
Subject: Jagged Alliance Online announced... Thoughts?

Posted by [joezer_m](#) on Wed, 18 Aug 2010 10:56:49 GMT

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Just stumbled on

<http://www.rockpapershotgun.com/2010/08/18/making-the-cut-jagged-alliance-online/> today...

So, JA is making a comeback as an MMO... a browser based MMO...

At least we can expect turn based combat, but the whole concept seems just a bit off somehow...

Thoughts, anyone?

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [Shadow21](#) on Wed, 18 Aug 2010 11:29:44 GMT

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i saw that one coming :sick:

fuck

:yikes: :compsmash: :roulette: :computer2: :rant2:

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [Faithless](#) on Wed, 18 Aug 2010 11:44:35 GMT

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Let the ritual raping of great old titles begin. :help:

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [RyoSaeba](#) on Wed, 18 Aug 2010 13:04:43 GMT

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I'd prefer just to pay the goddamn game and play with a server based system with only my mercs data being registered than having a bloody effin' Korean F2P MMO business model who could do nuthin' but ruining the game.

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [Gorro der Grüne](#) on Wed, 18 Aug 2010 13:19:39 GMT

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Up to now any firm buying JA got bankrupt. Though it's only a matter of time.

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [7h30n](#) on Wed, 18 Aug 2010 13:53:48 GMT

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Bleh ... I don't know what to think. Yes, we know it was coming and we can't stop it.

My line of thought is, it can't get worse! This could only help the Jagged Alliance xD

P.S. I registered there, hope for some beta action to see first hand how will it look like

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [CptMoore](#) on Wed, 18 Aug 2010 16:31:38 GMT

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MMORPG can't be modded. JA online is already dead.

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [Majek](#) on Wed, 18 Aug 2010 18:42:43 GMT

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If the gameplay is sound i won't be able to stay away.

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [cdudau](#) on Wed, 18 Aug 2010 22:38:48 GMT

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Good news.

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [Mauser](#) on Wed, 18 Aug 2010 23:26:51 GMT

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well, as long as this only accompanies the proper JA games to come, i

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [Cagemonkey](#) on Thu, 19 Aug 2010 09:26:55 GMT

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Mauserwell, as long as this only accompanies the proper JA games to come, i

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [Faithless](#) on Thu, 19 Aug 2010 10:49:51 GMT

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Ok, for the people that don't know how F2P MMO's work:

You will have to pay real money for basic things like item storage, repair items, travel, or whatever other stupid crap they can think of.

All that **could** be ok, because it would just be like a monthly subscription like that, but it's not all.

When the game launches the amount of "+x%-advantage-over-normal-players-items" will be fairly limited.

However as time passes, these items will become more and more numerous/powerfull. Because they want people to keep buying new items.

Also there is a good chance that these items will expire after some time (again just to make you buy more).

There are always people that buy **every** item they can to make them as powerfull as possible, even if that means spending hundreds of dollars.

Conclusion: You will soon be playing against people that have anywhere from a 20%-50% bonus over you.

Having played some of these games, I can also tell you that these people are generally rude and will often claim to have "owned" you (it's not their fault, they truly believe this). They're easy enough to ignore and fun/easy to make fun of, though.

That being said, I would like to stress that this is not based on anything JA2 online related, but it is the general F2P MMO trend (that this company also applies).

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [Logisteric](#) on Thu, 19 Aug 2010 10:59:49 GMT

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thanks for pointing that out :gaga: as i don't play that kind of games i didn't know it

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [Sleepyfox](#) on Thu, 19 Aug 2010 14:16:59 GMT

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Gorro der Gr

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [TwwIX](#) on Thu, 19 Aug 2010 16:59:54 GMT

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Awesome! Yay! Maybe we'll get to play it through Facebook too.

Seriously, wtf is this shit?

It's been over a decade. It's pretty much clear that no established developer gives a shit about this series. Just put the damn thing to rest already. I'd rather it remain dead than be reduced to a shitty browser game.

