
Subject: What do you think of battlefield 2?
Posted by [maschief](#) on Sat, 10 Dec 2005 04:16:20 GMT
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What do you think of battlefield 2? I was thinking of buying it. It looks pretty cool, but I wanted to get other opinions before I bought it.

Subject: Re: What do you think of battlefield 2?
Posted by [icedog90](#) on Sat, 10 Dec 2005 05:13:01 GMT
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It's pretty good, but disappointing. The gameplay isn't much different from the first Battlefield, in my opinion. The only real difference is the graphics.

Subject: Re: What do you think of battlefield 2?
Posted by [bigjoe14](#) on Sat, 10 Dec 2005 05:50:57 GMT
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Sub-par.

Subject: Re: What do you think of battlefield 2?
Posted by [Jecht](#) on Sat, 10 Dec 2005 12:25:56 GMT
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bigjoe14 wrote on Fri, 09 December 2005 23:50Sub-par.

Subject: Re: What do you think of battlefield 2?
Posted by [Jaspah](#) on Sat, 10 Dec 2005 16:38:31 GMT
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I usually play it when I'm bored of everything else.

Subject: Re: What do you think of battlefield 2?
Posted by [Dave Mason](#) on Sat, 10 Dec 2005 17:11:50 GMT
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I'll start playing it again when my computer can run it.

It was okay from what I played of it. Only problem is that it takes 10 minutes to load the game, 5

minutes to log onto the multiplayer section and a further 10 minutes to load a map. Only then does it take a mere 3 minutes of lag until you can play.

Subject: Re: What do you think of battlefield 2?
Posted by [Nukelt15](#) on Sat, 10 Dec 2005 19:01:57 GMT
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No naval combat, only one game mode, rather buggy hit detection, craptacular server browser, shoddy favorites system...

BF1942 with DesertCombat mod is 150% better than base BF2. There's just MORE in DC, and it works BETTER (which is pathetic, if you think about it...the big bad sequel can't do what a MOD can). I haven't tried Special Forces yet...and don't intend to until the price goes WAY down.

Not worth the full \$50. Maybe \$30 or so. The patches have fixed some issues...but most remain. The game plays as if it were still in testing.

Subject: Re: What do you think of battlefield 2?
Posted by [Homey](#) on Sat, 10 Dec 2005 20:49:17 GMT
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I like everything about it except that people who bought the expansion can use guns that I can't access against me.

Subject: Re: What do you think of battlefield 2?
Posted by [Nukelt15](#) on Sat, 10 Dec 2005 23:10:26 GMT
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I'm a bit put off by that as well- not so much because I can't use the guns as because the last patch installed all the files for the guns into base BF2. Basically, EA forced all BF2 players to download content which they can't use in order to keep playing the game. The only reason for a decision like that is to force players to buy the expansion- because if they don't, those files will just sit there doing nothing but taking up space. That's one of the reasons why I'm not going to buy SF for a while...I don't feel like rewarding EA for being assholes.

Subject: Re: What do you think of battlefield 2?
Posted by [danpaul88](#) on Sat, 10 Dec 2005 23:24:25 GMT
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Its a good game, but theres a lot of stuff which makes you wonder if EA just enjoy annoying people. The server browser is... well.. crap. Search by server name doesnt even work, just returns a blank list whatever you type, and you can never get anything listed again without a lot of button

bashing...

the fact they released an expansion so soon makes me think they just took a slice out of the game, and released it without that slice. Then took said slice and smacked the label 'expansion pack' on top so they can screw more money out of gamers...

all in all its a good game but too many little bugs or annoyances, 7/10

Subject: Re: What do you think of battlefield 2?
Posted by [Naamloos](#) on Sun, 11 Dec 2005 02:14:52 GMT
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It sucks.

I only play it when I really got nothing else to do.

You keep getting spawn killed in city maps, many of the weapons are unbalanced(mainly unlocks), shit engine and many bugs.

Those are some of the worse parts of the game IMO.

