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File: [1374007036634.png](#)-(44 KB, 360x136, Bohemiawhite.png)



☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)16:37:16
No.493645512 Replies: [>>493646313](#) [>>493647971](#) [>>493648346](#)
[>>493650227](#) [>>493650240](#) [>>493656646](#) [>>493658021](#) [>>493658525](#)
[>>493660837](#) [>>493661128](#) [>>493673739](#) [>>493674365](#) [>>493674504](#)
[>>493675043](#)

Ask a Bohemia Interactive employee anything..

Obviously will avoid any info that might reveal who I am.

Will try to answer everything else however.

FAQ:
>DayZ on Arma 3 engine?
No, just no, stop being a stupid fuck

>>

☐ **Anonymous** (ID: PCcH/2Kc) 07/16/13(Tue)16:41:46 No.493646313 Replies: [>>493646791](#)

[>>493645512 \(OP\)](#)

how the fuck do I play arma 2

I don't get it

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)16:44:34 No.493646791

[>>493646313](#)

You take your mouse and keyboard, sit down and start pointing guns at people, pulling the trigger repeatedly (clicking).

If you are a lobotomy patient, there's always the training.

>> ☐ **Anonymous** (ID: LiDWu/7S) 07/16/13(Tue)16:46:11 No.493647076 Replies: [>>493647936](#)

How does The bohemian grove dicka taste like?

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)16:50:49 No.493647936

[>>493647076](#)

>grove dicka

I'm not sure if that's some slang I don't understand. Or if it's a terribly misspelled "Bohemian" word.

>> ☐ **Anonymous** (ID: XxXkYqjE) 07/16/13(Tue)16:51:02 No.493647971 Replies: [>>493648565](#)

[>>493645512 \(OP\)](#)

So when are tanks coming out in the Beta?

>> ☐ **Anonymous** (ID: eouiaVJC) 07/16/13(Tue)16:52:41 No.493648289 Replies: [>>493648747](#)

Why is Arma 2 fucking stupid?

>> ☐ **Anonymous** (ID: sZuTGs/1) 07/16/13(Tue)16:52:58 No.493648346 Replies: [>>493649234](#)

[>>493645512 \(OP\)](#)

dayz release date

>> ☐ **Anonymous** (ID: jLq0gTRV) 07/16/13(Tue)16:54:06 No.493648543 Replies: [>>493649932](#)

What about guys that were put in jail for spying military facilities in Greece? Was that company order or they did it by themselves? If that was company's idea do they help them in any possible way?

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)16:54:13 No.493648565 Replies: [>>493649528](#)

[>>493647971](#)

Guess "soon" is the word. It's really hard to say. I don't think that the guys in testing have even touched tanks in any of their testplans. They're busy with other stuff. To my knowledge tanks are pretty much ready in the internal build. I'd say mid/late August.

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)16:55:13 No.493648747 Replies: [>>493649509](#)

[>>493648289](#)

Your opinion. I don't agree.

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)16:57:59 No.493649234 Replies: [>>493649915](#) [>>493655205](#)
[>>493658162](#)

[>>493648346](#)

Tough to say with Rocket. He kinda does stuff his own way and that results in delays. In a way I agree with the stance that he wants to get the best possible game out there, on the other hand I think it should've been out months ago. The thing is his team is really small. Judging by what little I've seen from DayZ, I think it's nowhere near ready. A month away at least. Probably more. No actual release date is set yet, not even internally.

>> ☐ **Anonymous** (ID: KM6uZNty) 07/16/13(Tue)16:59:32 No.493649509 Replies: [>>493650618](#)

[>>493648747](#)

Indeed, arma 2 is pretty good.

Also, is arma 3 going to have more vehicles than arma 2 in total?

>> ☐ **Anonymous** (ID: XxXkYqjE) 07/16/13(Tue)16:59:39 No.493649528

[>>493648565](#)

So are they going to release an 'armor' patch, where they shiggy with A-10's and tanks and stuff?

Why isn't ARMA being incorporated into the DCS universe for maximum brtt?

>> ☐ **Anonymous** (ID: LdiZeuH7) 07/16/13(Tue)17:01:47 No.493649915 Replies: [>>493651461](#)

[>>493649234](#)

what of origins? will there be houses on dayz?

