
Subject: JAO Beta
Posted by [Peal](#) on Thu, 20 Oct 2011 12:05:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

:newstuff:

you can register now for the JAO Beta with an gamigo account.

Just register or dig up your gamigo account at <http://jaggedalliance.gamigo.com/>

Beta starts probably in early December! (Not sure)

Subject: Re: JAO Beta
Posted by [cdudau](#) on Thu, 20 Oct 2011 16:15:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

No thanks,

Just release regular beta.

Subject: Re: JAO Beta
Posted by [DepressivesBrot](#) on Thu, 20 Oct 2011 17:15:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Signed up, had a G-Account anyway. Now lets see what happens. *waits patiently*

Subject: Re: JAO Beta
Posted by [Shadow21](#) on Thu, 20 Oct 2011 23:46:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

taoNo thanks,

Just release regular beta.

if you want to play it anytime down the road you will have to register anyway since gamigo is the distribution platform of JAO so you might aswell get it over with

Subject: Re: JAO Beta
Posted by [Toneone](#) on Fri, 21 Oct 2011 15:24:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

What is this Gamigo thing, and does it want my money?

Subject: Re: JAO Beta
Posted by [DepressivesBrot](#) on Fri, 21 Oct 2011 15:33:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's one of the bigger publishers for F2P MMOs out there, and no, you don't need to give them any financial data.

Subject: Re: JAO Beta
Posted by [Toneone](#) on Fri, 21 Oct 2011 15:50:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks Depri!
Signing up right now.

Edit: Done, hope i get to play the Beta.

Subject: Re: JAO Beta
Posted by [MikeThePro](#) on Sat, 22 Oct 2011 22:20:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Already signed up and waiting for the beta...
I really hope it comes out sooner than anticipated(which is early Dec)though. Game looks good and by the time it comes out I'll have my hands full of work...most likely.

Subject: Re: JAO Beta
Posted by [fumina](#) on Sat, 29 Oct 2011 17:56:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm ready for action!! ;P

Subject: Re: JAO Beta
Posted by [primetide](#) on Thu, 17 Nov 2011 11:47:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Closed Beta starts today!...so excited

Subject: Re: JAO Beta
Posted by [Peal](#) on Thu, 17 Nov 2011 12:27:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yay yay yay, checking e-mails every 5 minutes ;D

Subject: Re: JAO Beta
Posted by [cdudau](#) on Thu, 17 Nov 2011 15:34:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

I got this message:

Great! You're done. You'll get an e-mail with a download link if you're one of the lucky few to be selected for closed beta testing!

Subject: Re: JAO Beta
Posted by [Toneone](#) on Thu, 17 Nov 2011 16:43:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Say what?!
No email for me as of now...i really want one!

@primetide
is there a definite point as to when the mails will go out?
As far as timezones are concerned.

Subject: Re: JAO Beta
Posted by [Peal](#) on Thu, 17 Nov 2011 16:57:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

@Hazmat

tao got one because he signed in today for the very first time, we all got this mail by "registering" for the beta.

I guess we have to be patient, until they send invite e-mails.

Subject: Re: JAO Beta
Posted by [cdudau](#) on Thu, 17 Nov 2011 17:01:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

primetide, give us some insider information man.

Subject: Re: JAO Beta

Posted by [Peal](#) on Thu, 17 Nov 2011 17:06:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

yeah would be good to know, if invites starts today or in 2 weeks, I've got a real-life to plan man

edit

primetide: sorry guys we made the last minute decision to actually make the gameplay completely in realtime with a sexy smart and uber intelligent pause mode, so Beta will be delayed into next year. *kiss kiss

Subject: Re: JAO Beta

Posted by [Toneone](#) on Thu, 17 Nov 2011 18:24:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:primetide: sorry guys we made the last minute decision to actually make the gameplay completely in realtime with a sexy smart and uber intelligent pause mode, so Beta will be delayed into next year. *kiss kiss

Stop toying with my feelings!

Subject: Re: JAO Beta

Posted by [cdudau](#) on Thu, 17 Nov 2011 18:34:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yup, this is bullshit.

Subject: Re: JAO Beta

Posted by [cdudau](#) on Thu, 17 Nov 2011 20:56:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

EAT SHIT!

Subject: Re: JAO Beta

Posted by [DepressivesBrot](#) on Thu, 17 Nov 2011 20:59:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

My, are we in a bad mood today ... :compcuppa:

Subject: Re: JAO Beta

Posted by [cdudau](#) on Thu, 17 Nov 2011 21:30:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

No, I just think it is f'd up that they have to lie to you so that you sign up.

Subject: Re: JAO Beta

Posted by [DepressivesBrot](#) on Thu, 17 Nov 2011 21:34:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

That's software development. And we're talking about Closed Beta testing here, not release or even Open Beta. There's around one million things that can go wrong at the last minute. :shrug:

Subject: Re: JAO Beta

Posted by [MikeThePro](#) on Thu, 17 Nov 2011 23:15:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well I've had my registration for a while now and am waiting. Hope things start happening. Good luck to all the other guys who are as eager to get in as I am.

EDIT:Do I gotta register again? The JAO game site doesn't let me log in with the gamigo account at this moment.

Subject: Re: JAO Beta

Posted by [Toneone](#) on Thu, 17 Nov 2011 23:51:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wtf is wrong with you Tao?

Didnt you get that the quote was a joke, pretty obvious to me.

edit:looking at the forum now. There is a poster making a guide thread for the beta in which he explains the GUI and what buttons do what, etc. With small screenshots for members. Does not seem like he is a staff member.

german words

Subject: Re: JAO Beta
Posted by [raecer](#) on Fri, 18 Nov 2011 11:50:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

I got an email today. Just tried it. Found it a bit awkward but i only played for a few minutes.
I'll keep trying after posting this Email arrived 2 hours ago.

Quote:Hello raecer!