Subject: Re: What do you think of battlefield 2?
Posted by [danpaul88](#) on Sun, 11 Dec 2005 12:53:36 GMT
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yeah, everyone seems obsessed with the karkand map, but I think its one of the worst maps in the whole game, because 9 times out of 10 your dead before you can even load your weapon

The best maps are the more open ones, such as Dalian Plant

Subject: Re: What do you think of battlefield 2?
Posted by [Scythar](#) on Sun, 11 Dec 2005 13:31:47 GMT
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danpaul88 wrote on Sun, 11 December 2005 07:53yeah, everyone seems obsessed with the karkand map, but I think its one of the worst maps in the whole game, because 9 times out of 10 your dead before you can even load your weapon

The best maps are the more open ones, such as Dalian Plant

Everyone plays Karkand because it's easy to get badges and medals on it. It's a small map to begin with, and half of it is often not played on anyway, shrinking the battlefield to a single 4-block area.

It's a problem sometimes, people just want to get kills with this or that weapon or kit so they can get a badge, instead of capturing a flag. I don't think a single award has a requirement of certain amount of flag captures/assists.

It's a fun game though, because of the awards you always have something interesting and different to do. It's also quite pretty. Sure, you need a decent PC though. Loading a map takes about 30-60 seconds from my desktop, but laptop takes some 2-3 mins which is quite a bit too long.

Subject: Re: What do you think of battlefield 2?
Posted by [Jecht](#) on Sun, 11 Dec 2005 13:46:31 GMT
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Strike at Karkand is my favorite map, only because it's nothing but action though. I don't have to search for 5 minutes just to die because I didn't see a sniper way the hell off in the distance.

Subject: Re: What do you think of battlefield 2?
Posted by [Cybie1111](#) on Sun, 11 Dec 2005 18:20:40 GMT
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I do like this game, yet the bugs sometimes bother me as well. I never played the other Battlefields.

quote by: Homey

I like everything about it except that people who bought the expansion can use guns that I can't access against me.

And if you want to try out the unlocks, kill the person who has them and take their stuff after they die Homey.

Meh I just enjoy piloting a Jet.

Subject: Re: What do you think of battlefield 2?
Posted by [Dave Mason](#) on Sun, 11 Dec 2005 19:16:46 GMT
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While I remember, how do you fly helicopters. I always end up in the sea within 10 seconds.

Subject: Re: What do you think of battlefield 2?
Posted by [icedog90](#) on Sun, 11 Dec 2005 19:26:20 GMT
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It's not a matter of "how do you fly them?" It's a matter of getting used to the sensitivity and feel.

Subject: Re: What do you think of battlefield 2?
Posted by [Dave Mason](#) on Sun, 11 Dec 2005 20:23:24 GMT
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I think I've entered about 20 choppers. Guess how many crashed instantly lol

Subject: Re: What do you think of battlefield 2?
Posted by [icedog90](#) on Sun, 11 Dec 2005 20:28:47 GMT
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I was like that too on Desert Combat. That's how I originally learned to fly with those physics. One day I just finally got it and had it mastered.

Subject: Re: What do you think of battlefield 2?
Posted by [Dave Mason](#) on Sun, 11 Dec 2005 21:06:52 GMT
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Hopefully if I get these new computer parts for christmas then I'll re-install the game and learn how to fly.

Subject: Re: What do you think of battlefield 2?
Posted by [Nukelt15](#) on Sun, 11 Dec 2005 21:24:16 GMT
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BF2 choppers are pure, utter crap. They cannot rotate very well on the Z-axis, can tilt no more than a few degrees off-level forward or backward before losing altitude (even at full throttle)- yet, they can bank more than 80 degrees before losing altitude. They 'naturally' return to level if the controls are released, and will hover with no control input whatsoever. You can slam them down hard at full reverse power and take absolutely no damage when landing.

The chopper physics in BF2 are ass compared to Desert Combat. Go ahead, compare the two- the DC machines are far more responsive and realistic (they are harder to maintain control of, handle more believably, and are touchier on landings).

The planes handle better, though. Afterburners and flares were a nice touch. However, the choppers need LOTS of work.

Subject: Re: What do you think of battlefield 2?

Posted by [flyingfox](#) on Sun, 11 Dec 2005 23:22:41 GMT

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I played the demo. I didn't try the choppers but the gameplay was good. I like the game a lot better when playing with friends than randoms. I played the demo at college in a LAN and it was a lot of fun, but people kept camping at the plane spawn instead of getting other vehicles.

I set up the demo on my home computer and joined a random server. Grabbed a soldier, got killed, killed someone then got killed twice from seemingly nowhere. Then just thought 'fuck it' and left.