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)17:01:52 No.493649932 Replies: [>>493655205](#) [>>493656052](#)

[>>493648543](#)

The official statement is true. They went there on a holiday, because they wanted to see the place they were creating in-game. There is absolutely no fucking need to go photograph hangars irl when you can get accurate topography from the internet just like all the other stuff as reference for vehicles and everything else really. Absolutely no need. Greek just went full retard. They said a long time ago that they don't like the game because "it is very unsettling to see war in your homeland" or some stupid shit like that. The company provided all the support they were able to, but that was very limited. I believe they paid for lawyers and shit.

>> ☐ **Anonymous** (ID: VMVZqN8X) 07/16/13(Tue)17:02:34 No.493650070 Replies: [>>493658162](#)

File: [1374008554847.jpg](#)-(110 KB, 1024x640, 17_04_Wallpaper_2-1024x640.jpg)



When da fuck will you fags release dayz standalone ?!

>> ☐ **Anonymous** (ID: a2X8zlf5) 07/16/13(Tue)17:03:22 No.493650227 Replies: [>>493651325](#) [>>493651461](#)

File: [1374008602288.jpg](#)-(127 KB, 500x640, 1367421366887.jpg)

[>>493645512 \(OP\)](#)

pracoval jsi na vyrobe flashpointu a jestli jo jaka cast byla nejtezsi udelat na hre



>> ☐ **Anonymous** (ID: I7ZjTNz) 07/16/13(Tue)17:03:25 No.493650240 Replies: [>>493651461](#)

[>>493645512 \(OP\)](#)

By how much did your server activity increase due to the steam sales on several of your games?

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)17:05:30 No.493650618

[>>493649509](#)

More than vanilla Arma 2? Probably. Modders put a lot of stuff into Arma 2 so Arma 3 won't have more stuff than Arma 2 in its current state. But it is expected that the content of Arma 3 will grow a lot (Steam Workshop, yay). I'm not really sure about the actual numbers though.

>> ☐ **Anonymous** (ID: jLq0gTRV) 07/16/13(Tue)17:07:29 No.493650954 Replies: [>>493651759](#)

Any plans in future about lowering the price for arma 3? Actual one is pretty high

>> ☐ **Anonymous** (ID: DvCsESHR) 07/16/13(Tue)17:07:39 No.493650976 Replies: [>>493652185](#)

Representative from the clan JTF 207. I must say good sir! Your game has ruined COD and BF3 for me and all my friends, because Arma is simply so good and realistic that these stupid retarded knock offs seem childish and shallow in comparison!

Thank you for making an awesome game. We cannot wait till Arma 3 gets out.

>> ☐ **Anonymous** (ID: /00LDto6) 07/16/13(Tue)17:09:38 No.493651325 Replies: [>>493651709](#)

[>>493650227](#)

To je slovosled ty píčo.

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)17:10:22 No.493651461 Replies: [>>493652212](#)

[>>493649915](#)

You mean player housing? Not in release. Later.. possibly. Once again, can't say with Dean.

[>>493650227](#)

Not answering first question. It's hard to say what the toughest thing is. I think that the engine itself and the AI is a bitch to get right. I have a deep respect for programmers. And we have some really amazing guys.

[>>493650240](#)

You mean on arma? We don't have dedicated servers so I can't really say. Our support guys fucking hate sales though. It's always a major increase in the number of support tickets. 300ish% by my estimation.

>> ☐ **Anonymous** (ID: 4KDwnqQz) 07/16/13(Tue)17:10:40 No.493651518 Replies: [>>493652850](#)

getting past battleeye is too easy, I wont lie, I hacked playing dayZ after i got tired of spending hours, even days getting stuff for a hacker to teleport me somewhere and kill me. Will you guys

be using a better anticheat system?