You signed up for Jagged Alliance Online with your gamigo account raecer.

Your account was just activated - you're all set to start playing!

Your username in the game is raecer.
You can start playing Jagged Alliance Online right away by visiting
<http://play.jaggedalliance.gamigo.com> - no need to download anything!

Thanks,
The gamigo team

<https://en.gamigo.com/>
<http://www.youtube.com/gamigogames/>
<https://www.facebook.com/gamigo.games/>

Subject: Re: JAO Beta
Posted by [Shadow21](#) on Fri, 18 Nov 2011 12:17:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

the fuck why didnt i get an invitation im jealous right now

Subject: Re: JAO Beta
Posted by [Peal](#) on Fri, 18 Nov 2011 12:17:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

they throwing keys randomly out now, kind of disappointing. Thought you would get it first, if you signed in one year ago and in 5 different forums :geek:
But now, random dude on Facebook telling me in an PM how awesome the game is ... just to tease me ... torture .. gosh damn it! :rant2:

Subject: Re: JAO Beta
Posted by [DepressivesBrot](#) on Fri, 18 Nov 2011 12:22:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

The F***? I'm a bit fretted right now. Seeing as the confirmation from nearly a month ago clearly says:

Quote:You'll be among the first to play the game as soon as the beta test phase begins.

Scratch that, just got mail

Subject: Re: JAO Beta

Posted by [raecer](#) on Fri, 18 Nov 2011 12:34:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've yet to finish a mission. First i tried it with my own merc only. He died fairly fast

Then i hired Ira and Dimitri. Killed a few enemies (there are many!) and realized i had run out of ammo. This must be my 4th restart or something. Havent figured out how to turn and look without moving around.

Enemies always show as "Strong" it seems, even if injured. Headshots seem to instantly kill enemies (often atleast). Shots to the torso seem underpowered atm There are some popup-like notifications on when you hurt enemies in a special way. Dont know how it affects them or even if it does.

Remember to bring ammo people Couldn't seem to pick up ammo or weapons. Also, wasnt able to melee them

Ira seems to be quite good. Dimitri... Not so much. He's mostly following Ira around. I guess its because im mostly using ranged combat. She carries a rifle and his assault rifle cant reach very far.

Also, he's a slowpoke. Cant run very far.

Started using a bunch of pillows...

Hell hath no fury mapseries:

update: First mission accomplished! 14 enemies... Damn biker gang

Second mission accomplished. Dont stand too close to the car though

Third mission accomplished. Didnt really see the "trailer" though...

fourth mission accomplished. My dude is starting to get really dangerous with those pistol headshots

Subject: Re: JAO Beta

Posted by [amoult](#) on Fri, 18 Nov 2011 12:40:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

Registered ages ago. Beta key.. please?

Subject: Re: JAO Beta
Posted by [Shadow21](#) on Fri, 18 Nov 2011 12:49:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol now i got an invitation too

Subject: Re: JAO Beta
Posted by [DepressivesBrot](#) on Fri, 18 Nov 2011 13:03:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Havent figured out how to turn and look without moving around.Right clicking somewhere in the map toggles walking-running-looking

Subject: Re: JAO Beta
Posted by [Toneone](#) on Fri, 18 Nov 2011 13:22:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

No invite for me so far

And i regged pretty much on the day Peal posted the link, or a day later.
Still hoping i

Subject: Re: JAO Beta
Posted by [DepressivesBrot](#) on Fri, 18 Nov 2011 14:26:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

raecerIra seems to be quite good. Dimitri... Not so much. He's mostly following Ira around. I guess its because im mostly using ranged combat. She carries a rifle and his assault rifle cant reach very far.

Also, he's a slowpoke. Cant run very far.

Started using a bunch of pillows...

update: First mission accomplished! 14 enemies... Damn biker gang
Second mission accomplished. Dont stand too close to the car though
Third mission accomplished. Didnt really see the "trailer" though...The AK is nice for close combat though, but yes, Ira is a veritable angle of death. Dimi even lacks the dexterity to wear a wool cap. Gonna test him with a Bren gun now.

PS: I'm glad they decided for real guns, I was a bit worried when I saw that first screen with some fantasy AR15 lookalike months ago.

EDIT:

Yo raecer, did you get those 'resources' after any of the missions that show them as a reward

when you accept them? I'm always just getting random stuff afterwards.
I'd write in their forum, but it seems I don't have security clearance yet (registered yesterday)

Subject: Re: JAO Beta
Posted by [Peal](#) on Fri, 18 Nov 2011 16:24:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Man i had a huge brain fart, i played the first 3 Missions without right clicking for more "aim points"
... lol

*still testing

Subject: Re: JAO Beta
Posted by [raecer](#) on Fri, 18 Nov 2011 16:54:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

DepressivesBrot

EDIT:

Yo raecer, did you get those 'resources' after any of the missions that show them as a reward when you accept them? I'm always just getting random stuff afterwards.
I'd write in their forum, but it seems I don't have security clearance yet (registered yesterday)

I was wondering about that myself. I thought i saw the machine oil i needed to upgrade workshop to level 2 but then i didn't recieve it after completeing the mission. So thats a big no

Subject: Re: JAO Beta
Posted by [DepressivesBrot](#) on Fri, 18 Nov 2011 16:56:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good, I'm not the only one then.
Btw, you can buy that stuff with gold.

Subject: Re: JAO Beta
Posted by [cdudau](#) on Fri, 18 Nov 2011 17:11:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

From what I understand, gold is only available after a *Donation?

Subject: Re: JAO Beta
Posted by [DepressivesBrot](#) on Fri, 18 Nov 2011 17:15:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

In general, yes.

You get 250 for testing purposes though. I don't know if it's a one-off or a regular payment (we got 250G daily during World of Tanks beta)

Subject: Re: JAO Beta

Posted by [cdudau](#) on Fri, 18 Nov 2011 17:21:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

Is progress attainable without *Donations?

