
Subject: Crysis online - BF2 Clone?

Posted by [Ryu](#) on Sun, 06 Jan 2008 14:19:18 GMT

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So I just had a game of Crysis online before, playing a bit, and I found myself bored.

Then I started thinking how huge the maps are (Like mega huge) then I seen my BF2 CD case.. I realized how similar Crysis online is to BF2.

the gameplay can either be slow or fast, And it has the same "Stand in a certain area to raise a flag and cap a zone to spawn in" mechanic.

The only real difference is that you can capture energy generator buildings, certain buildings allow you to buy tanks and what not.

but a few of the maps seems oh so close to BF2, only difference is that you buy your weapons and add-ons for them. :s

Anyone agree with me?

Subject: Re: Crysis online - BF2 Clone?

Posted by [Lone0001](#) on Sun, 06 Jan 2008 15:12:03 GMT

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I looked at one screenshot of Crysis and thought "FarCry Clone!"

Subject: Re: Crysis online - BF2 Clone?

Posted by [Herr Surth](#) on Sun, 06 Jan 2008 15:22:38 GMT

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crysis sucks.

Subject: Re: Crysis online - BF2 Clone?

Posted by [Sir Kane](#) on Sun, 06 Jan 2008 16:02:59 GMT

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You suck.

Subject: Re: Crysis online - BF2 Clone?

Posted by [Herr Surth](#) on Sun, 06 Jan 2008 16:12:36 GMT

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No you.

Subject: Re: Crysis online - BF2 Clone?

Posted by [Ryu](#) on Sun, 06 Jan 2008 16:56:30 GMT

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Surth wrote on Sun, 06 January 2008 15:22crysis sucks.

I find Crysis SP to be great, Just the online mode is kinda' lame.

Subject: Re: Crysis online - BF2 Clone?

Posted by [Herr Surth](#) on Sun, 06 Jan 2008 17:07:04 GMT

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SP offers pretty much nothing innovative. Its just... well, a shooter. Nothing special about it.

Subject: Re: Crysis online - BF2 Clone?

Posted by [trooprm02](#) on Sun, 06 Jan 2008 17:41:49 GMT

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Um, ya its just another BF clone, this has all been done before. SP depressed me, the only good part about it? If EA is using the Crytek engine for Tiberium, atleast you'll be able to drive vechs 3rd person while shotting the turret aswell.

MP sucks HARD, so boring. BUT there was 1 thing I did find fun. 1 server I joined was running that battleship map, but it wasn't like an objective game, it was deathmatch, and it was fun. Haven't been able to find a DM server since I did like DM tho.

Subject: Re: Crysis online - BF2 Clone?

Posted by [Sir Kane](#) on Sun, 06 Jan 2008 18:20:05 GMT

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Surth wrote on Sun, 06 January 2008 11:07SP offers pretty much nothing innovative. Its just... well, a shooter. Nothing special about it.
Hahahahahahahaha.

Subject: Re: Crysis online - BF2 Clone?

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 06 Jan 2008 18:49:08 GMT

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Yeah I agree with Ryu.

Crysis' artstyle is exactly like Farcry, and its online is much like Battlefield. It got boring pretty fast.

Single player and its mod tools are good though.

Subject: Re: Crysis online - BF2 Clone?

Posted by [JPNOD](#) on Sun, 06 Jan 2008 19:08:41 GMT

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Unless EA listens to the community they are going to making the same mistake again. If a Renegade 2 would come with C&C Mode, then it would blow away all those games that are all milked out.

Subject: Re: Crysis online - BF2 Clone?

Posted by [Ryu](#) on Sun, 06 Jan 2008 19:23:49 GMT

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Sir Kane wrote on Sun, 06 January 2008 18:20Surth wrote on Sun, 06 January 2008 11:07SP offers pretty much nothing innovative. Its just... well, a shooter. Nothing special about it. Hahahahahahaha.

Unfortunately I have to agree with Sir_Kane.

Your nano suit has 4 abilities, Maximum Strength, Armour, Speed and Stealth (as well as fully customizing your weapons), Everything you use can either help or hamper you.

Maximum strength reduces the amount of recoil you gain from your weapon and makes you jump 3 times higher and super melee punch! as well as being able to grab Koreans by the neck and use them as armour / throwing them at the other enemy's.

