
Subject: well...it's a trailer...

Posted by [primetide](#) on Fri, 12 Aug 2011 12:21:18 GMT

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<http://www.youtube.com/watch?v=N2kDnKWx48w>

this is a small budget production- but interested to see what you think of it

Subject: Re: well...it's a trailer...

Posted by [cdudau](#) on Fri, 12 Aug 2011 15:45:05 GMT

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It looks fun.

Subject: Re: well...it's a trailer...

Posted by [primetide](#) on Fri, 12 Aug 2011 18:27:58 GMT

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we actually believe it is

Subject: Re: well...it's a trailer...

Posted by [Peal](#) on Fri, 12 Aug 2011 19:14:53 GMT

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Very good trailer, very cool footage.

Ragdoll, blood, sound effects all together looks like a pretty good production. Guys, i'm proud of you!

Q: Are the exploding barrels and boxes triggers to blast destructible Walls, or is wall destruction with TNT possible on free to choose bombing spots?

Subject: Re: well...it's a trailer...

Posted by [Slax](#) on Fri, 12 Aug 2011 19:38:33 GMT

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Ivan, is, DUKE NUKEM. In Jagged Alliance, ONLINE!
()

Subject: Re: well...it's a trailer...
Posted by [cdudau](#) on Fri, 12 Aug 2011 21:19:31 GMT
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SlaxIvan, is, DUKE NUKEM. In Jagged Alliance, ONLINE!
()

Come Get Some!

Subject: Re: well...it's a trailer...
Posted by [primetide](#) on Sat, 13 Aug 2011 04:51:20 GMT
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PealVery good trailer, very cool footage.

Ragdoll, blood, sound effects all together looks like a pretty good production. Guys, i'm proud of you!

Q: Are the exploding barrels and boxes triggers to blast destructible Walls, or is wall destruction with TNT possible on free to choose bombing spots?

unfortunately they are triggers, though we actually have fully destructible materials, we don't have setting exploding charges yet. it is on the list, however

Subject: Re: well...it's a trailer...
Posted by [Megabit](#) on Sat, 13 Aug 2011 08:48:51 GMT
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Trailer looks much bether than JA:BiA

Subject: Re: well...it's a trailer...
Posted by [1Samildanach](#) on Sat, 13 Aug 2011 09:56:30 GMT
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You've given me a dose of happy. Thank you, and keep up the good work .

Subject: Re: well...it's a trailer...
Posted by [amoult](#) on Sat, 13 Aug 2011 15:22:37 GMT
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Looks good. How soon is 'coming soon'?

Subject: Re: well...it's a trailer...

Posted by [primetide](#) on Sat, 13 Aug 2011 18:42:03 GMT

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before JA:BIA

Subject: Re: well...it's a trailer...

Posted by [Dass](#) on Sun, 14 Aug 2011 13:45:30 GMT

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its looks awesome! can

Subject: Re: well...it's a trailer...

Posted by [Marlboro Man](#) on Sun, 14 Aug 2011 15:30:43 GMT

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It does look promising, I'll give them that much.

Subject: Re: well...it's a trailer...

Posted by [primetide](#) on Sun, 14 Aug 2011 17:37:45 GMT

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well, the best praise is the one hard earned, so let's hope we can actually make the promise become real

Subject: Re: well...it's a trailer...

Posted by [MikeThePro](#) on Tue, 16 Aug 2011 18:56:43 GMT

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For a small budget work it's quite well.

Guess with enough cash you'd make the Game of the Year edition or something.

Ivan's voice is quite close to the original. Shadow's one is similar too.

And yup, surprised one can run such graphics on a browser based mmo. Seen many so far and they look like...well, crap. Not to mention the gameplay's even worse.

This one got the JA gameplay, the oldschool mercs and is in a modern setting.

Can't wait for it to come out.

Subject: Re: well...it's a trailer...
Posted by [Peal](#) on Tue, 16 Aug 2011 20:47:34 GMT
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ahhh, such good times ahead, even winter is coming

Subject: Re: well...it's a trailer...
Posted by [goliath](#) on Sat, 20 Aug 2011 16:08:47 GMT
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O.O

this looks like the best attempt at creating a JA game since JA2 !

It really looks like you know what it's about!

YEAH!

Only: Why don't you make it as a singleplayer campaign, with full story and quests and big map and lots of npcs n stuff?

This would be so cool...

PS.: What about blood on the ground and bleeding? what about chopping of heads?

PPS.: <http://www.youtube.com/watch?v=YtbiUxoUzZU>

PPPS.: great that you are actually active in the community!

Subject: Re: well...it's a trailer...
Posted by [apl1985](#) on Sun, 21 Aug 2011 10:34:33 GMT
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goliath

Only: Why don't you make it as a singleplayer campaign, with full story and quests and big map and lots of npcs n stuff?

Like I said, these guys should make Jagged Alliance 3 and not those other clowns!

@primetide, is that the same guy voicing Ivan that also did it in JA2?

Subject: Re: well...it's a trailer...

Posted by [1Samildanach](#) on Sun, 21 Aug 2011 11:04:31 GMT

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goliathOnly: Why don't you make it as a singleplayer campaign, with full story and quests and big map and lots of npcs n stuff?

Because gamigo has only been contracted to do a browser based MMORPG :shrug:.

Subject: Re: well...it's a trailer...

Posted by [primetide](#) on Mon, 22 Aug 2011 08:32:22 GMT

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apl1985goliath

Only: Why don't you make it as a singleplayer campaign, with full story and quests and big map and lots of npcs n stuff?

Like I said, these guys should make Jagged Alliance 3 and not those other clowns!

@primetide, is that the same guy voicing Ivan that also did it in JA2?

nah, the original guy we could not track down, but we voice casted a lot of people to get it right. This one is actually a Russian film star (at least in Russia, we are told).

Subject: Re: well...it's a trailer...

Posted by [cdudau](#) on Mon, 22 Aug 2011 09:28:04 GMT

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primetideThis one is actually a Russian film star (at least in Russia, we are told).

Thug #2