Subject: Re: JAO Beta

Posted by [Toneone](#) on Fri, 18 Nov 2011 17:22:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Just as a heads up, a staff member posted on their forum that they will unlock players for the closed beta in the order they have registered.

So if you came late to the party the chances are slim, i would assume.

Seeing as how i regged one day after Depri, and he got his key today, i have hopes for the weekend.

Subject: Re: JAO Beta

Posted by [DepressivesBrot](#) on Fri, 18 Nov 2011 17:24:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

taols progress attainable without *Donations?Primetide said yes. We'll have to see if they stand by it.

Subject: Re: JAO Beta

Posted by [MikeThePro](#) on Fri, 18 Nov 2011 19:03:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

HazmatJust as a heads up, a staff member posted on their forum that they will unlock players for the closed beta in the order they have registered.

So if you came late to the party the chances are slim, i would assume.

Seeing as how i regged one day after Depri, and he got his key today, i have hopes for the weekend.

Heck, that leaves me a day and something after you then...Which means more waiting, dang.

Subject: Re: JAO Beta

Posted by [Stromb](#) on Fri, 18 Nov 2011 23:51:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Tried it too this evening, played one mission, with 2 guys (my merc and Dimitri), against the (many indeed) bikers. Nearly got killed with both, but i made it finally. Now they're resting ... and healing

It's still an early beta, there's some annoying glitches, and plenty of little things not "finished". But all in all it works well (though i'm a bit skeptical about the AI), and it's better than what i was expecting. Graphics are nice by the way.

Subject: Re: JAO Beta

Posted by [primetide](#) on Mon, 21 Nov 2011 10:40:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

Regarding registry - if you let me know your email I can bump you up the cue. we are inviting (literally) thousands of people, but not all at once -CB is going to run for a while still.

regarding bugs and balancing - it is a REAL Closed beta. We are actually using it to fix things and get a hang of balancing, so there will be a lot of annoying bugs. I am actually happy we did not crash servers at all...

Subject: Re: JAO Beta

Posted by [BirdFlu](#) on Wed, 23 Nov 2011 00:17:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

I don't want to repost what i've written on the beta forum, so i will just link it.

Subject: Re: JAO Beta

Posted by [Toneone](#) on Thu, 24 Nov 2011 16:45:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes!

I got my key

But guess what?

A lot of stuff has me bogged down at least till sunday...

I

Subject: Re: JAO Beta

Posted by [cdudau](#) on Thu, 24 Nov 2011 23:46:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Going to school now, will allow you to play video games later.

Subject: Re: JAO Beta

Posted by [Toneone](#) on Fri, 25 Nov 2011 12:12:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well i already went to school, so im covered on that front.

Also there was a joke in my post Tao, its just a thing i do you see.

In other news, i was able to steal an hour of my usual nap time and played the game a bit.

I can definitely say that the game is fun. Still rough, like you would a CB expect to be, but fun.

The style may not be everyones cup of tea, due to the browser game mechanics but the pure combat is quick and promising so far.

One thing i always missed in JA was a kind of "quick battle" game mode.

Just a map with some mercs and some combat, not a whole campaign or whatever, like multiplayer but without the hassle.

JAO fills that role nicely, imho.

And for those who still wait for a key, dont fret.

Youll probably will be playing a patched version along the line without some of the more nasty quirks the game has atm.

regards

Subject: Re: JAO Beta

Posted by [primetide](#) on Fri, 25 Nov 2011 20:40:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

we expect a patch including interrupt, tutorial, balancing patches and more intelligent AI as well as hearing AI mid next week

Subject: Re: JAO Beta

Posted by [Toneone](#) on Sat, 26 Nov 2011 01:06:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks for the heads up!

I've played one of the beginner contracts so far, and one thing I took notice of was the not so clever AI.

You already said that you will use different models for each enemy group and that some will be lunatics, or dumb.

But I had several instances where the AI just bunched up in the same cover spot and got shot down like ducks.

Rushing me could have turned the tide.

I

Subject: Re: JAO Beta

Posted by [MikeThePro](#) on Sun, 27 Nov 2011 04:25:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hazmat

The style may not be everyone's cup of tea, due to the browser game mechanics but the pure combat is quick and promising so far.

One thing I always missed in JA was a kind of "quick battle" game mode.

Just a map with some mercs and some combat, not a whole campaign or whatever, like multiplayer but without the hassle.

JAO fills that role nicely, imho.

And for those who still wait for a key, don't fret.

You'll probably will be playing a patched version along the line without some of the more nasty quirks the game has atm.

Totally agree about that.

Sometimes in JA2 I wished I could just go assault sectors and stop bothering with troop invasions in certain cities.

JAO offers my kind of gameplay-infiltration and assault while you still preserve your HQ base and management role in there.

Also support the idea that people who join later will just get a more polished version and not go through some vital bugs and all that. Still wish them good luck joining ASAP though.

Subject: Re: JAO Beta

Posted by [primetide](#) on Mon, 28 Nov 2011 10:00:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

yes, main merc bug and upgrades are fixed, interrupt is in and we also have a tutorial of sorts...will be going live later this week after some more testing

Subject: Re: JAO Beta
Posted by [Toneone](#) on Mon, 28 Nov 2011 21:32:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thx for the info primetide!

Looking forward to the new patch, and ive read you will reset all accounts once its out.
I would like that very much, seeing as how quickly i burned through my gold&fuel.
Mostly due to the repair/healing system, as other user stated already.

regards

Subject: Re: JAO Beta
Posted by [cdudau](#) on Mon, 28 Nov 2011 21:37:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Still waiting to play...

Subject: Re: JAO Beta
Posted by [Peal](#) on Tue, 29 Nov 2011 01:56:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

taoNo thanks, Just release regular beta.
taoStill waiting to play...

