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Subject: AAR starting up: "Neck Deep: The Inside Story of the Failed Liberation of Arulco"

Posted by [BrotherJayne](#) on Tue, 22 Jun 2010 23:58:28 GMT

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<http://www.twcenter.net/forums/showthread.php?t=368401>

Give it a look!

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Subject: Re: AAR starting up: "Neck Deep: The Inside Story of the Failed Liberation of Arulco"

Posted by [Headrock](#) on Wed, 23 Jun 2010 01:24:49 GMT

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JA2 let's plays: Don't get too attached, they tend to end early. Way, way early.

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Subject: Re: AAR starting up: "Neck Deep: The Inside Story of the Failed Liberation of Arulco"

Posted by [Never Darktide](#) on Wed, 23 Jun 2010 03:55:48 GMT

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Maybe that's why he's calling it "the failed liberation".

Vanilla JA2 has been speedrun, I'm sure most of you have seen it. Somebody also did an expert playthrough (look up Little2k on YouTube). The commentary is German, but it's the English version in the game. Many lives lost...

UB was also finished (I will unnecessarily add that it was a German player speaking English, at least I'm pretty sure he's German - look up eiterherz).

And, while we're at it, somebody also finished the German version of the original JA. Hamous's voice is hilarious. Look up Elanarae.

But I've also seen a ton of incomplete LPs, both in screenshots and video...and yeah, Headrock, people usually don't get much farther than Drassen, especially if they're playing with 1.13. I WANT to do a JA2 "fully loaded" playthrough myself, but I don't know if I'll have the time (more likely the recording expertise so as not to get frustrated with it all) to do it. I also want to do a DG playthrough, as I haven't seen any of the campaign covered anywhere on the internet, and people are missing out on Gus's life story, which saddens me. I'm at mission 19 or 20, can't remember, with six decent mercs (Ivan, Ice, Mouse, Grunty, Beth, Smoke, and Sparky for repairs; Fidel quit because I wasn't letting him kill enough stuff), a bunch of rifles, treated spectra shields...it's been interesting going back to the old games after all of the complicated fun of JA2.

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Subject: Re: AAR starting up: "Neck Deep: The Inside Story of the Failed Liberation of Arulco"

Posted by [BrotherJayne](#) on Thu, 24 Jun 2010 19:39:59 GMT

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There are updates

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Subject: Re: AAR starting up: "Neck Deep: The Inside Story of the Failed Liberation of Arulco"

Posted by [BrotherJayne](#) on Fri, 16 Jul 2010 22:44:04 GMT

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Many updates

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Subject: Re: AAR starting up: "Neck Deep: The Inside Story of the Failed Liberation of Arulco"

Posted by [BrotherJayne](#) on Sat, 17 Jul 2010 21:05:32 GMT

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Not over there, yet

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