Subject: Savage RTS/FPS game
Posted by WL_Ratkiler4 on Wed, 20 Aug 2003 14:14:31 GMT
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Quote:SAVAGE: The Battle for Newerth
Choose to be a commander and you will play an in-depth RTS managing the stronghold, or choose to be a warrior and you will play an intense game of first person combat. With the creation of a new game play genre, RTSS (Real Time Strategy Shooter), Savage expertly redefines the first-person shooter and real-time strategy genres by combining elements of both into one cohesive experience. As the commander in RTS mode, you will tackle resource management, develop a robust tech tree, plan your assault and lead real human players into battle. As a warrior in action mode, you will master many unique weapons, powerful units, and siege vehicles to fight a fast paced battle.

Set in a unique fantasy world eons from now where Humans and Beasts battle violently for their very existence. Savage transports PC gamers to the next level in multi-player gaming. Choose to fight on the side of HUMANITY, armed with science and technology, or take the side of the BEAST HORDE, masters of nature and magic. Each race has its own style of battle, its own leader, and its own way to victory. Which side are you on?

Official Site: http://www.s2games.com/

You can find the game play trailer @ http://www.s2games.com/savage/downloads.html

2 previews
http://pc.ign.com/articles/434/434307p1.html
http://www.gameplasma.com/previews.php?view=1&id=104

For those interested World Leaders is recruiting for this game, so please stop by and sign up if you are in beta already you can be tested out right away. www.world-leaders.org

Subject: Savage RTS/FPS game
Posted by Majiin Vegeta on Wed, 20 Aug 2003 14:50:41 GMT
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yea game looks bloody good.. a few of my clan mates (3 of them) got into the beta test

Subject: Savage RTS/FPS game

Posted by Try_lee on Wed, 20 Aug 2003 15:16:46 GMT
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WOW!

This looks like something that I've got to try.

Subject: Savage RTS/FPS game
Posted by Demolition man on Wed, 20 Aug 2003 21:20:34 GMT
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Yeah savage rox

Subject: Savage RTS/FPS game
Posted by Duke of Nukes on Wed, 20 Aug 2003 21:25:18 GMT
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looks cool...but how is internet play based? does it rotate like an FPS or is it taken one game at a time like a RTS?

Subject: Savage RTS/FPS game
Posted by Demolition man on Wed, 20 Aug 2003 21:35:52 GMT
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Duke of Nukeslooks cool...but how is internet play based? does it rotate like an FPS or is it taken one game at a time like a RTS?
like a FPS you can also join a running game.

Subject: Savage RTS/FPS game
Posted by Duke of Nukes on Wed, 20 Aug 2003 21:41:08 GMT
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right on. I've been looking at it since I first heard of it, though I haven't gone that much into it. I'll definately be getting it once it comes out. I think it would be kind of creepy if your walking around and then all of the sudden a building pops up behind you...

Subject: Savage RTS/FPS game
Posted by smwScott on Thu, 21 Aug 2003 00:55:25 GMT
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Yeah, the game looks cool. If it's everything they say it is then it's basically Renegade 2, just not

in a C&C setting. I mean, it's got most of the features we all wanted in Ren, including a better graphics engine and RTS viewpoint. The only problem I see with it is I don't think there are any vehicles....

Subject: Savage RTS/FPS game
Posted by Ultron10 on Thu, 21 Aug 2003 01:01:26 GMT
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smwScottYeah, the game looks cool. If it's everything they say it is then it's basically Renegade 2, just not in a C&C setting. I mean, it's got most of the features we all wanted in Ren, including a better graphics engine and RTS viewpoint. The only problem I see with it is I don't think there are any vehicles....

Legion of Man has 2 vehicles, Ballista and Catapult.

Beast Horde has none, but theBehemoth makes up for that.

Subject: Savage RTS/FPS game
Posted by asdfg195 on Thu, 21 Aug 2003 01:26:15 GMT
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I hate when no one updates the FAQs.

Quote:2. When will Savage be released?
Summer 2003.

Subject: Savage RTS/FPS game
Posted by YSLMuffins on Thu, 21 Aug 2003 01:36:23 GMT
View Forum Message <> Reply to Message

Wow, awesome looking.

Subject: Savage RTS/FPS game
Posted by Demolition man on Thu, 21 Aug 2003 10:10:12 GMT
View Forum Message <> Reply to Message

asdfg195I hate when no one updates the FAQs.

