
Subject: Black Prophecy

Posted by [Dreganius](#) on Fri, 23 Oct 2009 14:11:06 GMT

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Hey guys, I've been watching a game recently as it comes close to the release of its beta; Black Prophecy.

<http://www.blackprophecy.com/>

Black Prophecy Begin your journey into space and experience fast-paced real-time action as a fighter pilot in countless hazardous missions and epic battles. Jump into your cockpit and engage the enemy threat solo, or join powerful clans and fight alongside fellow comrades-in-arms.

Basically, this game is a MMORPG where you're the pilot of a space fighter. What originally drew me to this game was the Cockpit view and the attention to detail. As I joined the forums, I also read on a clan who perform such contracts as Raids, Defense sorties, escorts, and bounty hunts, etc. This really got me excited, for if the game can support that sort of interaction (even if it's not custom tailored for it), I would definately be a part.

Just want to know what you guys think of this game.

By the way, please check out the trailers before commenting, especially the gameplay trailer.

Subject: Re: Black Prophecy

Posted by [ErroR](#) on Fri, 23 Oct 2009 14:23:55 GMT

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Looks really promising, but i don't like the fact that you can't get out of the ship, onto the space station. What's the point of having a character then

Subject: Re: Black Prophecy

Posted by [Omar007](#) on Fri, 23 Oct 2009 16:05:21 GMT

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Looks pretty good

Remembers me alot of Darkstar One ^^
(which is a pretty good game too)

Subject: Re: Black Prophecy

Posted by [GEORGE ZIMMER](#) on Fri, 23 Oct 2009 16:20:37 GMT

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Looks pretty nice, but the physics seem very jet based. I want to see some drifting, damnit!
