.gamespot.com/pc/action/bioshock/index.html>

Subject: From the makers of System Shock 2...
Posted by [Jaspah](#) on Wed, 19 Jan 2005 02:46:51 GMT
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Looks good.

Subject: From the makers of System Shock 2...
Posted by [Aircraftkiller](#) on Wed, 19 Jan 2005 02:52:29 GMT
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Most LGS followers knew about this months ago.

Subject: From the makers of System Shock 2...
Posted by [Vitaminous](#) on Wed, 19 Jan 2005 05:13:57 GMT
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Looks like Half-Life 2, but with a different storyline.

Subject: From the makers of System Shock 2...
Posted by [sniper12345](#) on Thu, 20 Jan 2005 02:08:46 GMT
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And different gameplay, I presume...

Subject: From the makers of System Shock 2...
Posted by [PointlessAmbler](#) on Thu, 20 Jan 2005 04:22:36 GMT
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Aprime, if you ever played System Shock or its sequel, you'd know that it is absolutely nothing like Half-Life 2. At all.

...But yes, BioShock was announced a few months ago, on GameSpot. I do look forward to it, as

System Shock 2 was probably the most innovative game I've ever played. Simultaneously, it was also one of the hardest games I ever played. Damn cyborg midwives and their tendency to appear when I'm out of AP bullets

Subject: From the makers of System Shock 2...
Posted by [NHJ BV](#) on Thu, 20 Jan 2005 12:25:06 GMT
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Gamespot's exclusive First Look preview thingie is dated 8th October 2004.

I'm looking forward to this one, since the chances of any real System Shock 3 ever appearing are pretty much zero due to legal hassles.

Subject: From the makers of System Shock 2...
Posted by [U927](#) on Thu, 20 Jan 2005 16:58:44 GMT
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In SS2, Warranto, DaveGMM, and I made it to Command Deck in three player co-op. Unfortunately for us, there was a bug which prevented us from ever going to the Rickenbacker.

I can't wait for BioShock to come out, since Irrational is boasting that it will be even better than SS2.

Subject: From the makers of System Shock 2...
Posted by [PointlessAmbler](#) on Fri, 21 Jan 2005 06:30:16 GMT
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Wow, Umbral, how long did that take? ...And how many times did you all die?

Subject: From the makers of System Shock 2...
Posted by [Ferhago](#) on Fri, 21 Jan 2005 15:45:28 GMT
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I knew about this months ago myself. I have high hopes for it :thumbsup:

Subject: From the makers of System Shock 2...
Posted by [U927](#) on Fri, 21 Jan 2005 22:26:41 GMT
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PointlessAmblerWow, Umbral, how long did that take? ...And how many times did you all die?

Too many times too count. DaveGMM kept getting pissed at me because he got in the way of my Pyrokinesis blasts directed at monkeys.

This was our little troop:

Warranto: Marine (SH00TZ TEH GUNS DAT MAEK TEH PEEPULZ FAL DOWN!!111)

DaveGMM: Navy (0H NOES! SOME1 STEEL AL UR M3G4HURTZ!!11)

Umbral: OSA (OGM Y HIS BRIAN SO BIG?!!11/1)

Pyrokinesis > All. To hell with Warranto's Fusion Cannon set to Death Mode.

Subject: From the makers of System Shock 2...

Posted by [PointlessAmbler](#) on Sat, 22 Jan 2005 03:30:32 GMT

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Well, I figured since you were a trio that you'd all be different classes. That sounds like a lot of fun. Although, I think Pyrokinesis against monkeys is going a little overboard... you can just run up and wrench them and dodge their attacks. Although, I bet you get perverse pleasure out of burninating things

Subject: From the makers of System Shock 2...

Posted by [AlostSOul](#) on Sat, 22 Jan 2005 03:52:07 GMT

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I have played the sequel. The cyborgs are supposed to pop out when you run out. It's like they sense you are out of AP bullets, So thats why I shoot them with a mixture. I pull out one gun, give a quick burst, then go back to the AP and start giving short bursts of that. Try it, it might work for you.

Subject: From the makers of System Shock 2...

Posted by [U927](#) on Sat, 22 Jan 2005 04:31:34 GMT

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PointlessAmblerWell, I figured since you were a trio that you'd all be different classes. That sounds like a lot of fun. Although, I think Pyrokinesis against monkeys is going a little overboard... you can just run up and wrench them and dodge their attacks. Although, I bet you get perverse pleasure out of burninating things

Umbral_DelaFlarePyrokinesis > All. To hell with Warranto's Fusion Cannon set to Death Mode.
