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Subject: Re: What game do you think takes the most skill?

Posted by [Lijitsu](#) on Tue, 13 Dec 2005 17:46:46 GMT

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The only Tribes game I played was Aerial Assault for the PS2, and it was pretty fun. I'm not sure as to what was missing from the other Tribes games, but out of the list you made:

1. Not sure what you mean. Attackers had to bring something down to 25% in order to deactivate it, and defenders had to repair it up to about 30% to reactivate it if that's it.
2. The vehicle spawners were one little pad that spawned the vehicles that you chose, they weren't like the Battlefield series' vehicles.
3. The Blaster was a weapon that shot beams of energy that hit almost instantly and had a medium range.
4. Drained energy and it was only useful when activated.
5. Had the ammo pack. Loved using that in conjunction with the heavy armor.
6. It was set up like that, light having 3, medium having 4 and heavy having 5.
7. Didn't have one, though that does sound handy.
8. Deployables are inventory items, and spawn in your inventory via the pad.
9. No grappler.
10. Dunno the storyline comparison. It was you and most of the time some other soldiers versus the Bio-Durm I think they were called. You played as a single person and had to complete a whole bunch of objectives either by yourself or with the aid of a few soldiers. Note, a FEW. I never got far in the storyline, so I don't rightly know what all you could get help from.

Now that I think of it, yeah Tribes requires a good deal more skill than Counter-Strike.

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