>> ☐ **Anonymous** (ID: a2X8zIf5) 07/16/13(Tue)17:11:41 No.493651709
File: [1374009101128.png](#) (5 KB, 626x551, 1367414883382.png)



[>>493651325](#)

jsi moc hloupej na to abych ti tady vysvetloval proc
jsem to tak napsal
jinak si taky vsimni ze jsi tu jedinej kdo pise s
interpunkci aby zamachroval

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)17:11:53 No.493651759

[>>493650954](#)

The price is going to get higher actually. The alpha was the cheapest thing. The price went up with beta and will again with the full release. 10ish EUR I think.

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)17:14:20 No.493652185

[>>493650976](#)

I'm really glad to hear that. I always liked battlefield, but the dumbing down that took place in 3 and will continue in 4 is just making me sick.

You're very welcome though. We're having lots of fun with it.

>> ☐ **Anonymous** (ID: a2X8zIf5) 07/16/13(Tue)17:14:28 No.493652212 Replies: [>>493653065](#)

[>>493651461](#)

aha, je pravda ze vam tam nekohe zatknuli za delani fotek vojenskych zakladen na nejakych ostrovech

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)17:18:10 No.493652850

[>>493651518](#)

True, I'm not a big fan of battleeye myself. But there are a LOT of bans flying around so they're not doing such a bad job. Arma 3 will be using battleeye as well. Despite some disagreements we've had with their founder

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)17:19:27 No.493653065 Replies: [>>493653525](#)

[>>493652212](#)

Is that a question? If it is, then, yes, it's true. Touched on that already. Read it

>> ☐ **Anonymous** (ID: OpkZ5g7f) 07/16/13(Tue)17:19:50 No.493653138 Replies: [>>493654152](#)

Will you guys ever take legal action against all of the key sellers who stole keys to supply hackers with unbanned cd keys?

>> ☐ **Anonymous** (ID: a2X8zIf5) 07/16/13(Tue)17:21:53 No.493653525 Replies: [>>493654638](#)

[>>493653065](#)

do you speak czech?

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)17:25:32 No.493654152

[>>493653138](#)

It's tricky. We can't really take any legal action. They technically didn't steal from us. They steal CD-key which are essentially licenses we give people to play the game. So they're stealing from you guys. Even if we did take some legal action I seriously doubt we could ever convict anyone.

Plus I don't think anyone is really bothered. It increases our sales if anything as people buy new copies of the game, because they're retards and don't contact customer support who can usually help.

It should be near (if not) impossible to steal Arma 3 keys due to the integration with Steam though.

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)17:28:16 No.493654638 Replies: [>>493655046](#)

[>>493653525](#)

I'd rather not say. I can understand the Czech posts here as you can see

>> ☐ **Anonymous** (ID: 4ZAy0n2e) 07/16/13(Tue)17:30:35 No.493655046 Replies: [>>493655631](#)

[>>493654638](#)

V jaký vesnici kousek od Prahy má Bohemka studio?

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)17:31:29 No.493655205

[>>493649932](#)

answered [>>493649234](#)

>> ☐ **Anonymous** (ID: ofyBE0I) 07/16/13(Tue)17:31:34 No.493655224 Replies: [>>493656168](#)

How many armoured Unit's do you plan on having upon release?

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)17:33:49 No.493655631 Replies: [>>493655997](#)

[>>493655046](#)

Mníšek pod Brdy, Stříbrná Lhota

>> ☐ **Anonymous** (ID: 4ZAy0n2e) 07/16/13(Tue)17:35:57 No.493655997 Replies: [>>493656646](#) [>>493656909](#)

[>>493655631](#)

Pracuješ tam?

>> ☐ **Anonymous** (ID: DvCsESHR) 07/16/13(Tue)17:36:16 No.493656052 Replies: [>>493656646](#)

[>>493649932](#)

Greece always goes full retard...

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)17:36:54 No.493656168

[>>493655224](#)

I believe there's supposed to be 3 APCs and 4 tanks? Like I said I'm not actually sure about the numbers atm I only recall 2 tanks. Theres also the Hunter and Ifrit, those are kind of armored as well.

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)17:39:37 No.493656646 Replies: [>>493656909](#) [>>493657030](#)

[>>493655997](#)

[>>493645512 \(OP\)](#)

>Ask a Bohemia Interactive employee anything.

You tell me.

>>[493656052](#)

They sure did in that case. From what little experience I have with Greeks they have the tendency to do that.