Quote:2. When will Savage be released?
Summer 2003.
Thats because the Devs are only with 7 ppl they work on the game. They let other ppl do the website. So the website doesn't get updated often.

At least the devs are cool in this beta. They are very active on the forums and irc and listen a lot to the feedback. unlike some other beta's ugh

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Subject: Savage RTS/FPS game
Posted by Demolition man on Thu, 21 Aug 2003 10:12:38 GMT
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smwScottYeah, the game looks cool. If it's everything they say it is then it's basically Renegade 2, just not in a C&C setting. I mean, it's got most of the features we all wanted in Ren, including a better graphics engine and RTS viewpoint. The only problem I see with it is I don't think there are any vehicles....
They have for human the Ballista and Catapult.
I believe they have an apc in the game. This is more for mods so they can see how it is done. But i thought the apc worked different then renegade. The commander will move it and 10 ppl can be in it.

Subject: Savage RTS/FPS game
Posted by smwScott on Fri, 22 Aug 2003 15:42:08 GMT
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Well then I stand corrected. This game kicks more ass now. Although I would like it to have more emphasis on vehicle combat, but thats not a big deal.

Subject: Savage RTS/FPS game
Posted by KIRBY098 on Fri, 22 Aug 2003 16:35:35 GMT
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your way! You can raise, lower, or flatten terrain with just a click of a mouse, and after placing a

simple console commands. The full version will even include automatic map downloading! There are other features too, such as changing the texture, or changing the color of the grass, but those are all for the more advanced users.

It almost makes me wonder if the map editor is a demonstration of the engine. If they could make a map editor modification for Savage, what kind of other modifications could we see? Savage 1942? Savage Sims? Realistically though, the Silverback engine is very customizable. It allows

advanced console scripting language!

conversion for Savage and the Blizzard lawsuit that follows shortly thereafter."

Subject: Savage RTS/FPS game
Posted by WL_Ratkiler4 on Fri, 22 Aug 2003 20:43:10 GMT
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They said if enough people wanted they would put in transports, but this game is more of a fps fighting type thing, there is alot more skill involved in this game, coz you have sword fights and alot of stuff, and you can dodge and jump and have a run key which is your stamana but it doesnt last long.

this game is really good, you have to be good, but also have a good commander.

Subject: Savage RTS/FPS game
Posted by Demolition man on Sun, 24 Aug 2003 00:30:59 GMT
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PRE-ORDER AND GET IN THE BETA

Subject: Savage RTS/FPS game
Posted by WL_Ratkiler4 on Sun, 24 Aug 2003 22:25:02 GMT
View Forum Message <> Reply to Message

yes what demo said

Subject: Savage RTS/FPS game
Posted by Aircraftkiller on Sun, 24 Aug 2003 22:34:52 GMT
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Not only does it look cartoonish and ugly, but it's based in the same tired old "orcs versus humans" bullshit that everyone and their dog has made a game out of.

It's getting old.

I'll pass.

Subject: Savage RTS/FPS game
Posted by General Havoc on Sun, 24 Aug 2003 23:08:47 GMT
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I'd rather stick to Renegade and Planetside. As ACK said about the characters - we've seen it all before, nothing thats brand new and hasn't been done before.

Subject: Savage RTS/FPS game
Posted by Demolition man on Sun, 24 Aug 2003 23:08:57 GMT
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AircraftkillerNot only does it look cartoonish and ugly, but it's based in the same tired old "orcs versus humans" bullshit that everyone and their dog has made a game out of.

It's getting old.

I'll pass.
1) it looks A lot better then renegade and you complain that ppl say renegade gfx suck and then its all about the gameplay... well savage gameplay is better then renegade had.
2)There are no orcs. Its human vs beast. I hardly played Warcraft so i don't even care if it is a bit the same. You gonna complain when TT is again nOd vs GdI?
3) it 0wnz.

Subject: Savage RTS/FPS game
Posted by WL_Ratkiler4 on Sun, 24 Aug 2003 23:15:20 GMT
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does Ack ever have anything nice to say about anything else that isnt made by him or isnt done by WestWood or his new gay buddies, EA.