:cheers:

Subject: Re: JAO Beta
Posted by [Slax](#) on Tue, 29 Nov 2011 13:15:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Damn it, can't believe I missed this.
Better put on my best suit (t-shirt, slippers, loose fitting underwear) and send in my application.

Wha-aaat?! Can't believe someone already nabbed the name 'Slax'. Who'd commit such a heinous crime?

Subject: Re: JAO Beta
Posted by [primetide](#) on Fri, 02 Dec 2011 10:05:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

regarding account names- it appears gamigo erroneously reports names as being taken

sometimes.

update: postponed to early next week - we had a nasty Ai bug to fix.

But at least we added new gold and cash to everyone's account, so you can continue to play (until you run into our reputation bug around level 17 that is).

@ Tao - did I get your mail adress so I can bump you up?

Subject: Re: JAO Beta

Posted by [cdudau](#) on Fri, 02 Dec 2011 13:50:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

I sent you a private message.

Subject: Re: JAO Beta

Posted by [primetide](#) on Sat, 03 Dec 2011 21:15:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

received- you have been bumped up and should get an invite early next week

Subject: Re: JAO Beta

Posted by [cdudau](#) on Mon, 05 Dec 2011 22:26:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

It runs very very slowly and jerky on my equipment. It is almost unbearable.

Subject: Re: JAO Beta

Posted by [DepressivesBrot](#) on Mon, 05 Dec 2011 22:31:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

That's (probably) not your equipment.

Subject: Re: JAO Beta

Posted by [cdudau](#) on Mon, 05 Dec 2011 22:59:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

It is supposed to be like that?

Subject: Re: JAO Beta

Posted by [DepressivesBrot](#) on Mon, 05 Dec 2011 23:03:37 GMT

No, but I and many others on the jao board get these delays as well.

Subject: Re: JAO Beta

Posted by [primetide](#) on Tue, 06 Dec 2011 09:18:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

there is optimization missing still and the AI server is sometimes a bottleneck. you can turn down quality by pressing 9 to reduce graphics and 8 for fullscreen (strangely that also helps a bit, due to less mem swapping)

Subject: Re: JAO Beta

Posted by [Toneone](#) on Thu, 08 Dec 2011 00:14:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Just a heads up for you folks.

After the new patch there seems to be some problems with some browsers.

I could log in with FireFox but had no problems with Internet Explorer.

The new patch really brought the game another step forward.

With a neat tutorial and some new styling and features the game takes on a more sophisticated shape.

I played the tutorial contract today and i like what they have done so far. Theres even little goals per mission(finish in x turns, use only x shots, etc.) and you get medals based on these which in turn gives more xp,cahs payout.

I like it, gives you a good reason to play with your head.

The shop, and what stuff is available per player level has been revamped and feels better. Not right, but way better then before. And you can finally sell of your Junk.

Oh, and there are some more familiar faces in the tutorial and in your base.

Guess who manages my base stash?

If you have a key, jump in and see for yourself!

@Tao&Depri

That sucks guys.

I had no delays or problems so far on my end.

The game takes some time to load but after that its fluid.

Im guessing a lot of opti has to be done to take all the different user system into account.

Subject: Re: JAO Beta

Posted by [DepressivesBrot](#) on Thu, 08 Dec 2011 15:33:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

It's not that bad. First, it's not constant and second, minor delays have no actual gameplay impact in a turn system.

Subject: Re: JAO Beta
Posted by [cdudau](#) on Thu, 08 Dec 2011 15:48:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Having a problem with loading the game. The loading bar finishes and sound loads up. That's it. To hell with it. It wasn't that great anyways. Good try 'fellas.

Subject: Re: JAO Beta
Posted by [DepressivesBrot](#) on Thu, 08 Dec 2011 15:57:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Your call. What the f*** did you expect from Closed Beta though? A polished and 100% bug free product?

Sry, but that had to be said.

Subject: Re: JAO Beta
Posted by [Luppolo](#) on Thu, 08 Dec 2011 16:19:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

well at least i'd expect something that boots up

not to mention lately in gaming the only difference between betas and finished product is the cd case

Subject: Re: JAO Beta
Posted by [Sam Hotte](#) on Thu, 08 Dec 2011 16:34:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Maybe my understanding of being beta tester might be wrong, but i'd assume that a tester stumbling across major trouble like "the game is not starting" would contact developers and report the trouble including his given hard- and software system including type and location of internet connection (it's an online game, still) to aid in a solution to this.

Subject: Re: JAO Beta
Posted by [DepressivesBrot](#) on Thu, 08 Dec 2011 16:37:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

It has been reported in the official forum and primetide said they are on it.

Subject: Re: JAO Beta
Posted by [cdudau](#) on Thu, 08 Dec 2011 16:49:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

@Db
Like Luppolo said.
and
This game sucks.

I don't expect anything from it. I don't care if they fix it or not.

Subject: Re: JAO Beta
Posted by [Toneone](#) on Thu, 08 Dec 2011 17:31:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Your call Tao.

As for the rest, try a different browser.
After the patch, Firefox has problems but internet explorer works fine. Other browsers might work too.

Subject: Re: JAO Beta
Posted by [cdudau](#) on Thu, 08 Dec 2011 17:33:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: JAO Beta
Posted by [primetide](#) on Thu, 08 Dec 2011 23:09:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

We have issues with some browsers and emptying the cache- actually no, Unity has issues with it we weren't aware of in conjunction with emptying the cache. We are fixing that as I type.
The easiest way not to have issues is use ANY browser you didn't use with the game before or IE if you played it in your browser. On Chrome it can be helped by emptying the cache sometimes.

@ Tao - sorry that you feel that way, your call obviously. But I think we have gone out of our way to provide you guys with closed beta access, so you could feedback. "Wasn't great" is some feedback, but not exactly the level of detail we had hoped for.

@ Lupollo- this is why we have a closed beta - the game isn't fit for release- nor are we saying it is.