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)17:41:09 No.493656909

>>[493655997](#)

>>[493656646](#)

Oh you meant in Mnisek directly? Yeah I'm not telling you that.

>> ☐ **Anonymous** (ID: 4ZAY0n2e) 07/16/13(Tue)17:41:54 No.493657030 Replies: >>[493657678](#)

>>[493656646](#)

Fajn, tak jak se jmenuje hospoda kam někteří od vás choděj na oběd?

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)17:45:40 No.493657678 Replies: >>[493658096](#)

>>[493657030](#)

If I was going to tell you that, I would've told you that I work in Mnisek. I'm not telling you that since that would greatly narrow down who I could be. I don't want that.

>> ☐ **Anonymous** (ID: tl9dgtKN) 07/16/13(Tue)17:47:42 No.493658021 Replies: >>[493658593](#) >>[493659136](#)

>>[493645512 \(OP\)](#)

How do you feel about the fact a good deal of your sales were only caused by a mod?

Also like to say your game is incredible, I literally cannot compare it to any other game I know in terms of simple freedom and constant improvisation.

>> ☐ **Anonymous** (ID: 3R3v6fGx) 07/16/13(Tue)17:47:51 No.493658049

Why are cars so fucking slow off road

captcha: new sutherland

>> ☐ **Anonymous** (ID: 4ZAY0n2e) 07/16/13(Tue)17:48:08 No.493658096 Replies: >>[493659136](#)

>>[493657678](#)

Neochotu chápu, ale vyvolává jistou nedůvěryhodnost

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)17:48:40 No.493658162

>>[493650070](#)

answered here >>[493649234](#)

fucked it up last time..

>> ☐ **Anonymous** (ID: gfJrY/3Z) 07/16/13(Tue)17:50:53 No.493658525 Replies: >>[493659895](#)

>>[493645512 \(OP\)](#)

Will ARMA 3 have an armory feature similar to ARMA&ARMA 2?

>> ☐ **Anonymous** (ID: DvCsESHR) 07/16/13(Tue)17:51:18 No.493658593 Replies: >>[493659248](#)

>>[493658021](#)

JTF 207?

Also, I would like to know how you guys reacted when you saw the sales suddenly spiked.

>> ☐ **Anonymous** (ID: zOQQ6XCt) 07/16/13(Tue)17:54:05 No.493659056 Replies: [>>493659895](#)

will atlis be released in beta or full version? there has been come controversy....

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)17:54:34 No.493659136 Replies: [>>493659807](#)

[>>493658021](#)

Some of us expected a similar scenario. You could say it was bound to happen with how much modding support Arma offers. I think it we are way more open to similar things nowadays. The thing is Rocket approached our firm before he started his work on the mod, proposing DayZ "standalone" in the first place, but the higher ups denied that. So he made a mod and that kind of opened our eyes. We were a bit relieved when he decided he wanted to work with us on the standalone, but its true that he was given substantial freedom to develop (we're nice guys).

Take On Mars is a proof of our changed stance. It is an idea of one guy who's pretty much modding Carrier Command to suit his needs.

[>>493658096](#)

I undersntad that. Try asking something more ambiguous that would still be a proof to you.

>> ☐ **Anonymous** (ID: tl9dgtKN) 07/16/13(Tue)17:55:08 No.493659248 Replies: [>>493660456](#)

[>>493658593](#)

No, I rarely play anything but solo. What's your clan like?

>> ☐ **Anonymous** (ID: 4ZAy0n2e) 07/16/13(Tue)17:58:15 No.493659807 Replies: [>>493660258](#)

[>>493659136](#)

Já se snažím pokládat otázky které nejsou na netu dohledatelné a ty vždycky budou natolik konkrétní, že je nebudeš chtít zodpovědět

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)17:58:42 No.493659895

[>>493658525](#)

I believe something of the sort is being looked at. Can't promise anything though. (I'd like that).

[>>493659056](#)

I believe the plan is to indeed show Altis in the beta.

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)18:00:42 No.493660258 Replies: [>>493660919](#)

[>>493659807](#)

Yeah, but my colleagues will know. I don't care about stuff on the internet. I don't want to get fired.