Speed makes you run / swim alot faster and is good for quickly getting out of sticky situations.

Armour is good for taking impact from high drops that could kill you / body armour.

stealth for sneaking, Like I said, Use one of them at the wrong situation and you're fucked.

I think it's SP is awesome, I mean, every game has some sort of suit (HEV Suit - Half-Life, Halo's suit, etc) but Crysis actually makes good use of it. ;p

Subject: Re: Crysis online - BF2 Clone?

Posted by [Herr Surth](#) on Sun, 06 Jan 2008 19:34:28 GMT

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Seen it all previously, be it as Strength-enhancing drugs, Speed-enhancing Implants...

Subject: Re: Crysis online - BF2 Clone?

Posted by [u6795](#) on Sun, 06 Jan 2008 19:39:55 GMT

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Have they invented a new type of marijuana to smoke, or what?

Seriously, wtf. I don't know how much multiplayer you played but you must not have been paying attention.

My post on the APB/AR Forums:

Quote:VOn a side note I'd like to say something.

I'm not sure how many of you have played Crysis (but I think westy did,) but you would be appalled how similar it's multiplayer "Power Play" mode is to C&C mode.

Sure it's not that Arcadey. You capture buildings instead of destroy them, each team has an HQ with automated defenses that you have to destroy to win. Throughout the map there are capturable Bunkers, War factories, Air pads and naval facilities. Bunkers function essentially like barracks. You can only spawn in bunkers (or a reinforcement truck buyable from the War Factory) and you can purchase things like equipment, weapons and customized loadouts in both.

War factories make land vehicles, Air pads and naval facilities are quite obvious.

Not to mention the fact it's fucking fun. I can safely say if Tiberium's multiplayer is anything like Crysis we've got a bit of epic win. It kicks the shit out of BF2/2142.

(Forgot to mention that there is even power plants! You can only capture them though ;9)

Subject: Re: Crysis online - BF2 Clone?

Posted by [Ryu](#) on Sun, 06 Jan 2008 19:57:59 GMT

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u6795 wrote on Sun, 06 January 2008 19:39Have they invented a new type of marijuana to smoke, or what?

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Quote:VOn a side note I'd like to say something.

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That would be all fun and games if the maps weren't so huge.

seriously.. Even with Maximum Speed it's too long.

I'm sorta 50/50 on it's online mode, If the maps were smaller, and you had a much better source of income (maybe 200P every 15 minutes?) It would be ok, But as it is now.. gah, I can't stand it.

Subject: Re: Crysis online - BF2 Clone?

Posted by [Sir Kane](#) on Sun, 06 Jan 2008 20:31:52 GMT

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Just punch people. That gives way more prestige points than killing them with guns.

Did that to the Crytek staff in their server during the MP beta all the time.

Subject: Re: Crysis online - BF2 Clone?

Posted by [Ryu](#) on Sun, 06 Jan 2008 20:35:12 GMT

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Sir Kane wrote on Sun, 06 January 2008 20:31 Just punch people. That gives way more prestige points than killing them with guns.

Did that to the Crytek staff in their server during the MP beta all the time.

hah, I tried, damn sniper got me in the head.

Crytek staff got pony pooned.

Subject: Re: Crysis online - BF2 Clone?

Posted by [R315r4z0r](#) on Sun, 06 Jan 2008 20:55:16 GMT

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Crysis online is like Battlefield?!

You are talking about Power Struggle... right?!

I don't think it is anything like Battlefield. What it is is C&C mode. (Well that is what I deduced from the training video)

You have different structures that provide different functions. The war factory makes vehicles, the command center is the heart of the base and there are outposts that give you an edge on the battlefield.

If anything it is C&C mode and Conquest mode merged into one awesome battle.

*Note I haven't played it myself yet, the Singleplayer is just so awesome. I am in the middle of beating it a second time on Delta.)

Subject: Re: Crysis online - BF2 Clone?

Posted by [Viking](#) on Sun, 06 Jan 2008 21:31:54 GMT

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"C&C Tiberian - BF2 Clone?"

That would have been a better title.

Subject: Re: Crysis online - BF2 Clone?

