
Subject: Enemy Territory: Quake Wars

Posted by [Demolition man](#) on Mon, 16 May 2005 20:21:04 GMT

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http://www.shacknews.com/screens.x/et_quak...5_quakewars.jpg

Quote:As the invasion begins, players choose to battle as one of five unique classes in either the EDF (Earth Defense Force humans) or the barbaric alien Strogg armies, each augmented with specialist weapons and combat hardware. Troops utilize over 40 conventional and futuristic vehicles, deployable structures, and defense systems like quad-bikes, tanks, and alien walkers for epic ground assaults; or helicopters and anti-gravity ships to lend firepower from the air.

Throughout each battle, teams establish bases, deploy defense structures, artillery, radar, and advanced forward-command systems into enemy territory while constructing and demolishing obstacles to speed progress and gain a tactical advantage over the enemy.

http://www.shacknews.com/docs/press/051605_quakewars.x

Subject: Enemy Territory: Quake Wars

Posted by [SuperFlyingEngi](#) on Mon, 16 May 2005 20:27:55 GMT

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Time to spend \$3,000 on a new computer...

Subject: Enemy Territory: Quake Wars

Posted by [Weirdo](#) on Mon, 16 May 2005 20:44:19 GMT

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Sounds interesting to say the least.

Subject: Enemy Territory: Quake Wars

Posted by [tooncy](#) on Mon, 16 May 2005 22:09:52 GMT

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Awesome. Just awesome.

Subject: Enemy Territory: Quake Wars

Posted by [hunteroo2](#) on Mon, 16 May 2005 22:21:17 GMT

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Subject: Enemy Territory: Quake Wars
Posted by [Javaxcx](#) on Tue, 17 May 2005 02:36:30 GMT
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When will you just leave us in peace Dorkman.

Subject: Enemy Territory: Quake Wars
Posted by [Jecht](#) on Tue, 17 May 2005 03:01:56 GMT
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A-freakin-wesome.

Subject: Enemy Territory: Quake Wars
Posted by [Demolition man](#) on Tue, 17 May 2005 08:07:42 GMT
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JavaxcxWhen will you just leave us in peace Dorkman. nooit

Subject: Enemy Territory: Quake Wars
Posted by [Weirdo](#) on Tue, 17 May 2005 13:25:59 GMT
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Demolition manJavaxcxWhen will you just leave us in peace Dorkman. nooit

Translation: NEVER!!!

Subject: Enemy Territory: Quake Wars
Posted by [Majiin Vegeta](#) on Tue, 17 May 2005 15:29:28 GMT
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bloody ell

/me starts saving for a new Computer

Subject: Enemy Territory: Quake Wars
Posted by [Blazer](#) on Wed, 18 May 2005 01:28:44 GMT
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"not in-game footage"

gotta love fully rendered and doctored marketing "screenshots"

Subject: Enemy Territory: Quake Wars
Posted by [WinterFresh](#) on Wed, 18 May 2005 12:22:03 GMT
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What engine is this using, because it could very well be what the game looks like. Look at Gods of War for the Xbox 360, it's basically Unreal 3 engine and it looks crazy.

Subject: Enemy Territory: Quake Wars
Posted by [Demolition man](#) on Wed, 18 May 2005 12:55:15 GMT
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gameplay is more important anyway and they use Doom 3 engine...

Subject: Enemy Territory: Quake Wars
Posted by [Bonechiller](#) on Wed, 18 May 2005 14:30:44 GMT
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That looks amazing!

Subject: Enemy Territory: Quake Wars
Posted by [WinterFresh](#) on Wed, 18 May 2005 16:22:32 GMT
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I hope you're right about this game Demo, or else I'll make sure that Dutch country is below sea level!

Subject: Enemy Territory: Quake Wars
Posted by [noodles](#) on Wed, 18 May 2005 16:43:57 GMT
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If you can wait a thousand years, no hurry...it will happen all alone...