Subject: Re: JAO Beta
Posted by [cdudau](#) on Thu, 08 Dec 2011 23:19:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have no cache in my browser....ever.

I can't provide feedback if I can't play the game.

What I did play seemed kind of pointless.

Subject: Re: JAO Beta
Posted by [1Samildanach](#) on Fri, 09 Dec 2011 22:47:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Luppolo, tao, and whoever else it may concern: As other's have said, this is a beta. That means bugs need fixing, game mechanics may need changing, and some content is still being added. Since it's an actual, proper testing beta -unlike games such as Battlefied 3, where you simply got access to a relatively old build- which means it's purpose is for users to find bugs and other issues so that they can be fixed before the launch.

If the game is unplayable for some reason, that's a problem that needs to be fixed. If gameplay is boring, that's a problem that needs to be fixed. If it takes too long for you to get interested in it, that's a problem that needs to be fixed... and when you come across something that needs to be fixed, the devs want to hear about it so they can actually fix it.

Because JAO is going to be free-to-play, it's very important that it draws you in within the first mission or so, because the lack of investment means there is little compulsion for the average person (no particular love of JA games) to keep playing until they reach the point where it gets really interesting.

The free-to-play model also means that they need to keep people interested for as long as possible; the more time someone puts into something, the more likely they are to shell out money. And if people play for a day and move on, few of them are going to give Gamigo money but all of them are going to cost money (server costs, etc.).

As a result of all this, primetide and co. benefit greatly from testers telling them what is not liked, what is liked, and what would be liked. They need to make something people actually enjoy, otherwise they're simply not going to make money. Its a mutually beneficial process .

Subject: Re: JAO Beta

Posted by [Peal](#) on Sat, 10 Dec 2011 06:11:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

and it's kind of ridicules, they are answering like almost every thread. I was considering to post some old poem of mine, which nobody would probably read on his free time. Just to know for sure, someone read them...

Excellent :snake:

Subject: Re: JAO Beta

Posted by [primetide](#) on Sun, 11 Dec 2011 16:42:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

taol have no cache in my browser....ever.

I can't provide feedback if I can't play the game.

What I did play seemed kind of pointless.

your browser may not cache stuff, Unity cache does...anyway, as mentioned, we are not going to try to talk anyone into playing who isn't interested and we aren't going to be able to please everybody. I only think that by virtue of us investing a high amount of work and time into talking to our users we could hope for something reciprocal.

If it is pointless for you it would interest us what you mean - lack of story? the action gameplay? the meta gameplay?

Subject: Re: JAO Beta

Posted by [cdudau](#) on Mon, 12 Dec 2011 00:46:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

It seems like it is another game with voice, text, and familiar story carted over. It seems like a Jagged Alliance mod of a totally different unrelated game. (Kind of like the Russian Fallout mod for Jagged Alliance 2).

Sometimes things just don't feel right.

It also seems that this game offers no rewards, just increased problems. It is too materialistic. In JA2, we get a sense that we are controlling a full fledged team, a unit if you will. We apply tactics and strategy towards our goals. Seeing our actions succeed is a very nice reward in itself. We

could defend and attack. We could train civilians or rough them up. We also had the materialistic aspect.

Your game, when started seems like we are always wishing that we are further ahead in our progress so that we can buy all the fancy stuff. This detracts us from the present and thus reduces the immersion level.

Have you played Jagged Alliance 2 online?

That's how I personally like it. Of course it does need some tweaking here and there with regards to item selection, mercenary selection, ping, and some other things that I would like to see implemented, but out of sheer laziness do not feel like adding at this moment.

Ever play Total Influence?

That game, if your game is successful, is what your game will look like in regards to the equation and/or ratio of skill to the outcome of a match. The players who spend credit from their chosen bank account will vastly be superior to new players. This is assuming that you still intend on having player versus player capability. Are you going to still include that before mentioned feature?

My second initial play was mediocre. I just did not see any complexity. In the game, you run, walk, crouch, look, stand and shoot, crouch and shoot. All shooting accuracy and damage is based on a simple mathematical formula. Cover is useless because the artificial intelligence just tries to close the gap between him and you. Also, the movement is not sufficient. It is very frustrating.

The speed absolutely has to be addressed. this includes load times.

I did not have a real motivation to play the game. I thought: hire, buy, equip, go to pre determined destinations, kill enemies and/or collect item of importance (disarm bomb, rescue hostage, et cetera) receive money, upgrade, buy, equip, and on and on and on.....

It plays like a 16 bit console game. It could have been something designed for flash.

The voices do not fit some circumstances and events. They subtract from the experience in my opinion because it does not feel like Jagged Alliance and then I hear the 3rd male voice from I.M.P. Maybe you could have made a rip off instead? Ragged Affiliation Online

I understand that this is a low risk investment with the "potential" to yield some quality returns. Also, making some sort of commission because of the information selling of users factor.

This game feels kind of hopeless in regard that no matter what you have, it just isn't enough. If I wanted to do that I would not even play a game or two. I would just stay here in reality and subordinate myself to the criticisms of others pertaining to social status. I would just get caught up in the rat race of these so called "dreams". I would just be a "consumer". i would be nothing more than a degrading term of lexicon called a "consumer".

jagged Alliance 2 was a game about hope. We went into a country initially to get paid and murder some troops, but as the game progressed, something happened. We started feeling for these Arulcans. We weren't just in it for the dough anymore. We were in it to free the country from the evil, from the greed, from the imorality. If you need a check of that just go ahead and check out the end credit voice files for each and every mercenary in the game. JA2 was about life. It was about peace. This is of course opposed to the lifeless materialistic nature of JAO. As of right now, when I imagine myself playing JAO, I see myself as a zombie walking around a shopping mall looking at all the shit I can't afford.

In all reality, life gave us a lemon and you painted it Jagged Alliance 2 Gold.

