
Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [m1a1_abrams](#) on Tue, 21 Dec 2004 18:49:42 GMT
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You could argue that either way. From my point of view that would suggest it being the same game from a different perspective.

To be honest though, I want to see changes to the game in the hope that it will bring more depth to the gameplay. It doesn't bother me so much that it's exactly like C&C 1 for the sake of being like C&C 1. However, I do happen to think that it was a pretty well balanced game, so if it's possible to make the FPS game balanced in a similar fashion I would be all for it. I think RenAlert proved that it is possible... and quite a lot of fun too providing you lose the old Renegade mindset and approach it as a new game. Personally I don't want to force change onto anyone who doesn't want it. If people like the game just as it is then who am I to tell them any different. I do wish that they would consider it though, because I think it would promote more diverse tactics and teamplay. There are so many tactics and ideas that are dismissed as mostly unusable by most players out of experience. For example, nobody wants to try an MRLS rush on City Flying because they know they'll get cut to pieces by snipers, or routed by a single helicopter that can hover over them and damage them indefinitely, with little fear of retaliation. If the causes of this narrow tactical thinking are addressed and solved, then you might find that there's so much more to the game... and it's pretty diverse already.

Also, I'm curious as to your thoughts on my previous posts in response to you, since you didn't refer to them at all in your latest reply.
