
Subject: Re: Fixing... Points?

Posted by [s0meSkunk](#) on Mon, 08 Sep 2008 02:16:30 GMT

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Well I guess it's just the end of interesting comebacks for Renegade.

I hate politics, and that's all this shit is.

One person says the code is wrong, another says it's right, and both have good points, and both say the others "good points" aren't "good points" at all.

No one deserves points off of the enemies harvester if the enemy is smart enough to block it.

When you take away freedoms, the game isn't as fun.

Like how snipe only has just become a teleport to the tunnel BS fest, when you used to have the option to snipe in the field.

I always sniped in the tunnel anyway, but I liked the occasional field snipe...whatever.

Edit

I read the previous topic, what ioncloud9 had said, and the posted info on the points fix and why it makes sense.

It does make sense.

But what ioncloud9 had said makes sense too.

Therefore, you're both right.

Maybe Westwood made Renegade like this on purpose to balance infantry vs. tanks.
Or maybe Renegade was a fluke that's popular because of a bug.

No way to know.

But I'm on Ion's side because I used to play with him all the time, and know he knows the game as good as anyone else.

I'm not going to post anymore on this subject, because it's an endless debate whole where everything everyone says is going to be right no matter what because it's all opinions.

May God help Renegade stay good fun and popular