Be sure to respond back brother.

Subject: Re: JAO Beta

Posted by [1Samildanach](#) on Mon, 12 Dec 2011 08:21:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

tao--trimmed--

Also, making some sort of comission because of the information selling of users factor.

You might like to know that this is not the case, as far as I can tell from reading gamigo's privacy policy. To quote:

"Personal data relating to our partners [users] will only be disclosed to third parties with the express consent of the partner concerned."

Subject: Re: JAO Beta

Posted by [cdudau](#) on Mon, 12 Dec 2011 13:48:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

The quote that you posted means, "It happens if the user agrees".

Also, if you run firefox, get an add on called Ghostery. You will be able to see all of the sites that collect information that way as well.

Edit:

I just got done reading through their privacy policy. Did you even read it?????????

Subject: Re: JAO Beta

Posted by [Slax](#) on Mon, 12 Dec 2011 16:38:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

What game isn't a get-rich-quick scheme these days? It's simply becoming the norm.

Spokespeople get hired to fool anyone and everyone into thinking you're buying quality, well

thought out masterpieces each and every time. (Grumble grumble grumble...)
Come on, Cthulhu. We need a reboot. :et5: :ewok: :et5:

Long live 1.13, y'all.

Subject: Re: JAO Beta
Posted by [cdudau](#) on Mon, 12 Dec 2011 16:41:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

SlaxWhat game isn't a get-rich-quick scheme these days?

Minecraft

...and in the end it still made millions.

Subject: Re: JAO Beta
Posted by [Slax](#) on Mon, 12 Dec 2011 16:46:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

The natural spread of things. People like something and spread the joy. No advertisement required.

Not my cup of tea though (which makes me a bit sad).

Subject: Re: JAO Beta
Posted by [1Samildanach](#) on Tue, 13 Dec 2011 00:46:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

taoThe quote that you posted means, "It happens if the user agrees".

Also, if you run firefox, get an add on called Ghostery. You will be able to see all of the sites that collect information that way as well.

If the user expressly agrees. I have been using Ghostery for ages, along with a bunch of other stuff. The only things I can see are Google Analytics, which is widely used for gathering statistics about site usage (even The Bear's Pit has it), and Google +1 (which is simply social integration, as you often see around the web).

Admittedly, this is not from the pages where games are actually played (Unity doesn't support Linux [yet?]), but I don't see much point in putting it on a page dominated by a plugin (and therefore relatively untrackable).

taoI just got done reading through their privacy policy. Did you even read it?????????
I did read it. 'Bout the only thing that I see as being of concern is:

"This shall not include the disclosure of the data to service partners of gamigo AG and especially, in the case of "social games" the disclosure of data to the corresponding platform, if and in as far as this is required to fulfil our contractual duties to our partners."

But even that sounds like they're simply covering the data sharing that's necessary for an online game, since you have to send stuff between servers, and other clients if it's a multiplayer game. The way I'm reading it, "as far as this is required to fulfil our contractual duties to our partners", translates to, "as far as this is required to give you the game we've said we would".

Also, "gamigo AG will in particular not disclose your data to third parties for the purposes of advertising external offerings" supports that interpretation.

Subject: Re: JAO Beta
Posted by [cdudau](#) on Tue, 13 Dec 2011 01:55:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

well, read it again.

You obviously missed a few sections.

Subject: Re: JAO Beta
Posted by [usrbid](#) on Tue, 13 Dec 2011 04:14:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

How about you help the grasshopper and post some sections you are concerned about Tao?

It is possible that two people read the same and come to different conclusions, posting the sections (if that is possible) will help everyone to figure out what your concerns are.

Subject: Re: JAO Beta
Posted by [Peal](#) on Tue, 13 Dec 2011 04:49:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

taoThis game feels kind of hopeless in regard that no matter what you have, it just isn't enough.

Tao i agree to a lot of your points, but comparing JAO with JA2 is difficult, as you mentioned JAO will never be like JA2.

Yes Cliffhanger Productions aren't blessed with a huge budget, but what would you do, if you actually have to pay 20 ppl in your Company each month. This isn't xenonauts were Chris can hire some freelancer per an hour if needed. So their approach is kind of what you get in such a situation.

They aren't stupid, actually i have a lot of respect for Primetide cause i watched many interviews

with him in german. He seems to be a guy with the heart and humor on the right spot but also with the ability to realize a project in teamwork due to a strong hand.

In Business, such ppl are rare like married Hatchfond Managers. Thats almost 80% why i support them so hard. They are honest, skilled and they believe in us. For what better conditions could we ask? Seriously think about it and especially think about the monkeys at bitCompser.

That doesn't mean, they can sell us apeshit, sure. But if only 1.13 can serve us pleasure and nothing else, then i guess nothing else could make us happy... Like i said i know what you mean and yes JAO is not JA 1.13 at the slightest, but why should it? Nothing can top JA2 1.13, nothing man. But if something comes close to it, i think we should be thankful for the effort, at least.

Subject: Re: JAO Beta
Posted by [cdudau](#) on Tue, 13 Dec 2011 04:52:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

...because I am replyin via cellular phone. i will try to clarify my reasoning tomorrow. Thank you for your concern.

Subject: Re: JAO Beta
Posted by [cdudau](#) on Tue, 13 Dec 2011 17:14:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

We collect information from you when you register on our website, play online games, order real or virtual goods, respond to a survey or to a communication such as an email, or use other services on our websites. We store that information ourselves or by the use of third parties under contract with us.

