
Subject: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [C4miner](#) on Fri, 17 Feb 2006 00:52:19 GMT

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Star Wars: Empire at War was released today. If you didn't know, the game was developed by Petroglyph, a company made up majorly of ex-Westwood employees, the ones who developed C&C Gold and Red Alert, etc.

IGN has their review of the game: <http://pc.ign.com/articles/688/688963p1.html>

It looks pretty good. I think I will buy it.

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [Nukelt15](#) on Fri, 17 Feb 2006 00:58:49 GMT

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Note that the IGN reviewers also factor graphics into the presentation, and commented that the graphics looked "dated." Remove that bit, and it would easily have been above 8.0.

Anyway, it's nice to see a new strategy title worth spending money on.

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [Kamuix](#) on Fri, 17 Feb 2006 01:02:07 GMT

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I only got a small look at the demo. It looked like a pretty cool strategy game.

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [Aircraftkiller](#) on Fri, 17 Feb 2006 02:44:52 GMT

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The graphics got it an 8.0. The gameplay got it a 6.5. Going by gameplay alone, the game is crap.

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [Ryan3k](#) on Fri, 17 Feb 2006 04:02:58 GMT

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IGNWhat really stinks is that the actual gameplay isn't exciting enough to support the setting. Admittedly, the developers are hampered by the two-sided nature of the fight and by the limited roster of units, but there's just no escaping the sense of repetition that starts to kick in after the first few hours. You'll still enjoy seeing the units fight it out in front of your eyes but you just won't care as much about the tactics of it all.

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [Spice](#) on Fri, 17 Feb 2006 06:04:16 GMT
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<http://www.gamespot.com/pc/strategy/starwarsrts/index.html>

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [AmunRa](#) on Fri, 17 Feb 2006 06:11:35 GMT
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I expected something better from the C&C guys

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [terminator 101](#) on Fri, 17 Feb 2006 06:11:49 GMT
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Well well well, this brings us back to my topic that I made about what types of reviews do people read.

<http://www.renegadeforums.com/index.php?t=msg&th=18555&a mp;start=0&rid=254>

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [Spice](#) on Fri, 17 Feb 2006 06:13:53 GMT
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Watch the gamespot video review, This looks fucking awesome. I'm going to have to buy it on Saturday.

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [icedog90](#) on Fri, 17 Feb 2006 06:26:01 GMT
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Terminator 101 wrote on Thu, 16 February 2006 22:11 Well well well, this brings us back to my topic that I made about what types of reviews do people read.

<http://www.renegadeforums.com/index.php?t=msg&th=18555&a mp;a mp;start=0&rid=254>

I don't buy games based on reviews either. I think most reviews of anything out there are biased in some sort of way. Mostly game reviews are really stupid. It's a pain to do research on things such as computer parts, cameras, video cameras, and so on because of this. When I do this I just read as many reviews as I can and just level them out and get my own opinion.

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [DreamWraith](#) on Fri, 17 Feb 2006 08:44:34 GMT
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Even if it ISNT the most amazing gameplay ever, i don't really blame petro. They were kind of "tied down" to LA guidelines.

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [Chronojam](#) on Fri, 17 Feb 2006 18:39:02 GMT
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Limited units? I see all the units I expect and want to control. I don't want Mega AT-AT Hambeasts and Jedi Mech Fighters. Petroglyph isn't making "Star Wars: Reborn" after all.

(note: Yeah, I know the "new Reborn" is all spiffy, so fuck off, it was a damn good example for what I wanted to convey)

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [warranto](#) on Sat, 18 Feb 2006 04:47:59 GMT
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I bought it, and so far I'm enjoying it. I admit I haven't got very much into it (more inclined to playing Grandia III at the moment), but it hasn't disappointed so far.

The only thing that's pointless about the game is the collectors addition. Nothing worthwhile except perhaps the maps. The desktop backgrounds aren't very appealing, and the screensavers are very basic..

Don't even get me started on the Death Star desktop model that comes with it. Not the most appealing design, and the "Press the button and listen as the superlaser annihilates your enemy!" produces a horrid sound.

But, the bonus stuff aside, I enjoy the game.

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [terminator 101](#) on Sun, 26 Feb 2006 03:23:42 GMT
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O.K I finished the demo about three days ago and I must say that the land battle was terrible. This game is sort of like RA1, but in a different way than you think. In RA1, infantry were nearly useless. In this game however, land vehicles are nearly useless. Infantry has so much HP, it is not even funny. It is not that hard to run them over, but not before they can do massive amounts of damage.

What I also don't like about the game is that it runs quite slow(the land battles), and I don't think there is an option to make it go faster.
Another thing that I don't like is that when you call for reinforcements in land battles and a ship lands with your troops, it takes very long time for them to exit the ship.
Overall it is not so bad, but I hope those land battles will get fixed in the full version.

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [icedog90](#) on Sun, 26 Feb 2006 03:33:26 GMT
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Damnit, I was going to go pick it up with my dad for my birthday today but it wasn't anywhere we looked. That really sucks, but we'll try again tomorrow or something and look further.

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [DreamWraith](#) on Sun, 26 Feb 2006 04:03:26 GMT
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Rumor mill says its selling quite well, so much, in fact, that LA has already started plans with petro for an expansion.

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [icedog90](#) on Sun, 26 Feb 2006 23:25:57 GMT
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Yay! I got the game! It's pretty awesome. They fixed the cinematic mode a little, but it's still annoying. I'm starting to figure out that you have to use it right so you can actually see the action.

...for some reason "icedog" AND "icedog90" are both taken. What the hell is up with that?

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [Renardin6](#) on Mon, 27 Feb 2006 11:29:19 GMT
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Chronojam: Lmao no problem, I see what you mean

Exdeath7: Finish the public beta on time and I will buy the game for you.

Icedog90: your nick has been owned and owned90

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [Mindtzar](#) on Mon, 27 Feb 2006 17:23:47 GMT
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Star Wars: Empire at War is awesome. I downloaded it and played through some missions, now I'm going to go out and buy 2 copies so I can play with a friend online. I'm very impressed with it.

Also in response to Terminator, the vehicles ARE effective and useful, it just takes a few battles before you get used to using them right. Strategically placed artillery can wipe out the hordes of troops. And once you've mastered running troops over it becomes A LOT less of a hassle to take them out. And as for reinforcements, how would you prefer they just appeared there? I personally find the ships dropping the units off quite cool despite how long it takes for them to get out. It captures a certain degree of realism.

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [Jaspah](#) on Mon, 27 Feb 2006 20:04:39 GMT
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I'll get it tonight or tomorrow.

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [Spice](#) on Mon, 27 Feb 2006 22:15:16 GMT
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Renardin6 wrote on Mon, 27 February 2006 06:29
Exdeath7: Finish the public beta on time and I will buy the game for you.

Reeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeally?

Slaves away!

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [Jaspah](#) on Tue, 28 Feb 2006 01:35:45 GMT
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Jaspah wrote on Mon, 27 February 2006 15:04 I'll get it tonight or tomorrow.

Wewt, just got it. See you guys online.

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [icedog90](#) on Tue, 28 Feb 2006 01:43:53 GMT
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The online interface is REALLY similar to games like Red Alert 2. Just looking at it brings back good memories.

Subject: Re: Petroglyph: IGN rates Empire at War 7.6/10
Posted by [Renardin6](#) on Tue, 28 Feb 2006 15:17:51 GMT
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Exdeath7:

YA RLY! (I promise that if fans have public tech level 1 beta on their hands before end of march, I buy the game for you with my april salary.)
