
Subject: Re: Why people let renegade not Renegade
Posted by [flyingfox](#) on Sat, 16 Jul 2005 23:35:19 GMT

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bottom line is if you put in things like god crates, you should be making those mod maps with those sniper balance changes half the ren community on these forums have been moaning for you to make. instead we get server owners running these jokes of mods, and their own scripts to go with them. now you may say "we dont want to put in balance changes", well then, what are those crates and pretty much everything SSAOW does doing to the game then?

now dont get me wrong, some stuff, like the spy crate and the "base power down temporarily" is good, but the rest of it shouldn't be there for reasons i would have thought obvious...obviously not. depoints crate? demoney crate? what did I do to lose points, or money, just by running into something? tank wreckages? I just blew up some dude's tank and he came back 20 secs later with the same thing, fully healed? I see a hotty, I think, easy prey, obviously not because she's ARMED TO THE FUCKING TEETH WITH RIFLES, LASER GUNS, SNIPER RIFLES, ROCKET LAUNCHERS AND A KITCHEN SINK TO BOOT.