>> ☐ **Anonymous** (ID: ZO8udV+5) 07/16/13(Tue)18:01:08 No.493660353 Replies: [>>493662471](#)

could a game like arma ever potentially work on a console? i understand the issues to do with the number of keys that are used on the pc - i was thinking more along the lines of gameplay and so on

>> ☐ **Anonymous** (ID: DvCsESHR) 07/16/13(Tue)18:01:34 No.493660456

[>>493659248](#)

<http://jtf207.enjin.com/>

It is an awesome community and we have tons of fun. I am leader of our armoured division. It is mainly a European clan. We use ACE and we have custom operations every weekend and training on Wednesdays. We aspire to be a realism clan, however we do not want to let it get in the way of having a fun experience, which we always do.

The reason why I asked if you were JTF was because I asked my clan to hop in here if they had any questions to our nice Bohemia employee here.

>> ☐ **Anonymous** (ID: 1us/8BSa) 07/16/13(Tue)18:03:21 No.493660837 Replies: [>>493662471](#)

[>>493645512 \(OP\)](#)

You bored Dean?

Why don't you go give someone a misleading release date?

Why not me - When's it out?

p.s. I'm not referring to your epicly damaged asshole - btw, why'd you tell IGN you have an epicly damaged asshole?

>> ☐ **Anonymous** (ID: 4ZAy0n2e) 07/16/13(Tue)18:03:42 No.493660919 Replies: [>>493662471](#)

[>>493660258](#)

Myslíš, že kolegové procházej /b/?

>> ☐ **Anonymous** (ID: Heaven) 07/16/13(Tue)18:04:45 No.493661128 Replies: [>>493661809](#) [>>493663045](#)

[>>493645512 \(OP\)](#)

>DayZ on Arma 3 engine?

>No, just no, stop being a stupid fuck

You blew your cover in the OP, how entertaining.

>> ☐ **Anonymous** (ID: 1us/8BSa) 07/16/13(Tue)18:08:27 No.493661809

[>>493661128](#)

it's an MMO don't you know! COMPLETELY DIFFERENT ENGINE

ITT: Guy who knows nothing about engines

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)18:11:48 No.493662471 Replies: [>>493662873](#)

[>>493660353](#)

In my personal opinion it could *theoretically* work. We had a pretty good xbox controller layout for Take On Helicopters which is essentially the Arma 2 engine. I think the main issue is the performance. I don't think that consoles (even next gen) can handle Arma 3 when it gets busy.

The other thing is that one of the major features of Arma is the editing freedom and that is something you can't do on a controller.

We're sort of true to the "PC MASTER-RACE" thing at the moment. In either case. We want to put out a great PC game. Porting can be discussed after that's done.

[>>493660837](#)

>Why don't you go give someone a misleading release date?

That's the only question I undertood.

We're not doing that because we're not faggots like Blizzard are.

[>>493660919](#)

You'd be surprised. Even if they didn't someone can still screencap this and send it to the company. I bet there's some mails already.

>> ☐ **Anonymous** (ID: 1us/8BSa) 07/16/13(Tue)18:13:54 No.493662873 Replies: [>>493663209](#)

[>>493662471](#)

Ok Dean,

why do you hang out with a child? how old is 'matt lightfoot' like 8?

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)18:14:49 No.493663045

[>>493661128](#)

Have I? How so?.

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)18:15:43 No.493663209

[>>493662873](#)

Why such hate at our office hobbit?

>> ☐ **Anonymous** (ID: yuFQvGJ9) 07/16/13(Tue)18:24:24 No.493664912 Replies: [>>493665248](#)

anyone wanna play some wasteland arma2/3?

If u are a nigger ignore this message

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)18:26:11 No.493665248 Replies: [>>493665448](#)

[>>493664912](#)

I never liked wasteland, and I'm not black strangely enough.