For some activities, your web browser or client software may transmit certain geographic information or information regarding your computer to gamigo. gamigo may use that information to generate aggregate statistics about our user community and may provide that information to advertisers and other parties with whom we have a business relationship. In addition, gamigo may use any such information for security, system integrity (the prevention of hacking, cheating and other improper or unlawful activities), or enforcement purposes.

gamigo may also identify and track your Internet protocol (

Subject: Re: JAO Beta
Posted by [Sam Hotte](#) on Tue, 13 Dec 2011 18:04:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

taoWe may share your Personal Information among our affiliates worldwide. They may use your Personal Information to offer products and services to you consistent with the purposes identified in this privacy policy. We may use your Personal Information for internal marketing, profiling, or

demographic purposes, so we can adapt our products and services, the better to suit your anticipated needs.

gamigo may provide your Personal Information to other organizations that offer products or services that may be of interest to you. Those third parties may then use that information to offer products and services to you.

The Personal Information you provide to gamigo may be transferred as an asset in connection a merger or sale involving all or part of gamigo or as part of a corporate reorganization, stock sale or other change of control.

Those are IMO the relevant/critical parts (everything else is just plain necessity to make the service work at all) If anybody wants to discuss privacy policies here.

So they do work with Google Ads and the like - what else is new?

I personally do not like this but IMO everybody registering for any free-to-play (or similar services) should know that this is how they all work. TANSTAAFL.

IMVHO not worth discussing - evaluation of gameplay, engine, interface etc. seems a lot more interesting to me.

Subject: Re: JAO Beta

Posted by [cdudau](#) on Tue, 13 Dec 2011 18:10:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well, I wrote a complete analysis of what I thought and the only thing that was pointed out was this shit.

No shit.

Subject: Re: JAO Beta

Posted by [primetide](#) on Tue, 13 Dec 2011 21:04:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

@ tao

Thanks for the extended version of the comments, I do appreciate you taking the time out to write that.

I think half of what you mention are balancing issues or optimization issues - game speed, the constant feeling of lacking stuff and of course AI behavior etc., which we are adresssing (by the way, early AI actually behaves stupid on purpose, later type AI does get more demanding, but perhaps this isn't the best approach and we also still have bug fixing to do on the AI).

As for the other part, I do agree with your assessment that it does not have a lot of story (I would replace heart here, as we did put in our heart and then some) and lacks the coherence and individuality of JA2, thereby making it less engaging from that point of view. This is partially due to

the budget (for example we couldn't really afford voiceover so either we would have had to take bitcomposer's or the originals and we also couldn't do on-map dialog interaction) and partially due to the game system being geared towards a shorter session length and of course server efficiency - we have to commercially run this with over a thousand concurrent users per server.

JAO is not supposed to be JA2 - it is in many ways a simplified, cut down version of it - nor did we ever say it would be. I do see the potential for growth over time (we will add features as long as we can afford to maintain the game) and a lot of things can be added and polished. It may evolve into interesting directions with regards to multiplayer, guilds/clans and guild wars and I would hope we add melee, grenades, wire cutting and on map healing and other things. As it stands now, this is not the full game we have in our minds. I still maintain it is a pretty good start, though.

That being said, as Peal mentioned- we will not be able to satisfy anyone expecting JA2. We may be able to interest some people in looking into the originals again and perhaps one day this will lead to a real successor being made worthy of that title.

Anyway, I am not going to rag anybody for disliking the game, I just want to thank you again for allowing me to understand why.

And as far as I can tell (not being gamigo), they don't sell addresses, as this is prohibited under German Law and they are owned by a big media corp that would probably not want to risk that for what little profit can be gained from this.

Subject: Re: JAO Beta

Posted by [1Samildanach](#) on Wed, 14 Dec 2011 02:13:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sam_HotteThose are IMO the relevant/critical parts (everything else is just plain necessity to make the service work at all) If anybody wants to discuss privacy policies here.

Weird. What's showing up for me is quite completely different to what toa posted. 'Course, I'm assuming he's getting it from the same page as I am. Here's what it says for me:

gamigo AG (the responsible body in the sense of the data protection legislation) collects, processes and uses personal data for the purposes of providing contractual services for its partners (users). The collection, processing and use of all personal data relating to partners is carried out for the purposes of creating, executing or terminating contractual relationships between gamigo AG and its partners on the basis of the Data Protection Law (BDSG), the Teleservices Act (TMG) and, if applicable, other mandatory statutory regulations or on the basis of the consent provided by the partner concerned.

All the private individuals affected by the collection, processing or use of personal data are entitled at any time to demand the provision of information about the data stored relating to them, the purpose for which the data are stored and, if applicable, the origin and recipients of the data. This

information will be provided free of charge for the person concerned. The right to demand that the data be corrected, deleted or blocked (

Subject: Re: JAO Beta

Posted by [cdudau](#) on Wed, 14 Dec 2011 03:47:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

In my post, I just wanted to point out that nothing is free. Even if it says FREE. I typed out a long post about my thoughts on the game and for some reason, the next 13 or so posts clung to this instead of the LONG bullshit that I wrote analyzing the game.

Subject: Re: JAO Beta

Posted by [usrbid](#) on Wed, 14 Dec 2011 09:00:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wow, and I thought I shouldn't post when I am blitzed - but then, I would never post, he, he, he...

Subject: Re: JAO Beta

Posted by [RagingRook](#) on Tue, 20 Dec 2011 12:01:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've been away from JA for a while, but came back when I read sth. about JA Online. I registered and requested a key, but sadly got none yet. With all these comments floating around, I'm increasingly eager to see how it works out for me. JAO sounds a bit like JA-light - without all the "hassle" (I'm careful to include these quotation marks as the hassle is part of what makes JA2 great). Or, if you wish: JA snack-sized, for while dinner is on the stove but not ready yet.

Meanwhile, since I cannot try JAO yet, I dusted of good ol' JA2 gold with a fresh 1.13 install, and enjoy that hugely (again). Great to see that this dedicated community is still around!

RagingRook

Subject: Re: JAO Beta

Posted by [dipperq](#) on Tue, 27 Dec 2011 02:03:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

got my access during the first wave, and was too busy to try.

Not bad for a closed beta. Although the download takes more than 30 mins, and IE is preferred browser.