It's definitely worth a buy if you're thinking of setting up or joining a server with friends. I feel that some games are less fun to play with random people than other games, and this is one of them.

Subject: Re: What do you think of battlefield 2?

Posted by [Lijitsu](#) on Mon, 12 Dec 2005 02:23:24 GMT

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How are the physics compared to BFV for choppers? If they're the same, I can probably help DJM with the flight problems, as I'm a decent chopper pilot. Y'know, despite my always wanting to flip upside down and die...

Subject: Re: What do you think of battlefield 2?

Posted by [Homey](#) on Tue, 13 Dec 2005 04:28:13 GMT

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Cybie1111 wrote on Sun, 11 December 2005 13:20I do like this game, yet the bugs sometimes bother me as well. I never played the other Battlefields.

quote by: Homey

I like everything about it except that people who bought the expansion can use guns that I can't access against me.

And if you want to try out the unlocks, kill the person who has them and take their stuff after they die Homey.

Meh I just enjoy piloting a Jet.

I do that but most of the time I just stick to the gun in my hands. All of the newer guns i've used are amazing. I think the medic one is a big improvement over the other unlock.

Subject: Re: What do you think of battlefield 2?

Posted by [Naamloos](#) on Tue, 13 Dec 2005 14:34:58 GMT

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The demo and the full game are 2 different things. The demo was actually fun, while the full game is full of assholes that think they are god just because they got a different unlock.

Subject: Re: What do you think of battlefield 2?
Posted by [Nineball](#) on Wed, 14 Dec 2005 12:12:18 GMT
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I only play it when I have absolutely nothing to do, or my internet's out. At least for unmodified...

I'll play this realism mod I downloaded anytime; it's really great. I play it unpatched because the patches haven't fixed anything, and I can play with the unlockable weapons.

Subject: Re: What do you think of battlefield 2?
Posted by [Aprime](#) on Wed, 14 Dec 2005 23:46:40 GMT
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Lijitsu wrote on Sun, 11 December 2005 21:23How are the physics compared to BFV for choppers? If they're the same, I can probably help DJM with the flight problems, as I'm a decent chopper pilot. Y'know, despite my always wanting to flip upside down and die...

Flying helicopters in Battlefield: Vietnam wasn't hard, not at all.
Flying helicopters in Desert Combat was hard... Well, at least stabilizing them was.

Subject: Re: What do you think of battlefield 2?
Posted by [Nukelt15](#) on Thu, 15 Dec 2005 00:10:43 GMT
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Exactly. It took some serious practice to get really good at flying DC choppers, which made it all the more enjoyable when you actually did learn how to fly them- it was an accomplishment, not something any joe newbie could do (though I do understand why a professional developer would make it easier for newbs to fly). I and a number of my squadmates got good at flying choppers- and I mean REAL good. Good to being able to take on fighters and win, flying into and out of hangars, station-keeping above the most constricted flag zones, and knowing the performance of the machines to a point where we knew exactly to what point we could push any maneuver. A particular favorite move of mine was to cut throttle, roll hard, then go full throttle while inverted, executing a sort of corkscrew-ish maneuver that was extremely hard to follow (roll combined with yaw...if you'd never seen it done before, you would swear it was about to crash).

My favorite ride was the small four-seater Opposition chopper- it carried a number of different loadouts (including none), including dual cannon pods, quad WAFARS packs, quad anti-tank missiles, and a mix of two anti-tank and two WAFARS packs. The AT/WAFARS and the cannon pod variants were my favorites. Nice and maneuverable (and fast), but still packing a punch and having enough armor to take a stinger hit or two (the Little Bird and MH-500 could barely take one

before going down).

Good times...Those birds could do things the BF2 choppers couldn't even dream about. And all the weapons were 100% skill- nothing with lock-on. If you couldn't fly and aim, you couldn't make a difference.

Subject: Re: What do you think of battlefield 2?
Posted by [Lijitsu](#) on Thu, 15 Dec 2005 01:24:36 GMT
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Comrade wrote on Wed, 14 December 2005 18:46Lijitsu wrote on Sun, 11 December 2005 21:23How are the physics compared to BFV for choppers? If they're the same, I can probably help DJM with the flight problems, as I'm a decent chopper pilot. Y'know, despite my always wanting to flip upside down and die...