>> ☐ **Anonymous** (ID: yuFQvGJ9) 07/16/13(Tue)18:27:13 No.493665448 Replies: [>>493665824](#) [>>493665918](#)

[>>493665248](#)

It's super-phun

>> ☐ **Anonymous** (ID: qjDMFi9E) 07/16/13(Tue)18:29:08 No.493665824

[>>493665448](#)

lol you faggot

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)18:29:38 No.493665918 Replies: [>>493666207](#) [>>493666528](#)

[>>493665448](#)

Feels like "easier" DayZ without zombies to me. Not a DayZ fanboi, only played it a couple of times.

>> ☐ **Anonymous** (ID: qjDMFi9E) 07/16/13(Tue)18:31:07 No.493666207 Replies: [>>493667681](#)

[>>493665918](#)

Ok do you think the developers of the l44 mod are going to be transferring their mod to Arma 3?

>> ☐ **Anonymous** (ID: yuFQvGJ9) 07/16/13(Tue)18:32:45 No.493666528 Replies: [>>493667681](#)

[>>493665918](#)

The zombies are just fucking retarded in DayZ and all the kids playing it, Wasteland seems more professional and serious to me

>> ☐ **Anonymous** (ID: RsPZ1CJu) 07/16/13(Tue)18:32:55 No.493666565 Replies: [>>493667681](#)

File: [1374013975207.jpg](#)-(90 KB, 500x647, Life+after+a+steam+sale.+(...).jpg)



How can i download the Carrier Command: Gaea Mission soundtrack for free in good quality??

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)18:38:30 No.493667681

[>>493666207](#)

Dunno, ask them. I don't get in touch with community too much.

[>>493666528](#)

I'm not taking sides. I said I didn't like DayZ that much.

[>>493666565](#)

Dunno, buy the game, torrent it, get it off youtube? I'd expect a /b/tard to be able to find stuff like that. Or are you that new?

On a serious note. You like CC's soundtrack?

>> ☐ **Anonymous** (ID: cTiWMyqn) 07/16/13(Tue)18:45:01 No.493668851 Replies: [>>493670683](#)

What's your favourite game? What do you do for fun? Is there a lot of ex-military working for Bohemia?

>> ☐ **Anonymous** (ID: QNc/OxU6) 07/16/13(Tue)18:50:39 No.493669974 Replies: [>>493671463](#)

What's your favourite game out of OFP, ARMA, ARMA 2 and ARMA 3 so far?

>> ☐ **Anonymous** (ID: ZZPTOFC5) 07/16/13(Tue)18:51:07 No.493670080 Replies: [>>493671463](#)

How awesome do you think stratis life is?

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)18:54:07 No.493670683

[>>493668851](#)

Favourite of all time? Thats a tough one. I loved KotoR 1, Jade Empire, AoE 2, Mass Effect, Crusader Kings 2, Neverwinter nights, Diablo 1/2. some of the ancient settlers, and Ignition. I do some drawing, photography, video editing, I like jogging from time to time and of course beer. I am in the Czech republic after all.

I'm not aware of everyone's background. Dean Hall is the only one that comes to mind right now. We do work with military for consulting a lot though.

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)18:57:58 No.493671463 Replies: [>>493673442](#)

>>[493669974](#)

Hmm.. I'd probably have to go with ARMA 3. It's just stunning in so many respects. Players probably won't see every little thing we see with our debug builds, but some of the simulation is simply outstanding (personal opinion, not marketing).

>>[493670080](#)

I'll probably sound like a tool, but is that a mod? I'm afraid I haven't had much time to play much of multiplayer outside of in house sessions and a couple of deathmatches in early alpha. Oh god, that was fun, killing people who were getting into the game while I was already playing it for a year or so.

>> ☐ **Anonymous** (ID: DNBcDFo3) 07/16/13(Tue)18:58:08 No.493671502 Replies: [>>493671874](#)
File: [1374015488590.gif](#) (-1.18 MB, 182x120, 1366725159578.gif)



Will there be any new maps for arma 3?
This might have been asked already. pic related.

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)19:00:07 No.493671874

[>>493671502](#)

Too soon for that I'm afraid. We're still debugging Altis. I think that right now it all depends on sales.

>> ☐ **Anonymous** (ID: xKDS9mJ7) 07/16/13(Tue)19:00:47 No.493672032 Replies: [>>493672276](#) [>>493673149](#)

I can install mods on arma 2 free? or i need a cracked arma 2 on tpb?