Subject: Re: JAO Beta

Posted by [relnor](#) on Sun, 22 Jan 2012 10:56:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

i tried the game. its kinda ok.

weapons might be imbalanced and the ai is wacked sometimes but its still beta.

the game needs tool tips. i dont know what the stats and skills do other than requirements for weapons.

there seems to be 2 categories of armor (excluding unique with crit bonuses)

all around armor (dex requirement)

full front armor (strength) this is for those cqc or charge in types

there are armors that only require levels but its sort of weaker than the stat required armors.

my build is tank shotgun guy. sucks at 1st coz its slow and accuracy is bad, no buckshot style. but when you get saiga 12 then burst fire all the time.

burst fire seems to be the thing if you want to hit something. and since shotguns are powerful mostly 1 hit or 2 so burst away.

and the loading is really slow. i wish it just download the main game and the crucial files will be online and not download everything over again when you exit.

strangely even at 0% to hit the ai keeps shooting. and at a rare time they can actually hit. but doesnt apply to the player. :/ no lucky shots beyond range i suppose.

many said rifles are the thing. but dunno about that yet
dimitri is having alot of success with an assault rifle tho

yeah im having fun. i just need that turn based strategy fix XD

Subject: Re: JAO Beta

Posted by [primetide](#) on Tue, 24 Jan 2012 04:05:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

will have a solid re-balance for wepons and AI gets a big boost for group tactics for the next patch...

Subject: Re: JAO Beta

Posted by [dethica](#) on Wed, 25 Jan 2012 11:50:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

been waiting long to get in the beta. any news on when the next batch of people will get in?

Subject: Re: JAO Beta

Posted by [relnor](#) on Thu, 26 Jan 2012 00:30:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

oh and umm, i think there are some errors on the mercs. i understand that there is no melee combat so they are just given smg skills and such.
but im pretty sure Linx is a sniper, not cqc
and wolf should be buffed, i mean he got a large jaw but his body dont match, it looks funny XD.
he should have similar body with steroid or grizzly.

Subject: Re: JAO Beta
Posted by [primetide](#) on Fri, 27 Jan 2012 10:38:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

We may have made some errors here, but also due to the different weapon categories, we need to have some spread of weapons in Mercs, so some mercs may have been adapted.

Subject: Re: JAO Beta
Posted by [Shanga](#) on Mon, 30 Jan 2012 09:51:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

I played a little, can't really form a definite oppinion atm.

Graphics are nice, but on loading my Chrome freezes the PC for about 20 seconds.
Either I missed it or there no crouch and prone? A combat game without those isn't JA.
The whole "run to 2m" tactical gameplay the AI displays is bad.
I once ran out of ammo and found out you can't punch out enemies. bad.
Enemies drop nothing?

Looking forward to see the game evolve closer to JA2 and BEYOND.

Subject: Re: JAO Beta
Posted by [primetide](#) on Mon, 30 Jan 2012 10:12:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well crouch is in- we have run and "crouch-walk" - not to well communicated, though. prone isn't in, as is melee, the latter will come after launch.

AI is being trained and is getting better in the next patch, though please also keep in mind, that early level AI isn't that clever on purpose (and also we have cautious and less cautious AI types) - they tend to get better in higher levels...

Enemies drop with the next patch.

Subject: Re: JAO Beta
Posted by [relnor](#) on Mon, 30 Jan 2012 10:23:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

@Shanga Click on your merc to make it crouch. right click you mouse to cycle from run to crouch to look at direction.

as for ammo buy them in the shop

no drops yet. maybe coz of ragdoll thing. if you look at the gun where it falls its usually on places you cant take them so i dont mind without it as long as you get end mission loot or buy stuff before you go.

melee would be cool. maybe instead of different weapon skil this just use physical stats but dunno looks hard to implement.

just a thing i noticed. i think we need to see the level of the mission. since exp is level dependent. too high or too low for you merc then that 1k exp turns to 10-50exp

Yeah AI is kinda dumb but i noticed the AI goes to your last known position rather than chase you to the end of the world like most games. which is a good thing (tip, when they get there, make them patrol abit and return after a few turns)

Subject: Re: JAO Beta

Posted by [dipperq](#) on Tue, 31 Jan 2012 17:19:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

around level 15-18. There is a biker mission at Texas. The last part of the mission is to kill the biker's boss, visible from start on your left.

Carry two snipers. the boss is dead first turn. It has a ~ 10-30% chance to drop a gold pistol, which uses .44 gold ammo.

nice pistol, but i can't afford to use this pistol for long.

Subject: Re: JAO Beta

Posted by [dethica](#) on Thu, 09 Feb 2012 00:42:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

the new update changes quite a lot of things. much better than it was before.

Subject: Re: JAO Beta

Posted by [hitgena](#) on Sun, 26 Feb 2012 10:38:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

hi there,

tried the beta version and it looks pretty good in my opinion.
dont want to compare it with ja2 though cause its a totally different game.

with some fixes and fourther development it could be really addictev.

Anyway... i get a lot of crashes cause of the media player the game runs on.
My internet connection is ok but the media player crashes very often.
any ideas ??

Subject: Re: JAO Beta
Posted by [DepressivesBrot](#) on Sun, 26 Feb 2012 10:42:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

If in doubt, check the official forum, look if there are updates for Unity or try a different browser.

Subject: Re: JAO Beta
Posted by [primetide](#) on Tue, 28 Feb 2012 02:07:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

chrome has the best native support for unity

Subject: Re: JAO Beta
Posted by [wanne \(aka RoWa21\)](#) on Wed, 14 Mar 2012 12:25:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can someone tell me how I can drop an item (to the ground to get rid of it) from my inventory??

Subject: Re: JAO Beta
Posted by [primetide](#) on Wed, 21 Mar 2012 20:01:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Currently not possible I am afraid- you can move stuff from your inventory to the loot box, though.
