

Infinite Interactive

Posted by wargul16 - 20 Oct 2018 11:02

Hi there, have you got any ideas why the homework is, well, how to say it?, not working quite well?

Is Steve again changing things there? Will there be a new one?

Is he working on new projects?

Thank you for any news!

Have a nice weekend, Warlords 😊

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Re: Infinite Interactive

Posted by Vissavald - 19 Dec 2018 07:19

Yes, there are many things that can be borrowed and transferred into hypothetical new Warlords game. But the question is will they be borrowed and transferred?

Look at Gems of War. What you see is the thing the modern gaming industry is now in. Mobile/gadget money-sucking brain-stupefying things. God, I just couple of days found out that Jon van Caneghem (man, it's *Jon van Caneghem!*) has made such kind of shitgame too! Whoever you'd pick from old-school developers now, you'd see the same sad landscape - old guys just making money like mad ones. Their modern games are like denial and disavowal of what they were making earlier.

Have they forgotten how to make good games? I don't think so. They are quite old now, let's say it straight. We, the potential buyers of their potential old-school games, are old too and are very few thereto. We all are dinosaurs, we and they. So they just want to get any possible amount of funds to live their old age better. And we are not best buyers (because we are few and very picky in our tastes and demands), we are good for them just for conversation over the cup of tea remembering the good old times.

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Re: Infinite Interactive

Posted by Spiderman - 19 Dec 2018 15:05

Vissavald wrote:

Gentlemen, are you really (and I mean really really) sure you would want to see a new Warlords game?

I actually don't care either way - I never really got into Warlords IV and I don't play Warlords 3 anymore, so . I was just addressing **wargul**'s questions about what I2 was doing nowadays.

Vissavald wrote:

Mobile/gadget money-sucking brain-stupefying things.

Obviously your opinion, but gotta disagree with you there. I haven't spent anything on GoW (nor plan to), just my time, for three or so years now, and I'm pretty much "end-game"; (have almost all of the troops and done "everything"). It's definitely not a "money sucking game"; (unless you allow it to be) and frankly, the mobile part is a major feature/advantage - but you can also play it solely on your computer, if you want (or XBox or Playstation). Not even sure about the "brain-stupefying"; part because even though I am a "near end-gamer";, there are plenty of games/matches where I have to think out my moves (and hope the RNG goes my way, admittedly).

So I'm not sure how much you've played or time you put into it to get that opinion, but for anyone else reading this, it's my opinion and counter-argument that it's anything but what you think it is

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Re: Infinite Interactive

Posted by Spiderman - 31 Dec 2018 17:00

In case anyone's interested, Steve and company posted a ["GoW 2018 Year in Review"](#); . Looks like the game is still growing so they'll be at it for a while

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Re: Infinite Interactive

Posted by wargul16 - 02 Jan 2019 14:28

Thanks for the review. You are right, looks like they are on it for some more time

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