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Subject: Empires

Posted by [Blazer](#) on Wed, 01 Mar 2006 15:47:26 GMT

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Anyone heard of this game? It uses the HL2 engine and is an FPS/RTS hybrid similar to "RenAlert" \*\* As you have a base with a vehicle factory, barracks, refinery, etc and similar class soldiers and vehicles.

<http://www.empiresmod.com/info.php>

<http://www.empiresmod.com/media.php>

\*\* Before I get flamed:

1. Yes I know its "nothing like RenAlert" I simply compared it to an RTS/FPS hybrid that most people who visit these forums know about.
  2. No, I'm not suggesting that it's either better than Renegade or that anyone should abandon Renegade to play it.
  3. Yes, I know "HL2 sucks"
- 

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Subject: Re: Empires

Posted by [cheesesoda](#) on Wed, 01 Mar 2006 15:56:31 GMT

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Yeah, it looks pretty good.

Blazer wrote on Wed, 01 March 2006 17:47\*\* Before I get flamed:

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3. Yes, I know "HL2 sucks"

It's sad when you have to put a disclaimer at the bottom to keep morons from flaming... sad.

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Subject: Re: Empires

Posted by [Mindtzar](#) on Wed, 01 Mar 2006 18:00:31 GMT

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Oh god.. that looks fucking sweet. I'm addicted to Empire at War at the moment. And I have to say, I'm very much looking forward to playing this.

<3 you Blazer for posting that link.

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Subject: Re: Empires  
Posted by [Kamuix](#) on Wed, 01 Mar 2006 19:02:56 GMT  
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j\_ball430 wrote on Wed, 01 March 2006 10:56 Yeah, it looks pretty good.

Blazer wrote on Wed, 01 March 2006 17:47\*\* Before I get flamed:

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It's sad when you have to put a disclaimer at the bottom to keep morons from flaming... sad.

Flame an administrator??????????

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Subject: Re: Empires  
Posted by [Jaspah](#) on Wed, 01 Mar 2006 20:40:36 GMT  
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Blazer wrote on Wed, 01 March 2006 10:47 Anyone heard of this game? It uses the HL2 engine and is an FPS/RTS hybrid similar to "RenAlert" \*\* As you have a base with a vehicle factory, barracks, refinery, etc and similar class soldiers and vehicles.

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3. Yes, I know "HL2 sucks"

Who here hates Half-Life 2?

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Subject: Re: Empires  
Posted by [Kamuix](#) on Wed, 01 Mar 2006 20:51:11 GMT  
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I hate HL2 Deathmatch.

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Subject: Re: Empires  
Posted by [Dave Mason](#) on Wed, 01 Mar 2006 21:06:03 GMT  
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That looks awesome Blazer, nice find

And HL2 doesn't suck O.o

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Subject: Re: Empires  
Posted by [rm5248](#) on Wed, 01 Mar 2006 21:57:06 GMT  
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I just saw a video from that not too long ago. I thought someone posted it on here...? Or maybe I'm mistaken...

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Subject: Re: Empires  
Posted by [Aprime](#) on Wed, 01 Mar 2006 23:08:07 GMT  
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Better sound, please. :\

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Subject: Re: Empires  
Posted by [terminator 101](#) on Wed, 01 Mar 2006 23:15:47 GMT  
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Blazer, why did you post disclaimer that HL2 sux? Most people like HL2. I have played the demo only, and I think it is O.K(that was one of the scariest demos that I played in a long time)  
Could someone explain why HL2 sux?

P.S: The demo was mostly scary because the fast moving zombies took like 4 direct hits from shotgun into torso before they died, and they could do lots of damage in less than 8 seconds

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Subject: Re: Empires  
Posted by [icedog90](#) on Thu, 02 Mar 2006 00:26:51 GMT  
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Hehe, this mod was already posted here by jasper.

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Subject: Re: Empires  
Posted by [YSLMuffins](#) on Thu, 02 Mar 2006 00:42:33 GMT

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Whatchu talkin about???? HL2 is amazing!

And so is this mod...looks it.

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Subject: Re: Empires  
Posted by [Kamuix](#) on Thu, 02 Mar 2006 00:51:34 GMT  
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Halflife 2 Singleplayer is Ok But the online Deathmatch sucks.

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Subject: Re: Empires  
Posted by [icedog90](#) on Thu, 02 Mar 2006 01:35:31 GMT  
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Almost everyone I've talked to that have not liked the HL2 singleplayer have said that it's too confusing because they never played Half-Life 1. I find that to be just such a poor judgement. That's their own fault, not the game's for christ's sakes.

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Subject: Re: Empires  
Posted by [Blazer](#) on Thu, 02 Mar 2006 02:36:40 GMT  
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Comrade wrote on Wed, 01 March 2006 18:08Better sound, please. :\

I totally agree there...the weapon sounds have \*got\* to be just temporary placeholders...as the current ones sound like samples of someone hitting various surfaces with a pencil.