Subject: Savage RTS/FPS game
Posted by General Havoc on Sun, 24 Aug 2003 23:16:10 GMT
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<Start Flame>

Subject: Savage RTS/FPS game
Posted by Aircraftkiller on Sun, 24 Aug 2003 23:24:59 GMT
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Demolition manAircraftkillerNot only does it look cartoonish and ugly, but it's based in the same tired old "orcs versus humans" bullshit that everyone and their dog has made a game out of.

It's getting old.

I'll pass.
1) it looks A lot better then renegade and you complain that ppl say renegade gfx suck and then its all about the gameplay... well savage gameplay is better then renegade had.
2)There are no orcs. Its human vs beast. I hardly played Warcraft so i don't even care if it is a bit

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the same. You gonna complain when TT is again nOd vs GdI?
3) it 0wnz.

I don't care what it looks like. Renegade is what I enjoy, besides System Shock 2 and some games on the PSX, for the time being.

Orcs, beasts, it's the same fucking thing.

There has only been three games featuring the Brotherhood of Nod versus the Global Defense Initiative. Tiberian Dawn, Tiberian Sun, and Renegade. Whereas there's been like what, 90+ games over 20 years based on humans or orcs or some middle-ages bullshit?

Subject: Savage RTS/FPS game
Posted by Jaspah on Sun, 24 Aug 2003 23:28:45 GMT
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If you don't like it you don't have to say anything.

Will we have to pay for it?

Subject: Savage RTS/FPS game
Posted by WL_Ratkiler4 on Sun, 24 Aug 2003 23:31:02 GMT
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no all you need to pay for is the game it self.

Subject: Savage RTS/FPS game
Posted by spreegem on Sun, 24 Aug 2003 23:31:32 GMT
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I think it's advious that A. Aircraft killer doesn't want to even try something new, and B. YOu have to buy the game, unless you mean, like pay a monthly fee to play online, in that case I dunno.

Subject: Savage RTS/FPS game
Posted by WL_Ratkiler4 on Sun, 24 Aug 2003 23:36:03 GMT
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no just have to pay for the game, there is no montly fee at all.

Subject: Savage RTS/FPS game

Posted by Demolition man on Sun, 24 Aug 2003 23:38:02 GMT

AircraftkillerDemolition manAircraftkillerNot only does it look cartoonish and ugly, but it's based in the same tired old "orcs versus humans" bullshit that everyone and their dog has made a game out of.

It's getting old.

I'll pass.
1) it looks A lot better then renegade and you complain that ppl say renegade gfx suck and then its all about the gameplay... well savage gameplay is better then renegade had.
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I don't care what it looks like. Renegade is what I enjoy, besides System Shock 2 and some games on the PSX, for the time being.

Orcs, beasts, it's the same fucking thing.

There has only been three games featuring the Brotherhood of Nod versus the Global Defense Initiative. Tiberian Dawn, Tiberian Sun, and Renegade. Whereas there's been like what, 90+ games over 20 years based on humans or orcs or some middle-ages bullshit?
First you complain how it looks like and now it doesn't matter?

Maybe you should play the game before judging because savage doesn't look or play like any off those games. And which game did you play in first person before that "so looks the same"

Subject: Savage RTS/FPS game
Posted by Crimson on Mon, 25 Aug 2003 00:17:40 GMT

I played Savage last night. I found I didn't use most of the weapons and shit available. It's a little too RPG... the graphics are pretty cool except I kept finding when the sun moved some places would get too dark to see but I guess that's just supposed to be realistic.

I'll probably play it some more, and the fact that it's not Pay to Play is a big plus... and I'll DEFINITELY add it to n00bstories along with other games. Looks like a HUGE market for n00b behavior just like PlanetSide.

Some annoying bugs, like when you die (which happened to me a lot), the spectate doesn't work all that well.

I still think Renegade is better... complex in its simplicity. I think I had all the buildings down in Renegade a lot faster than I will in Savage. And the weapons in Renegade... there are no "spells"... just weapons that have purpose.

I'll reserve judgement, but it should be a popular game... the humans vs beasts never gets old.

Subject: Savage RTS/FPS game
Posted by WL_Ratkiler4 on Mon, 25 Aug 2003 15:39:09 GMT
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This game isnt ment to be similar to Renegade, Savage has much more useful things then Renegade ever had.

