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Subject: Re: A NEW TYPE OF RENEGADE!

Posted by [tonyroldm](#) on Thu, 14 Sep 2006 20:16:52 GMT

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I couldn't resist adding my 2cents to the already 3 pages of posts on your question originally posted.

I read through all the threads on this topic and want to thank you for the for the 'CR' (Comic Relief)

To quote a title of a song. " The Song Remains the Same"

I have an answer to you question posted.

Rules are in place to help make the gameplay 'fair' for everyone playing.

Who is the governing body that decides what is fair?

Well it is the server community, and server owners that decide what is fair.

My server has both general rules amd map specific rules.

The general rules are in place to treat everyone with respect. The map specific rules were voted on by the players to

allow or disallow glitches use that everyone is aware of(except the n00bs). Like wall hopping, it was voted on to be allowed on the map Field.

They are aware they have to defend against it.

Because the C&C Renegade is old and no longer supported by EA, a lot of unique glitches to the game have been found out.

Players have taken these glitches of the game design flaw and used them to have an unfair advantage over players that

are unaware that these exist. This constitutes unfair play for those n00bs.

Like operating system glitches that were never fixed associated with the way the EA designed the game.

As for 'extras' these individuals that took the time to developed these addons have helped keep this game still running.

Like cracker jacks boxes called 'crates' surprises inside keep it interesting and fun.

Most games only hope to sustain life as long as this one has.

So if you were to take out all the modifications to date, all the extras that have been added over time whats left?

A glitchy 'POS' (Piece Of Shit) that wouldn't matter if it was called AOW or CCM and would end up no fun.

Can someone close this thread now? hmm.. as one other poster put it. End of Story.

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