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Subject: Re: The : "Doom" movie

Posted by [God of Death](#) on Mon, 24 Oct 2005 20:29:46 GMT

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Kytten9 wrote on Mon, 24 October 2005 15:15Nightma12 wrote on Mon, 24 October 2005 04:16warranto wrote on Sun, 23 October 2005 18:45Nightma12 wrote on Sun, 23 October 2005 16:58then its the plasma gun, lol

why the fuck do movie makers have to change every damned detail that make something what it is?

I haven't seen it yet, but if it was the plasma gun, wouldn't it have to be a rapid-fire weapon?

but if it was the BFG, it would be green

It was white-blue in the first Doom...just had a green warm up glow...coz those annoying centaur demony things killed me all the time before I warmed it up... ouchies...

If it did rapid fire then its the plasma gun, if it sat there for a few seconds warming up and then kicked the dude into the other room when it fired...BFG! (I may have over exaggerated a little there!)

It's shot was blue, it said BFG when they first introduced it, and it fucking destroyed anything it hit.

Terminator 101 wrote on Sun, 23 October 2005 20:33O.K maybe I was tryng too hard to find the reasons why the movie is no good. O.K the movie is not that bad, but not very good either. For example, the way the most mosnters kill is pretty stupid. Why would they smash the people around, just like for example T1000 smashed Arnold in Terminator 2? If they were (supposed to be)so high intelligent, fast and strong, why didn't they kill the people right away? In Resident evil 1 and Aliens, the monsters either killed the people or people killed them right away. Another point: The mosters did not look very good(for the most part) and looked like they were cheaply made(except for pinki, who when mutated looked almost like the one from the game)

PS: When I created this topic, I was under a emotional stress from the movie and I tried to find as many things that are wrong with it as possible, so don't take the first post in this tread too seriously.

If it turned them evil I don't think they were supposed to be smart, only smart enough to kill. If they were good then it helped.

If I remember right in RE1 the zombies killed people right away because there were so many of them, otherwise in one on one situations the zombies killed slow because all they could do was hit, scratch, and bite.

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