In this game you have a commander to help you out and play the RTS style, and if your commander sucks you can put up a poll to vote kick him out, also if your base is under attack and no one is there the commander can stop being a commander and switch to player and defend his base.

Also the weapons have to be set by the story, this is centuries in the future when earth got all fucked up and now there is only man and beast around, and the humans just have limited technology and beasts are a developing race, who are being taught by a human that can talk to beasts, so i guess that female leader is teaching them powerful thing, so they have what i say nature weapons, they have staffs that shoot fire or fire balls or lightning, also they have other upgrades like carnivor that when you kill someone you get health. Only thing i can think of right now that is magic magic is when beast can get item to make him go invisible for like 15-20 seconds or 30 cant remember.

This game is alot of fun and i suggest people try it more then once, coz you cant be a new to the game and play it once to give up, becase the people who been playing long, will tear you up good.

Also concerning about buildings, yes it is alot harder to take them down in Savage, thats because anyone can heal them by useing there main attack on the building, also if you use seige properly you can take them down faster....But this game is also going to be 32v32 players, so having building that can be taken out very fast isnt very good for such large amount of players.

All i can say is this game is good and will keep getting better because the Dev team are great and are not in it for the sole purpose of money.

Subject: Savage RTS/FPS game
Posted by Demolition man on Mon, 25 Aug 2003 15:44:16 GMT
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CrimsonI played Savage last night. I found I didn't use most of the weapons and shit available. It's a little too RPG...To much RPG? There is hardly RPG. You just lvl up a bit and its not like you have to choice what you want etc. It's also easy to lvl up.

Subject: Savage RTS/FPS game
Posted by Crimson on Mon, 25 Aug 2003 18:59:12 GMT
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Demolition manCrimsonI played Savage last night. I found I didn't use most of the weapons and shit available. It's a little too RPG...To much RPG? There is hardly RPG. You just lvl up a bit and its not like you have to choice what you want etc. It's also easy to lvl up.

I meant that I've found most RPGs are like, here's 47 weapons and spells but you're only going to use like 6 of them ever.

Subject: Savage RTS/FPS game
Posted by Majiin Vegeta on Mon, 25 Aug 2003 19:18:44 GMT
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General Havoc<Start Flame>

heheheheheh

ACK.. Renegade looks more cartoonish than savage

Subject: Savage RTS/FPS game
Posted by Dethsaint on Mon, 25 Aug 2003 20:17:15 GMT
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Well...

Once again ACK's mouth runs over with what his head is full of... :rolleyes:
If you want respect for badmouthing people run for Senator

I can agree with Crimson that there are a lot of items - but they each serve a different purpose. Some of them are effecient against infantry, some are mediocre against everything, while others are building and siege killers. Now don't come and tell me that Renegade is any different. Who's ever taken a tank or a building out using the minigun in Renegade?

Give the game a chance to prove itself before you start presuming it is crap, as many people did with Renegade. Why else did it get such a low sales count and even get partially canned by WW after it's release? Isn't the reason you people play Renegade plainly because it is a good game - despite it's mediocre reviews?

I for one am going to support this game and the team behind it, as they actually care about their Beta testers and hopefully also their players when the game is released.

Btw. Yes, I am a Savage Beta tester & Renegade Veteran

Subject: Savage RTS/FPS game
Posted by Demolition man on Mon, 25 Aug 2003 20:56:16 GMT
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CrimsonDemolition manCrimsonI played Savage last night. I found I didn't use most of the weapons and shit available. It's a little too RPG...To much RPG? There is hardly RPG. You just lvl up a bit and its not like you have to choice what you want etc. It's also easy to lvl up.

I meant that I've found most RPGs are like, here's 47 weapons and spells but you're only going to use like 6 of them ever.O that depends on the commander and how the other team is if you rape them you got no time to research it all but if it is even you will get all the stuff researched then just buy what you need for every situation.

Subject: Savage RTS/FPS game
Posted by Aircraftkiller on Mon, 25 Aug 2003 20:58:52 GMT
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It's amazing that people take an attack on a game as an attack on themselves.

You do realize there's a difference between you and the game? Or did you forget that somehow?

Subject: Savage RTS/FPS game
Posted by smwScott on Mon, 25 Aug 2003 21:39:28 GMT
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I still think it looks cool, although now that I know there's RPG elements I'm a little turned off. I'll wait for a demo, and if I like it buy it.