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Subject: Re: Empires  
Posted by [Aprime](#) on Thu, 02 Mar 2006 03:14:55 GMT  
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icedog90 wrote on Wed, 01 March 2006 20:35Almost everyone I've talked to that have not liked the HL2 singleplayer have said that it's too confusing because they never played Half-Life 1. I find that to be just such a poor judgement. That's their own fault, not the game's for christ's sakes.

Reason I bought the Platinum Collection before getting Half Life 2.

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Subject: Re: Empires  
Posted by [Jaspah](#) on Thu, 02 Mar 2006 20:15:26 GMT  
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The first public beta version comes out in 2 days if anyone cares. o:

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Subject: Re: Empires  
Posted by [icedog90](#) on Thu, 02 Mar 2006 20:26:20 GMT  
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YES!!! I care.

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Subject: Re: Empires  
Posted by [csskiller](#) on Sat, 04 Mar 2006 08:01:39 GMT  
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Downloading....

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Subject: Re: Empires  
Posted by [icedog90](#) on Sat, 04 Mar 2006 20:52:56 GMT  
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Well, this sucks.

I get that when I try to load into a game.

---

Subject: Re: Empires  
Posted by [csskiller](#) on Sat, 04 Mar 2006 21:25:54 GMT  
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Weird, it's working fine for me at the moment.

Dammit, the servers are all full!!!!!!

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Subject: Re: Empires  
Posted by [Jaspah](#) on Sat, 04 Mar 2006 21:46:54 GMT  
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icedog90 wrote on Sat, 04 March 2006 15:52 Well, this sucks.

I get that when I try to load into a game.

Try download the client version, not the server version.

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Subject: Re: Empires  
Posted by [icedog90](#) on Sat, 04 Mar 2006 22:27:55 GMT  
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Yeah... I realized that. 75%

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Subject: Re: Empires  
Posted by [JeepRubi](#) on Sat, 04 Mar 2006 23:12:33 GMT  
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To bad i dont have HL2

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Subject: Re: Empires  
Posted by [Dave Mason](#) on Sat, 04 Mar 2006 23:14:13 GMT  
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Downloading now. 25 1/2 hours left, tasty. Gotta love living in the middle of nowhere.

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Subject: Re: Empires  
Posted by [icedog90](#) on Sun, 05 Mar 2006 00:17:54 GMT  
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The mod seems like it would be a LOT of fun, but the servers all suck and have players who are mindless or don't know how to play.

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Subject: Re: Empires  
Posted by [bigwig992](#) on Sun, 05 Mar 2006 00:49:42 GMT  
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Ehh, the fears of a terrible vehicle net code within the source engine have been realized. I timed out 3 times connecting to a server, and when I finally got in one, I couldn't play because I lagged too bad. But I played by myself and it seemed like a really fun concept, a patch should make everything right.

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Subject: Re: Empires  
Posted by [Dave Mason](#) on Sun, 05 Mar 2006 00:50:52 GMT  
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Are there any empty servers? We could just sort out a load of people from here and organise a time and date to play it instead of being stuck with idiots.

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Subject: Re: Empires  
Posted by [csskiller](#) on Sun, 05 Mar 2006 03:45:30 GMT  
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How bout someone from our community that just happens to have a server laying around set one up

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Subject: Re: Empires  
Posted by [Jaspah](#) on Sun, 05 Mar 2006 15:43:55 GMT  
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bigwig992 wrote on Sat, 04 March 2006 19:49Ehh, the fears of a terrible vehicle net code within the source engine have been realized. I timed out 3 times connecting to a server, and when I finally got in one, I couldn't play because I lagged too bad. But I played by myself and it seemed like a really fun concept, a patch should make everything right.

Eh, I give them credit for atleast doing something about it. Go play Empires with vehicles and then go play Garry's Mod with vehicles.

See the difference?

---

Subject: Re: Empires  
Posted by [bigwig992](#) on Sun, 05 Mar 2006 20:53:42 GMT  
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Oh I'm not trying to bash, I'm just pointing out the obvious. I've been waiting for this mod for awhile, it seems all too good to pass up, just needs a patch is all.

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Subject: Re: Empires  
Posted by [Spice](#) on Sun, 05 Mar 2006 21:10:12 GMT  
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I'd say it's pretty decent for their first beta release.

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Subject: Re: Empires

Posted by [csskiller](#) on Sun, 05 Mar 2006 21:12:02 GMT

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yeah but maybe half those people in the servers don't know how to play rts (me included)

---

Subject: Re: Empires

Posted by [Jaspah](#) on Tue, 07 Mar 2006 04:28:19 GMT

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Try to play in 10 player servers. There's little to no lag (usually) and the players know what they're doing (usually). I've been particularly lucky in finding servers where people are willing to help out a newbie commander like me.

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