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Subject: Planetside :(

Posted by [\[REHT\]Spirit](#) on Mon, 09 Jun 2003 18:10:32 GMT

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Planetside is pretty cool, seen my friend play it.

In a way, it's quite a lot like Renegade, just lots more people and new graphics.

Certifications = Money (but can be unlearned, to get back points, the cert you gain can be used over and over)

Base caps = Refinery (best way to get money)

Bases = Similar to diff buildings like in Renegade, you have Dropship Centers where you can buy Galaxys from, Tech Plants to allow you to buy reavers and other non-basic vehicles at other bases, etc

There are times where the game is somewhat boring and you can't really go because you want exp from the hack. However, I think it is changing fairly fast. The game is only a week old, yet Solsar.....the battle(s) yesterday practically were a separate war.....VS spilled out like never before.....just.....wow.....

While it is somewhat buggy, it's pretty stable, sometimes there are lag but still plenty playable (in fact, I don't think it's necessarily lag at all from the server most of the time, but rather the comp you're playing on not being able to update things fast enough, ie, instead of lagging you're jerking). No limits on outfit size as far as I can see (outfits are like clans).

Even better, maybe the day/a day after the release, they already started planning 2 new units. Now they have 3 in planning. And people haven't even started paying the monthly fee yet (first month is free).

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