>> ☐ **Anonymous** (ID: QNc/OxU6) 07/16/13(Tue)19:01:59 No.493672276 Replies: [>>493673149](#) [>>493673565](#)

[>>493672032](#)

5/10 if troll
fucking retard/10 if genuine

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)19:06:39 No.493673149 Replies: [>>493673565](#)

[>>493672032](#)

this [>>493672276](#)

>> ☐ **Anonymous** (ID: ZZPTOfC5) 07/16/13(Tue)19:08:01 No.493673442 Replies: [>>493675560](#)

[>>493671463](#)

Yeah it's a roleplay mod where you can sell weed and heroin, or you can fish and pick apples. But the weed is more fun, you should play it, its such a laugh :)

>> ☐ **Anonymous** (ID: xKDS9mJ7) 07/16/13(Tue)19:08:35 No.493673565 Replies: [>>493674386](#)

[>>493673149](#)

[>>493672276](#)

YOU ARE MISSING THE POINT

>> ☐ **Anonymous** (ID: z15cKZJ0) 07/16/13(Tue)19:09:21 No.493673739 Replies: [>>493675043](#) [>>493675560](#)
[>>493676884](#)

[>>493645512 \(OP\)](#)

How come the arma engine is such an unoptimized pile of shit?

- >> ☐ **Anonymous** (ID: aYZvrjJm) 07/16/13(Tue)19:12:12 No.493674365 Replies: [>>493675560](#)
- [>>493645512 \(OP\)](#)
Is Bohemia in charge for the dayz?
- >> ☐ **Anonymous** (ID: QNc/OxU6) 07/16/13(Tue)19:12:20 No.493674386
- [>>493673565](#)
I probably am. What was the point?
- >> ☐ **Anonymous** (ID: aYZvrjJm) 07/16/13(Tue)19:12:52 No.493674504
- [>>493645512 \(OP\)](#)
Is Bohemia in charge of the dayz?
- >> ☐ **Anonymous** (ID: z15cKZJ0) 07/16/13(Tue)19:15:29 No.493675043 Replies: [>>493676553](#)
- [>>493645512 \(OP\)](#)
[>>493673739](#)
Also, how come it's so easy to cheat in your shitty engine? (sorry I forgot that one)
- >> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)19:18:03 No.493675560 Replies: [>>493676017](#) [>>493676739](#)
- [>>493673442](#)
Ah, nice. Might see what the fuss is about.
- [>>493673739](#)
I haven't really had issue running on recommended hardware. We don't like SLI or ATI cards in general. It could just be me though. Or it could be ATI drivers being a pile of gunk.
- [>>493674365](#)
Yes it is. But like I said earlier, Dean gets loads of freedom
- >> ☐ **Anonymous** (ID: 1us/8BSa) 07/16/13(Tue)19:20:23 No.493676017
- [>>493675560](#)
after his anus was ripped, I would assume that'd give you more freedom.
- Or less if you eat curry.
- >> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)19:22:57 No.493676553 Replies: [>>493676884](#)
- [>>493675043](#)
Being open to modding as we are has its downsides.
- >> ☐ **Anonymous** (ID: ZZPTOFC5) 07/16/13(Tue)19:23:52 No.493676739 Replies: [>>493678359](#)
- [>>493675560](#)
in the mod im a lonley nigga who smokes and grows weed sucks off male prostitutes on heroin in his spare time
- >> ☐ **Anonymous** (ID: z15cKZJ0) 07/16/13(Tue)19:24:36 No.493676884 Replies: [>>493678359](#)
- [>>493676553](#)
Answer my other question
[>>493673739](#)

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)19:32:18 No.493678359

[>>493676739](#)

Oh wow. Some shit people come up with...

[>>493676884](#)

I already have, dumb face

>> ☐ **Anonymous** (ID: XSvSrKii) 07/16/13(Tue)19:40:26 No.493679958

Anyway. Im off to bed.

Good night and all that..

>> ☐ **Anonymous** (ID: KxFoEZKy) 07/16/13(Tue)19:42:23 No.493680320

why the fuck does arma 2 run like shit no matter what rig you're on

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