Subject: Enemy Territory: Quake Wars
Posted by [Demolition man](#) on Wed, 18 May 2005 17:31:05 GMT
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WinterFreshI hope you're right about this game Demo, or else I'll make sure that Dutch country is

below sea level!you only have to do 60% off it then ur done

Subject: Enemy Territory: Quake Wars

Posted by [Demolition man](#) on Thu, 19 May 2005 16:37:38 GMT

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<http://www.fileshack.com/file.x?fid=7015> trailer

Subject: Enemy Territory: Quake Wars

Posted by [idebo](#) on Thu, 19 May 2005 20:09:04 GMT

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WinterFreshI hope you're right about this game Demo, or else I'll make sure that Dutch country is below sea level!

That doesn't matter, we have a high-tech underground/water facility, something simalair to Area 51... but then nicer... We will pwn you.

Look interesting... but I think it's just another game in a row of others. If you know what I mean.

Subject: Enemy Territory: Quake Wars

Posted by [Naamloos](#) on Thu, 19 May 2005 21:39:59 GMT

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ideboWinterFreshI hope you're right about this game Demo, or else I'll make sure that Dutch country is below sea level!

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The "dam" is good enough, it won't break to easy... If it did then... -15 mil people on earth

Anyways, i don't have enough € to upgrade my computer yet again, so this is another game i will miss.

Subject: Enemy Territory: Quake Wars

Posted by [WinterFresh](#) on Fri, 20 May 2005 03:02:51 GMT

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NaamloosideboWinterFreshI hope you're right about this game Demo, or else I'll make sure that Dutch country is below sea level!

That doesn't matter, we have a high-tech underground/water facility, something simalair to Area 51... but then nicer... We will pwn you.

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Anyways, i don't have enough € to upgrade my computer yet again, so this is another game i will miss.

If it breaks we can use Demo as filler material and the rest of the Germans.

A lot of new games are coming out that are squad based, I wonder how all of it will play ot and which ones will stay on top.

Subject: Enemy Territory: Quake Wars

Posted by [Weirdo](#) on Fri, 20 May 2005 07:15:27 GMT

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NaamloosideboWinterFreshI hope you're right about this game Demo, or else I'll make sure that Dutch country is below sea level!

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The "dam" is good enough, it won't break to easy... If it did then... -15 mil people on earth

Anyways, i don't have enough € to upgrade my computer yet again, so this is another game i will miss.

You got to love this swampy place. Even the roads get there own pavement here so they don't sink away in the ground.

And don't forget a few years ago a prediction of the Pentagon became public.

Saying that there was a big chance that, because of some breaking gletjer or something in Iceland, Den Haag would become one with the sea in 2007 or something.

Subject: Enemy Territory: Quake Wars

Posted by [Demolition man](#) on Fri, 20 May 2005 08:39:54 GMT

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my house is above sea level haha =P

Subject: Enemy Territory: Quake Wars

Posted by [Weirdo](#) on Fri, 20 May 2005 09:04:39 GMT

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Demolition manmy house is above sea level haha =P

Grrr... I can't take you down with me if Die

Subject: Enemy Territory: Quake Wars
Posted by [pulverizer](#) on Sat, 21 May 2005 17:58:23 GMT
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My house is above sea level too, Limburg ownz

+we have brand beer

Subject: Enemy Territory: Quake Wars
Posted by [Weirdo](#) on Sat, 21 May 2005 18:19:02 GMT
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pulverizerMy house is above sea level too, Limburg ownz

+we have brand beer

Yeah, only to bad the maas has the habit to flood.

Don't forget about halfom beer. Dark and normal beer mixed. It taste's quite good I must say.

Subject: Enemy Territory: Quake Wars
Posted by [Demolition man](#) on Sat, 21 May 2005 18:37:30 GMT
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lol limburg you got no beach and no good football teams

Subject: Enemy Territory: Quake Wars
Posted by [pulverizer](#) on Sat, 21 May 2005 21:02:18 GMT
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But we have an official mountain, 30M high ()
And a maas-nude-beach.

Subject: Enemy Territory: Quake Wars
Posted by [hunteroo2](#) on Sun, 22 May 2005 00:31:24 GMT
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pulverizer
And a maas-nude-beach.

thats not necessarily something to be proud of

Subject: Enemy Territory: Quake Wars
Posted by [LTKirovy](#) on Tue, 24 May 2005 03:48:32 GMT
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Sure it is

Demo you suck