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [Faithless](#) on Thu, 19 Aug 2010 22:48:37 GMT

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Oh make no mistake, there is great future for browser games, especially now that some browsers allow (built in) hardware acceleration.

In the future there may not even be a reason for games NOT to be browser based.

There are already phones that support only browser apps.

But yes... there still is no room for *shitty* games. We can still hope they don't fail miserably, but I fear it's a lost cause.

EDIT:

Ok it seems this is just one of the two JA titles bitcomposer will be releasing.

In that case it's no harm done and only an added extra

link to forum post:

<http://www.ja-galaxy-forum.com/board/ubbthreads.php?ubb=showflat&Number=259940#Post259940>

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [SharkD](#) on Sat, 21 Aug 2010 03:21:08 GMT

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Are there any other online squad tactics games out there? I know that more than a few years ago there was a game called Tactica Online, a fantasy tactics game, in development - but it was canceled!

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [MikeThePro](#) on Sat, 21 Aug 2010 18:34:55 GMT

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Hope this one doesn't screw up. Which is kinda hard, since MMOs would almost certainly ruin the cool JA gameplay by allowing cheaters and/or overpowered bots to play. Pity, actually.

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [joezer_m](#) on Wed, 25 Aug 2010 07:25:12 GMT

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Well, even without cheaters and bots, the whole JA "experience" would be ruined by the need to "farm" money, hunt for specific enemy types if you want a certain kind of weapon, etc. Just imagine the forum topics it might generate:

"Where's a good place to hunt for a lv. 65 mercenary with an M24 +5 with 10x scope and laser sight?"

"Which mob drops titanium plates?"

"What's the best LMG-build for hunting elites?"

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [Mauser](#) on Wed, 25 Aug 2010 11:33:57 GMT

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TwwlXAwesome! Yay! Maybe we'll get to play it through Facebook too.

Seriously, wtf is this shit?

It's been over a decade. It's pretty much clear that no established developer gives a shit about this series. Just put the damn thing to rest already. I'd rather it remain dead than be reduced to a shitty browser game.

you are aware that this browser MMO will be developed ADDITIONALLY to the other two more classical games of the series, of which one will be a JA2 remake?

All Bitcomposer does, is milking the license the aquired for all it

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [MikeThePro](#) on Wed, 25 Aug 2010 12:10:27 GMT

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Hahaha, so true! And so bad in the same time. MMO gameplay screws things up.

Hope it isn't like the MMOFPS too - kill 100 elites with bare hands to save enough cash to buy a 9mm pistol for 3 days.

Kill 300 more and you can buy a scope/laser for it which will improve your aim...granted your gun doesn't expire until then.

And seriously, MMO games have one of the worst characteristics ever-they keep asking for money in many different forms until players get annoyed and stop playing...

Subject: Re: Jagged Alliance Online announced... Thoughts?
Posted by [Cagemonkey](#) on Wed, 25 Aug 2010 12:45:21 GMT
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MikeThePro

And seriously, MMO games have one of the worst characteristics ever-they keep asking for money in many different forms until players get annoyed and stop playing...

A good way to give a franchise a bad name wen people get tired of the bullshit. Besides being ignored and forgotten the JA games have been held in high esteem by those who knew about them. Let's hope it they don't f**k it up beyond repair.

Subject: Re: Jagged Alliance Online announced... Thoughts?
Posted by [lamurt](#) on Wed, 25 Aug 2010 18:41:20 GMT
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CagemonkeyMikeThePro

And seriously, MMO games have one of the worst characteristics ever-they keep asking for money in many different forms until players get annoyed and stop playing...

A good way to give a franchise a bad name wen people get tired of the bullshit. Besides being ignored and forgotten the JA games have been held in high esteem by those who knew about them. Let's hope it they don't f**k it up beyond repair.

even if something like that happens, we'll still have ja2.

unless of course bc goes berserk and issues a c&d and threatens to kick down doors and storm the devs' homes (been there done that, courtesy of atari thank you very much)

Subject: Re: Jagged Alliance Online announced... Thoughts?
Posted by [MikeThePro](#) on Fri, 03 Sep 2010 08:14:54 GMT
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Just to give a heads up. Saw a couple of features about JA online on the JA site.

