

metro 2033

Posted by Tunes - 09 Jun 2010 01:22

Well, will take soon this one for a spin, it's based on a novel, post apocalyptic scenery and story.

Interview here

[youtube:jxz4pihy][youtube:jxz4pihy]

Review later, 2 or 3 weeks.. depends on now rare and fast gaming time spots.

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Re: metro 2033

Posted by liger - 11 Jun 2010 16:41

what are u talking about?

anyway d1 was fun and all, but playing the same level for n-th time is just boring

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Re: metro 2033

Posted by Johannicus - 11 Jun 2010 17:11

liger wrote:

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What I mean is that in diablo 2 you had so much open space you never get cornered. There was never any "OMG Im doomed" moments. Or maybe you meant the that you dont remember a monk in D1?

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Re: metro 2033

Posted by liger - 11 Jun 2010 17:34

u never were cornered? REALLY?

what about the dolls on act 3 before mefisto? U cant just fight them.

i forgot the name of the aura but with the one that gave speed +pretty much any high lvl monster would get u surrounded.

Plz tell me u were playing HC?

If i recall correctly i stopped on patch 1.10 and had pretty much unkillable chars but even then there were times you either had to run or wait for your party members to clean the room, depending on monsters that would get spawned.

PS: whole act2 is "being cornered 90%";

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Re: metro 2033

Posted by Johannicus - 11 Jun 2010 18:12

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Nope, you could always go somewhere cause it was made for multiplayer. Sure in some fights you had to run and some monsters put up a challenge. But what Im talking about is walking down a hallway and see a monster that takes up the whole hallway charge at you. And if you dont run back you will die by the follow up swing. In D2 there was no such moments cause you faced hordes on larger area maps.

You could sidestep a charge easy cause you had the space.

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Re: metro 2033

Posted by Tunes - 11 Jun 2010 19:49

Well.. I played both D1 and D2 with amazons... why? I like ranged attacks 🤔

On D1 I rarely got killed, on D2... act2? geeez, in the dungeons was a bliss to wipe, always saving my arse was the valkyrie and mirror to get the stupid NPC's, while I was giving away massive arrow damage.

The valkyrie is a tank 🤔

And I prolly won't play D3 on the net... if they mantain the same bs as with sc2

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