Posted by [u6795](#) on Sun, 06 Jan 2008 21:42:38 GMT

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Viking wrote on Sun, 06 January 2008 16:31 "C&C Tiberian - BF2 Clone?"

That would have been a better title.

You don't read much, do you.

Subject: Re: Crysis online - BF2 Clone?
Posted by [Viking](#) on Sun, 06 Jan 2008 21:43:50 GMT
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u6795 wrote on Sun, 06 January 2008 15:42Viking wrote on Sun, 06 January 2008 16:31"C&C Tiberian - BF2 Clone?"

That would have been a better title.
You don't read much, do you.

Not usually, why?

Subject: Re: Crysis online - BF2 Clone?
Posted by [Renardin6](#) on Sun, 06 Jan 2008 22:46:38 GMT
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I played during the beta phase of crysis. I enjoyed a lot the power struggle mode on the unique map we had. I think a cnc mod on this game would be the best thing ever.

And it's not some new shooter. It makes all current games looking gay. (I have call of duty 4, Moh Airborne, Unreal 3... not a single game there is close to the beauty of crysis.)

Subject: Re: Crysis online - BF2 Clone?
Posted by [R315r4z0r](#) on Sun, 06 Jan 2008 23:25:36 GMT
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I got both Crysis and CoD4 for Christmas. I beat CoD4 and then went onto Crysis.

I now am wanting to return CoD4 because of how exponentially better Crysis is. In multiplayer alone. (I hate the CoD4 multiplayer)

Subject: Re: Crysis online - BF2 Clone?
Posted by [BlueThen](#) on Mon, 07 Jan 2008 00:02:51 GMT
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I got Crysis for Christmas.

It doesn't even work, because it requires hundreds of dollars of cards and crap.

Subject: Re: Crysis online - BF2 Clone?

Posted by [R315r4z0r](#) on Mon, 07 Jan 2008 00:09:53 GMT

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Crysis wouldn't work for me unless I put the shaders on high, or else the game gets all glitchy and black colored.

Subject: Re: Crysis online - BF2 Clone?

Posted by [trooprm02](#) on Mon, 07 Jan 2008 00:12:04 GMT

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R315r4z0r wrote on Sun, 06 January 2008 18:09Crysis wouldn't work for me unless I put the shaders on high, or else the game gets all glitchy and black colored.

I believe you.

Subject: Re: Crysis online - BF2 Clone?

Posted by [bu11c3nts](#) on Mon, 07 Jan 2008 00:12:59 GMT

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Crysis Online Rules. It has gameplay similar to Ren and Bf2, but it's much different. Cloak, Strength etc.

Most affective strategy: Run around with Strength and Punch people out.

Subject: Re: Crysis online - BF2 Clone?

Posted by [Ryu](#) on Mon, 07 Jan 2008 20:41:19 GMT

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The Helicopter flying mechanics are a pure copy and paste from Bf2 too.

Stealth mode online pisses me off so much.

I'm stealthed, just standing still, and a guy kills you, I'm like "wtf, how the hell? I was stealthed.."

his reply " I seen your shadow ^^ " ..

TF2's Spy cloak doesn't have such a stupid shadow glitch, Renegade sure as hell doesn't, But Crysis has. :/

Subject: Re: Crysis online - BF2 Clone?

Posted by [R315r4z0r](#) on Mon, 07 Jan 2008 20:45:05 GMT

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Yea, you are visually invisible, but if the sun is out you still have a shadow. That is why it is best to stay cloaked in bushes or in the shadows during day.

Subject: Re: Crysis online - BF2 Clone?

Posted by [Sir Kane](#) on Tue, 08 Jan 2008 06:07:43 GMT

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It's not a glitch, it's pure intension. Just like the energy drain while cloaked, would be kind of gay if you could just walk everywhere while cloaked.

Subject: Re: Crysis online - BF2 Clone?

Posted by [Ryu](#) on Tue, 08 Jan 2008 08:25:36 GMT

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Sir Kane wrote on Tue, 08 January 2008 06:07It's not a glitch, it's pure intension. Just like the energy drain while cloaked, would be kind of gay if you could just walk everywhere while cloaked.

I agree with the energy drain but.. people with not so good computers won't be able to use Shadows. :\
