



## /b/ - Random

The stories and information posted here are artistic works of fiction and falsehood.  
Only a fool would take anything posted here as fact.

Please support 4chan by disabling your ad blocker on \*.4chan.org/\*, purchasing a self-serve ad, or buying a 4chan Pass.

### [Post a Reply]

10/24/15 The ROBOT9000 filter has been re-enabled on /r9k/  
10/09/15 New trial board added: /aco/ - Adult Cartoons  
10/01/15 Happy 12th Birthday, 4chan!

[Hide] [Show All]

Please support 4chan by disabling your ad blocker on \*.4chan.org/\*, purchasing a self-serve ad, or buying a 4chan Pass.

[Return] [Catalog] [Bottom] [Update] [ Auto] 3

25 / 9 / 8 / 8

File: [goldDiggers.jpg](#) (80 KB, 646x520)



**Anonymous** 10/28/15(Wed)20:46:33 No.648908408 ▶ [>>648910095](#)  
[>>648910152](#) [>>648913492](#) [>>648917299](#)

These fags just crawled out of the double bed they share with Duke Nukem and now want me to open my wallet for this drooping piece of vaposhit?

This guy got my hopes up 10 years ago, had his chances. The train has left the station years ago, the party's at another house, sell this shit and leave it to the professionals.

Also, general vaposhit thread.

>> **Anonymous** 10/28/15(Wed)20:52:33 No.648909294 ▶ [>>648910392](#)

File: [naumachia.jpg](#) (109 KB, 1242x673)



I was super excited for this one:  
<https://www.youtube.com/watch?v=mpgkqPaEeIM> [Embed]

Back then kickstarter and early access scamming was not a thing.

>> **Anonymous** 10/28/15(Wed)20:57:46 No.648910095 ▶

[>>648908408 \(OP\)](#)

Dude come on seriously? Its been one guy working in his spare time on that game engine, and finally they have a small team from around the world and this kickstarter to help fund them.

The game is already playable btw:

<https://www.youtube.com/watch?v=dp8RTHR0HWQ> [Embed]

I'm not really a fan of KS's in general, but cmon mate you can't say something is vaporware if it is tangible.

KS link here: <https://www.kickstarter.com/projects/309114309/infinity-battlescape>

>>  **Anonymous** 10/28/15(Wed)20:57:47 No.648910096 ▶

No, you don't sound jealous at all

>>  **Anonymous** 10/28/15(Wed)20:58:08 No.648910152 ▶ [>>648910811](#)


[>>648908408 \(OP\)](#)

Another space game jumping in the kikestarter bandwagon? Star citizen, elite now this?

>>  **Anonymous** 10/28/15(Wed)20:59:40 No.648910392 ▶

[>>648909294](#)


Oh man. I saw that like years ago and couldn't remember how the fuck it was called.

>>  **Anonymous** 10/28/15(Wed)21:02:31 No.648910811 ▶ [>>648911620](#)

[>>648910152](#)

How else would it get funded and made, if not Kickstarter?

What Publisher wants to pay for Infinity without forcing them to dumb it down and ruin it because newtonian physics are too complicated for them like the dumbed down E:D flight and controls made for consoles?

>>  **Anonymous** 10/28/15(Wed)21:03:11 No.648910898 ▶ [>>648911070](#)  
File: [4df5ec53ef9673e27316491e0\(...\).png](#) (119 KB, 303x286)



>>  **Anonymous** 10/28/15(Wed)21:04:25 No.648911070 ▶

[>>648910898](#)

wow such good draw. much talent.

looks like over 9000 hours in ms paint was spent.

>>  **Anonymous** 10/28/15(Wed)21:08:28 No.648911620 ▶ [>>648912242](#)

[>>648910811](#)

maybe they should just get good at developing so they dont have to take any money and actually deliver a finished product. ffs the games industry is fucked.

>>

Anonymous 10/28/15(Wed)21:13:16 No.648912242 ▶ [>>648912660](#) [>>648913571](#)

[>>648911620](#)

Why don't you do that and make all the games yourself instead of wasting time on 4chan, then, since it's so easy?

To think it doesn't cost money to make games is hilarious. There are exceptions, where a game can be made by one person in their mom's basement, but those are few and for small games.

>> Anonymous 10/28/15(Wed)21:16:10 No.648912660 ▶ [>>648916610](#)

[>>648912242](#)

well sounds like this guy does live in his moms basement making a game since he cant afford to develop in the real world where people shouldn't buy unfinished products. in fact, i think you do too basement dweller.

>> Anonymous 10/28/15(Wed)21:21:59 No.648913492 ▶ [>>648913997](#) [>>648914985](#)

File: [1380431609544.jpg](#) (13 KB, 375x360)



[>>648908408 \(OP\)](#)

>The train has left the station years ago, the party's at another house,

What party, and who's house is it at?

>Elite Dongerous

>huge universe full of nothing to do

>3 station models in the game, everywhere you go looks the same.

>have to pay \$60 for DLC to land on a planet where I can do nothing in a completely new way

>Star Citizen

>rabid fanboys throwing money at something that they desperately hope they can use to escape their miserable beta virgin r9k lives

>selling imaginary spaceships for \$5000 to aforementioned virgins using cgi trailer videos

>watch videos of actual WIP gameplay, its basically just what Freelancer was but with better graphics

>building a game with cryengine? laughinggirls.jpg

>No Man's Sky

>My Little Pony color palette graphics

>console exclusive

>what's the point?

>Eve Online

>gameplay so bad it makes you want to kill yourself

>players so autistic and invested in the game that it consumes their entire lives

>developers don't even play the game its so bad, so they have no idea how to fix it

Fuck it, I just want to play fun games. These guys have a pretty nice working tech demo which is more than most kickstarters have. If this game gets made and isn't shit, and doesn't try to fuck me in the ass with \$60 DLC and \$5000 spaceships, and the people who play it aren't foaming-at-the-mouth autists, then I'll play it.