Subject: Savage RTS/FPS game
Posted by Demolition man on Mon, 25 Aug 2003 21:56:31 GMT
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smwScottI still think it looks cool, although now that I know there's RPG elements I'm a little turned off. I'll wait for a demo, and if I like it buy it.sign up at http://beta.homelan.com/public/savagesignup.php the chance to get in is big but be sure you fill in everything or you will get mad.

The sign up questions are funny this is one off them:
Quote:Are you a professional game developer?

- Yes, but I am not here to spy.
- Yes, and I am here to spy.
- No, but I am lying to cover up my spying.
- No

Subject: Savage RTS/FPS game
Posted by WL_Ratkiler4 on Mon, 25 Aug 2003 22:33:53 GMT
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AircraftkillerIt's amazing that people take an attack on a game as an attack on themselves.

You do realize there's a difference between you and the game? Or did you forget that somehow?

Do you realize that you change subjects everytime you lose a conversation.

Subject: Savage RTS/FPS game
Posted by Demolition man on Mon, 25 Aug 2003 22:36:10 GMT
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AircraftkillerIt's amazing that people take an attack on a game as an attack on themselves.

You do realize there's a difference between you and the game? Or did you forget that somehow?Like you?

Subject: Savage RTS/FPS game
Posted by boma57 on Mon, 25 Aug 2003 22:50:36 GMT
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Aircraftkillerit's based in the same tired old "orcs versus humans" bullshit that everyone and their dog has made a game out of.

It's a genre, Tolkienesque Fantasy to be exact. Certainly you have the right to your opinion, but using that against Savage is the equivalent of someone saying one of the reasons they dislike Renegade is because it's "based in the same tired old 'tanks and infantry' bullshit".

I'm not trying to change your opinion, a lot of people just dislike the fantasy genre.

I'm just saying that a game shouldn't be condemned for that reason and that reason alone (Which you in particular did not do). Orcs and Humans are what a fantasy game contains, not what it's centered around and should be judged upon.

Subject: Savage RTS/FPS game

Posted by IceSword7 on Mon, 25 Aug 2003 23:55:31 GMT
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I preordered the game to get the beta then cancled the order. But Savage defenetly does not live up to renegade because its replay value is not all that great.

If you are going to look into getting a new game look into Half Life 2!

Subject: Savage RTS/FPS game
Posted by Crimson on Tue, 26 Aug 2003 06:19:08 GMT
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I'm still learning this game... I tried to be commander but since I'm still a newb for the time being, everyone got pissed and I got impeached. LOL

I'm giving it a chance. Also scores high marks in its favor because it's not P2P.

Subject: Savage RTS/FPS game
Posted by Dethsaint on Tue, 26 Aug 2003 14:25:55 GMT
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Well, I for one think the game has as much potential as Renegade ever had both gameplaywise and replayability-wise. (lol is that a word?)
On the other hand I'm good at the game so that might be colouring my opinion

Hehehe

Anyway, Crimson if you like to train as a comm. you can setup your own passworded server and play against yourself to get to know the system better. Being the commander is such an unforgiving job as ppl. always blame the commander because they themselves suck ***.

Subject: Savage RTS/FPS game
Posted by Crimson on Tue, 26 Aug 2003 14:29:35 GMT
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I think I'll be OK once I learn the CORRECT order to build stuff.

Subject: Savage RTS/FPS game
Posted by DrasticDR on Tue, 26 Aug 2003 14:35:09 GMT
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How do you get the beta mail or download?

Subject: Savage RTS/FPS game
Posted by Ultron10 on Tue, 26 Aug 2003 14:37:22 GMT
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DrasticDRHow do you get the beta mail or download?

FTP download.

Subject: Savage RTS/FPS game
Posted by Dethsaint on Tue, 26 Aug 2003 14:38:55 GMT
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You download it from their Beta site after you've logged in - at least that's how I got it. They'll send you a mail with some login info if you've been accepted and tell you where to go etc.

Subject: Savage RTS/FPS game
Posted by Demolition man on Tue, 26 Aug 2003 14:41:55 GMT
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IceSword7I preordered the game to get the beta then cancled the order. But Savage defenetly does not live up to renegade because its replay value is not all that great.