Flying helicopters in Battlefield: Vietnam wasn't hard, not at all.
Flying helicopters in Desert Combat was hard... Well, at least stabilizing them was.
Not hard? Maybe not if you've had previous experience, but I had never played a game like that before, so every time I got in a chopper I quickly found out how many different types of fish there were in the body of water next to me. Same goes with the planes, just with more trees and buildings.

Subject: Re: What do you think of battlefield 2?
Posted by [Jecht](#) on Thu, 15 Dec 2005 01:26:47 GMT
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I'm slowly learning how to fly choppers. I can do almost everything alright except for hovering and advanced maneuvers.

Subject: Re: What do you think of battlefield 2?
Posted by [idebo](#) on Thu, 15 Dec 2005 08:25:27 GMT
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It f*cking awesome. 'nuff said. Oh and about the helicopters? Whaaaáát are you talking 'bout? It's far too easy with a mouse.

Subject: Re: What do you think of battlefield 2?
Posted by [Nukelt15](#) on Thu, 15 Dec 2005 19:07:34 GMT
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Real men use the Saitek X52.

Subject: Re: What do you think of battlefield 2?
Posted by [cypher909](#) on Fri, 16 Dec 2005 17:32:32 GMT
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I fly a \$2200 r/c helicopter in real life. After that any game feels easy as shit.

Subject: Re: What do you think of battlefield 2?
Posted by [Scythar](#) on Fri, 16 Dec 2005 17:56:38 GMT
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I don't like the homing anti-aircraft missiles in BF2. Sure, flak cannons would look weird in modern combat game, but they are just so much fun. I don't enjoy the missiles one bit, it's just boring, and it's very hard to hit great pilots. It's basically just pointing at the enemy and clicking at the right time, no need for aiming/leading skills, really. Stupid things.

Subject: Re: What do you think of battlefield 2?
Posted by [SCOTT9](#) on Fri, 23 Dec 2005 19:53:11 GMT
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hi i am just giving ya a word of advice i am not a noob and i will not bite ya head off but this is on the wrong forum mate

Subject: Re: What do you think of battlefield 2?
Posted by [Lijitsu](#) on Fri, 23 Dec 2005 20:08:56 GMT
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Hey, I'm just giving you some advice, and I will cuss you out, but: STFU, and don't bump old topics.

Subject: Re: What do you think of battlefield 2?
Posted by [icedog90](#) on Fri, 23 Dec 2005 20:12:44 GMT
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flyingfox wrote on Sun, 11 December 2005 15:22I played the demo. I didn't try the choppers but the gameplay was good. I like the game a lot better when playing with friends than randoms. I played the demo at college in a LAN and it was a lot of fun, but people kept camping at the plane spawn instead of getting other vehicles.

I set up the demo on my home computer and joined a random server. Grabbed a soldier, got killed, killed someone then got killed twice from seemingly nowhere. Then just thought 'fuck it' and left.

It's definitely worth a buy if you're thinking of setting up or joining a server with friends. I feel that some games are less fun to play with random people than other games, and this is one of them.

Yeah, I agree with that. It's a LOT more fun to play on LAN than on the internet. I play it with my friends and only with my friends occasionally. It's fun to have a buggy chase or to fight over a pointless island that doesn't even have a flag.

Yes, I do have the DC copters mastered.

Subject: Re: What do you think of battlefield 2?
Posted by [SCOTT9](#) on Sat, 24 Dec 2005 13:46:13 GMT
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fuck off lijisu

Subject: Re: What do you think of battlefield 2?
Posted by [Lijitsu](#) on Sat, 24 Dec 2005 14:02:17 GMT
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SCOTT9 wrote on Sat, 24 December 2005 08:46fuck off lijisu
One: Learn how to spell my name. Ain't hard, just a few letters.
Two: "Fuck Off"? Well, let's just take a look at the meanings of these two words put together in the dictionary, shall we?(Search was for "Fuck")

Phrasal Verbs:

fuck off

1. Used in the imperative as a signal of angry dismissal.
2. To spend time idly.
3. To masturbate.

Now, one would think that before you use the term, you should know what it means. Of course, since he didn't say in which sense he meant, it can be taken in the 3 ways shown above. I, personally, like the second option best, because nine times out of ten, I'm already spending my time idly surfing the internet for random useless facts that I can use on forums to make people feel like idiots.

Next choice I would make as to how to take that, would be number three. Unfortunately for scott, not only do I have a girlfriend, but I have much better things to do with my time(see above).