>> Anonymous 10/28/15(Wed)21:22:32 No.648913571 ▶ [>>648914990](#) [>>648916610](#)


[>>648912242](#)

Programming isn't hard unless you're a retard. Anyone should be able to make shitty game, it just won't have the art style, animations and quality of a large title.

>> Anonymous 10/28/15(Wed)21:25:44 No.648913997 ▶ [>>648915229](#)

[>>648913492](#)

Yeah honestly Infinity looks pretty good I'm glad its getting made. I think they are looking good on their KS but they just need a little bit more probably to make sure.

>>  **Anonymous** 10/28/15(Wed)21:32:32 No.648914985 ▶ [>>648916308](#) [>>648916610](#)

[>>648913492](#)

I just got burned too many times. Everyone promising the sky and the stars and delivering a soup of claustrophobic straight jackets. Maybe they are different, but those that took my stash didn't say differently.

>>  **Anonymous** 10/28/15(Wed)21:32:33 No.648914990 ▶ [>>648915202](#)

[>>648913571](#)

>Programming isn't hard unless you're a retard.

non-programmer detected.

>>  **Anonymous** 10/28/15(Wed)21:34:07 No.648915202 ▶

File: [1352745822015.jpg](#) (257 KB, 1920x1080)



[>>648914990](#)

bro I could code infinity's engine in my sleep. what kind of idiot doesnt know how to program these days, cmon its 2015 ffs.

>>  **Anonymous** 10/28/15(Wed)21:34:22 No.648915229 ▶ [>>648915675](#)

File: [1344233966423.jpg](#) (23 KB, 414x425)



[>>648913997](#)

I tried looking but lost it at the french accent.

>>  **Anonymous** 10/28/15(Wed)21:37:16 No.648915675 ▶

File: [FSCJfKf.gif](#) (463 KB, 290x180)



[>>648915229](#)

Haha, yeah that french accent makes me smile every time.

>>  **Anonymous** 10/28/15(Wed)21:41:28 No.648916308 ▶ [>>648916664](#) [>>648916933](#)

File: [1363729115165.jpg](#) (22 KB, 320x287)



[>>648914985 \(You\)](#)

Maybe the fact that they're not promising the sky and stars is why their kickstarter hasn't blown up like Star Citizen's. They made the mistake of having realistic goals and a working prototype before asking for anyone's money.

That's why kickstarter projects have such a bad reputation, you have to be a lying piece of shit to get any money. People will only give you money if they can be led to believe that the thing they're investing in will complete their lives, and they can only do that if the pitch is vague enough for people to fill in the gaps with fantasies and nostalgia.

>>  **Anonymous** 10/28/15(Wed)21:43:23 No.648916610 ▶

[>>648913571](#)

If it was easy, Elite: Dangerous would have seamless transitions from space to planets.


Not many games do that. KSP does, but it's 1/10th scale and looks ugly, and lags like shit.

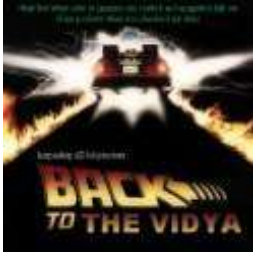
[>>648912660](#)

No, it's that people have to work full time to make a living. Something clearly you know nothing about.


[>>648914985 \(You\)](#)

They aren't promising too much, thankfully. Just large scale multiplayer arena (size of a planetary system) with the whole true to scale planets and moons stuff. They're just tryin to make a fun space shooter like the old days with a new twist. It's something they can actually get done in 2 years.

>>  **Anonymous** 10/28/15(Wed)21:43:38 No.648916656 ► [>>648916933](#)  
File: [1365279257408.jpg](#) (109 KB, 448x450)



Why can't they just make games then ask for money like they used to?

>>  **Anonymous** 10/28/15(Wed)21:43:39 No.648916664 ►  
File: [Soyuz\\_TMA-06M\\_rocket\\_laun\(...\).jpg](#) (3.8 MB, 3261x4913)



[>>648916308](#)

That and they didn't have \$1M in pre-KS funding and Chris Robert's to build hype.

>>  **Anonymous** 10/28/15(Wed)21:45:24 No.648916933 ►

[>>648916308](#)

They're kickstarter could use work is a lot of it. Not marketted well.

Star Citizen is 95% marketing and only 5% trying to actually make a game.

[>>648916656](#)

They never did that.

Publishers gave them money with conditions which has a lot of draw backs.

They didn't just live on the streets and program games as a team on library computers or some shit.

And yeah. Chris Roberts was already a millionaire and had a lot of industry connections to spend a lot of money on a prototype and marketing. Infinity made their prototype in their spare time.

>>  **Anonymous** 10/28/15(Wed)21:47:34 No.648917299 ►

[>>648908408 \(OP\)](#)

that actually looks pretty good.

Delete Post: [  File Only ]  Style:  ▼

[a / b / c / d / e / f / g / gif / h / hr / k / m / o / p / r / s / t / u / v / vg / vr / w / wg] [i / ic] [r9k] [s4s] [cm / hm / lgbt / y] [3 / aco / adv / an / asp / biz / cgl / ck / co / diy / fa / fit / gd / hc / int / jp / lit / mlp / mu / n / out / po / pol / sci / soc / sp / tg / toy / trv / tv / vp / wsg / x] [\[Settings\]](#) [\[Home\]](#)

All trademarks and copyrights on this page are owned by their respective parties. Images uploaded are the responsibility of the Poster. Comments are owned by the Poster.

[About](#) • [Feedback](#) • [Legal](#) • [Contact](#)