If you are going to look into getting a new game look into Half Life 2! LMAO your anwser is so incorrect. You got more ways to attack then renegade and also your base is every time different and then you say the replay value is less then renegade? Thats weird. Renegade has a better replay value then most other FPS games tho.

Subject: Savage RTS/FPS game
Posted by DrasticDR on Tue, 26 Aug 2003 14:47:06 GMT
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And which phase are you all in?

Subject: Savage RTS/FPS game
Posted by Demolition man on Wed, 27 Aug 2003 15:50:23 GMT
View Forum Message <> Reply to Message

savage = gold

Subject: Savage RTS/FPS game

Posted by smwScott on Thu, 28 Aug 2003 03:09:43 GMT
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I applied for beta the other day, how long does it take to receive the e-mail?

Subject: Savage RTS/FPS game
Posted by CriticalMass on Thu, 28 Aug 2003 07:18:46 GMT
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AircraftkillerNot only does it look cartoonish and ugly, but it's based in the same tired old "orcs versus humans" bullshit that everyone and their dog has made a game out of.

It's getting old.

I'll pass.

There are no Orcs in the game.

Subject: Savage RTS/FPS game
Posted by Demolition man on Thu, 28 Aug 2003 12:38:44 GMT
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smwScottI applied for beta the other day, how long does it take to receive the e-mail?If you get in they reply in an hour but are you in? Otherwise just wait a few days. The game will be in stores soon and there will be a demo soon.

Subject: Savage RTS/FPS game
Posted by Crimson on Thu, 28 Aug 2003 13:08:12 GMT
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I'm getting pretty good at this game --

http://www.n00bstories.com/image.view.php?id=1212087497

Subject: Savage RTS/FPS game
Posted by Demolition man on Fri, 29 Aug 2003 15:51:53 GMT
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You gonne buy it?

Subject: Savage RTS/FPS game
Posted by asdfg195 on Fri, 29 Aug 2003 17:35:42 GMT
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Does anyone know if they will release a demo for it?

Subject: Savage RTS/FPS game
Posted by Demolition man on Fri, 29 Aug 2003 19:08:38 GMT
View Forum Message <> Reply to Message

asdfg195Does anyone know if they will release a demo for it?Yes they will release a demo

---

Subject: Savage RTS/FPS game
Posted by Crimson on Sat, 30 Aug 2003 04:36:11 GMT
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I probably will buy it, yes.

Subject: Savage RTS/FPS game
Posted by Renegade1 on Sat, 30 Aug 2003 04:53:59 GMT
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I play savage beta daily, actually the other night i was playing with blazer for a bit.. Its ownage! not cheesy like renegade, little blood that isnt over do'n it.. just perfect. the commander plays RTS style and you are like his attack people... in FPS mode.. amazing graphics I never lag, they support clans, gettin a ladder.. CW might host one.

definate buy

Subject: Savage RTS/FPS game
Posted by Demolition man on Sat, 30 Aug 2003 11:04:26 GMT
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For more blood type in the console: "cl_bloodthreshhold to -255"

Subject: Savage RTS/FPS game
Posted by Ferhago on Sat, 30 Aug 2003 12:41:33 GMT
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This game doesnt look appealing to me at all. I just hope I can get a better computer in time for half life 2 but I doubt it

Subject: Savage RTS/FPS game
Posted by Weirdo on Sat, 30 Aug 2003 12:46:18 GMT
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What are the system requirements of this game at the moment anyway? It looks good.

Subject: Savage RTS/FPS game
Posted by Demolition man on Sun, 31 Aug 2003 10:27:47 GMT
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WeirdoWhat are the system requirements of this game at the moment anyway? It looks good.
I believe S2 didn't give them yet but it is around this:
Athlon 900MHz
128mb
GeForce 2 MX

Subject: Savage RTS/FPS game
Posted by Weirdo on Sun, 31 Aug 2003 10:43:42 GMT
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Demolition manWeirdoWhat are the system requirements of this game at the moment anyway? It
looks good.
I believe S2 didn't give them yet but it is around this:
Athlon 900MHz
128mb
GeForce 2 MX

Ok thx, now I really want it.

Subject: Savage RTS/FPS game
Posted by xSeth2k2x on Tue, 02 Sep 2003 21:12:40 GMT
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seems like geforce 2s are always the minium of a game

/me kicks my geforce 2

has the game been realsed yet? or is it stil in beta stages?