Now, the last way we can take this is number one. Now, if you know the surroundings, which is not only the Internet, but a forum at that, you would guess that it is stupid and ignorant to get mad

at someone on the Internet, unless it is a viable reason. For instance, it is stupid to get mad at someone on the Internet if they call you an idiot. It is not stupid to get mad at the Internet if they imply that something you are doing is not only illegal, but obvious, and you should think before you act.(Ex. Dante(*coughasshatcough*) to JonWil.)

Now, incase you're wondering why I typed this all out, it's because I just woke up and felt like it. So incase you want to pester me about it: Fuck off, in the sense of meaning #1.

Subject: Re: What do you think of battlefield 2?

Posted by [_ToXiN_](#) on Sat, 24 Dec 2005 16:00:14 GMT

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Nukelt15 wrote on Wed, 14 December 2005 19:10 Exactly. It took some serious practice to get really good at flying DC choppers, which made it all the more enjoyable when you actually did learn how to fly them- it was an accomplishment, not something any joe newbie could do (though I do understand why a professional developer would make it easier for newbs to fly). I and a number of my squadmates got good at flying choppers- and I mean REAL good. Good to being able to take on fighters and win, flying into and out of hangars, station-keeping above the most constricted flag zones, and knowing the performance of the machines to a point where we knew exactly to what point we could push any maneuver. A particular favorite move of mine was to cut throttle, roll hard, then go full throttle while inverted, executing a sort of corkscrew-ish maneuver that was extremely hard to follow (roll combined with yaw...if you'd never seen it done before, you would swear it was about to crash).

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Good times...Those birds could do things the BF2 choppers couldn't even dream about. And all the weapons were 100% skill- nothing with lock-on. If you couldn't fly and aim, you couldn't make a difference.

Man, I'm in ridiculously full agreement with you. The thing with me is that I can zip through the streets of Urban Siege in a little bird or that opfor chopper with a big deal like a mofo while shooting everything up that gets in my way.

Then I buy BF2 and try fly the choppers on there, I absolutely suck with them, they don't handle at all like I'm used to, the throttle is confusing, the whole control system with them is just more jerky and unresponsive. I mean where in DC I could get a Apache to spin around on a dime and do a barrel roll at the same time, I can't do anything with the choppers in BF2.

I trained till I bled from the tips of my fingers with the DC choppers when I really got in to DC, to the point where I would go on to a server, find one of the choppers I really liked (I never did quite get the hang of the Hind, I always thought it flew like one of those big yellow school buses) take out the majority of the oppositions armour out on the field and cap a few flags and then act like I

was king of the world.

Some of my favourite stuff to do while flying was along the lines of buzzing anything the enemy had with my light helicopter, pretty much just dive at them like a crazy motherfucker while unloading like hell and hoping like hell you've calculated how much distance you need to level out unless you want to end up splattered across the sand. Once I did this to an enemy Hind pilot who wasn't all that good at flying, I managed to freak him out so much that he slammed in to the side of building and killed himself and someone in the back (no clue why the guy wasn't in front gunnin', coulda gotten me.)

Also a personal favourite will always be flying really low while weaving through obstacles, my favourite chopper to do this with was the opfor helicopter that had the huge tail, you'd take that thing really high, let it drop down and pick up a shitload of speed, so much speed that nothing else could match it and then zip through streets or anything you could find.

So, what were your favourite choppers to use in DC? My favourite was definetly that Iraqi bird, the one with the big tail, it was a bit tricky to handle at times... but once you got the hang of it, it dominated the skies for a nice long while.

BF2 flying on the other hand? You get none of the same satisfaction from it, I mean c'mon they're 'easier' to fly yet also they are much more restricted and I kid you not, you can take the biggest, fastest transport chopper in BF2 and do a loopity-loop with it, no problem and no skill needed.

Subject: Re: What do you think of battlefield 2?
Posted by [Dave Mason](#) on Sat, 24 Dec 2005 17:17:09 GMT
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SCOTT9 wrote on Sat, 24 December 2005 13:46fuck off lijsu

Rofl, nobody ever spells litsiju right.

Subject: Re: What do you think of battlefield 2?
Posted by [Alkaline](#) on Sat, 24 Dec 2005 19:54:23 GMT
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I think renegade is still better then bf2