Quote:# Tactical Turn based Action in 3D isometric graphics with parameterized maps for fresh challenges

Management of mercenary company with extended RPG system

Ok, so far so good.

Quote:Synchronous and asynchronous online PvE, co-op and PvP

Hm, not sure what they mean, but PvE fits JA, co-op may even be fun. PvP should mostly be about good training, gear and luck.After all luck plays a big role in JA(jams and dud grenades have turned battles to 180 degrees many times). And after maxing out all stats and getting the best stuff?

Quote:Build up your own HQ

This sounds interesting. But, I can already imagine some silly stuff like: "Buy a special radar for your HQ, only 50 JA cash", where JA cash is supposedly the game currency which can be obtained with real money. Not gonna be much fun like that.

Quote:

Players can choose to accept campaigns, which are essentially a string of missions on a specific map that need to be resolved within a given time frame.

DG gameplay style. Hope the stuff isn't boring or anything. My experience with MMOs tells me the creators usually lack creativity. Missions like "I dropped my purse a while back in enemy territory, if you bring it to me I'll give you 1000 coins" wouldn't be cool.

Quote:

Players can support other

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [1Samildanach](#) on Sun, 05 Sep 2010 08:08:00 GMT

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MikeTheProQuote:Build up your own HQ

This sounds interesting. But, I can already imagine some silly stuff like: "Buy a special radar for your HQ, only 50 JA cash", where JA cash is supposedly the game currency which can be obtained with real money. Not gonna be much fun like that.

Or it could be "Buy a special fluffy yellow chair for your HQ, only JA\$40!". Or "Paint your HQ fluorescent green, only JA\$60!". We just don't know at this stage :shrug:. Done correctly, the things people buy will have minimal impact (or none at all) on actual gameplay/balance, and simply appeal to people's vanity and suchlike.

From what they've said in those quotes, it they could well be setting it up in such a way that casual players get a casual game (the management bit), and more dedicated gamers can delve deeper into more complex stuff (the tactical combat). But, again, we don't know yet.

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [MikeThePro](#) on Sun, 05 Sep 2010 22:13:08 GMT

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That's true, we'll all see when it's done.

There're some quite good things in the whole concept, but there're also doors for annoyances.

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [Cagemonkey](#) on Fri, 10 Sep 2010 06:43:16 GMT

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1SamildanachOr it could be "Buy a special fluffy yellow chair for your HQ, only JA\$40!". Or "Paint

your HQ fluorescent green, only JA\$60!". We just don't know at this stage :shrug:. Done correctly, the things people buy will have minimal impact (or none at all) on actual gameplay/balance, and simply appeal to people's vanity and suchlike.

Sims Alliance!

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [pad152](#) on Sat, 11 Sep 2010 16:43:53 GMT

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Jagged Alliance Online, why does everyone now days seem to think they can take any standalone game and just turn into a paid online game? Original ideas in PC gaming these day are as rare original idea in network TV shows.

Isn't this the same company that is also doing a standalone version of JA? I only hope they do the stand alone version first, other wise I'm afraid we'll see to many compromises from the on-line version.

Subject: Re: Jagged Alliance Online announced... Thoughts?

Posted by [Mauser](#) on Sat, 11 Sep 2010 17:18:47 GMT

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Quote:Isn't this the same company that is also doing a standalone version of JA?

yup

Quote:I only hope they do the stand alone version first, other wise I'm afraid we'll see to many compromises from the on-line version.

nope, JA Online will most likely be released first, because it takes somewhat less work to do a browser game since you can much easier continue developement and add new content after initial release than with standalone games.

but maybe we should just wait and see what BitComposer comes up with regarding that before we condemn and criticize them, shall we?
maybe they