Subject: Savage RTS/FPS game
Posted by WL_Ratkiler4 on Tue, 02 Sep 2003 21:31:44 GMT
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its still beta, but its out on the 9th of sept.

Subject: Savage RTS/FPS game
Posted by Demolition man on Fri, 12 Sep 2003 13:27:32 GMT
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Savage is out and the demo should come soon.

Subject: Savage RTS/FPS game
Posted by England on Fri, 12 Sep 2003 14:45:22 GMT
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Not out in the UK yet :/

Its not even listed on amazon.co.uk

Edit:

you can buy and download it online o.O

http://orders.igames.com/savage/

Might do that

Subject: Savage RTS/FPS game
Posted by jsv62707 on Fri, 12 Sep 2003 15:01:46 GMT
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I didnt think i would like savage but i do. As one of the three "old guys" in clan CW who are tanks and rts and not really fps, i was sceptical. However, I decided to try it after stripey and trunks when on about it. after a week on the beta, im hooked and got the game. What i like is the real team play, graphics-terrain and the support the game developers throw behind it. I think S2 will offer something we havent seen in a game maker in a while, real game support and participation. Hope to see you guys around in the game, laters...

Subject: Savage RTS/FPS game
Posted by Demolition man on Fri, 12 Sep 2003 15:39:41 GMT
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EnglandNot out in the UK yet :/

Its not even listed on amazon.co.uk

Edit:

you can buy and download it online o.O

http://orders.igames.com/savage/

Might do that
This can be usefull for you http://www.3dactionplanet.com/savage/

Quote:Buying Savage in Europe
Wednesday, September 03, 2003, 07:59
I've found my first European (British) based company offering the game. They specialise in Linux games (don't worry Savage comes as both Linux and Windows in the same release) and they promise to be able to send out copies of the game two days after release, with a delivery time of 1-2 days (Britain) and 1-3 days (Europe). The British guy who pre-ordered with them said he was able to get in on the beta with the purchase, but there's only about a week or so left of that, so you will have to rush. I can't guarantee how reliable the company is, but if you pay for the game with a credit card, you will be covered by the credit company if the company goes bust or messes you around in some other way.

tux games

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Subject: Savage RTS/FPS game
Posted by Demolition man on Fri, 26 Sep 2003 15:19:14 GMT
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Since when does Cliff "Devinoch" Hicks write reviews?

He wrote something about savage
Quote:There are two extremes of writing a game review. At one end of the spectrum, you have the game you have to force yourself through, struggling with every minute asking yourself "Dear God, why am I doing this?" At the other, you have the game who saps every spare moment of your time and you have to forcibly remove yourself from the game just to get the review done. "Just one more match..." you say to yourself. I'm pleased to say that Savage forced me to unplug my cable modem so I could write the review. Yes folks, it's just that much fun.
http://www.gamersdepot.com/games/strategy/savage/001.htm

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Subject: Savage RTS/FPS game
Posted by England on Fri, 26 Sep 2003 15:24:49 GMT
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Demolition manEnglandNot out in the UK yet :/

Its not even listed on amazon.co.uk

Edit:

you can buy and download it online o.O

http://orders.igames.com/savage/

Might do that
This can be usefull for you http://www.3dactionplanet.com/savage/

I already bought it, so addictive, i was gonna apply for -WL- but i dont have a mic, so i didnt bother.

Subject: Savage RTS/FPS game
Posted by Ultron10 on Fri, 26 Sep 2003 15:58:19 GMT
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England

I already bought it, so addictive, i was gonna apply for -WL- but i dont have a mic, so i didnt bother.

No problem, you can download TeamSpeak and listen to us. We know that not a great deal of gamers have a mic at the ready, so you can still apply to be in WL, you'll just need to go out and buy a mic not too long after you've joined.

Subject: Savage RTS/FPS game
Posted by Jaspah on Fri, 26 Sep 2003 19:18:58 GMT
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Ultron10England

I already bought it, so addictive, i was gonna apply for -WL- but i dont have a mic, so i didnt bother.

No problem, you can download TeamSpeak and listen to us. We know that not a great deal of gamers have a mic at the ready, so you can still apply to be in WL, you'll just need to go out and buy a mic not too long after you've joined.

Just plug your headphones into the mic port and talk into them.
(No seriously, It works!)