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Subject: Re: Ideas to help newcomers/people joining a server mid-game

Posted by [GEORGE ZIMMER](#) on Tue, 06 Oct 2009 22:19:44 GMT

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Dover wrote on Tue, 06 October 2009 16:49

I don't think it needs fixing. If you join a game with 5 minutes left and your ref is dead, you don't deserve to have any credits.

I disagree, people shouldn't be punished for something they weren't even there for. Well, not to such an extensive degree anyway. Can't count the amount of times someone joins in, ref is dead, and they leave, thus fucking the team into the ground MORE.

For one, a FAQ or tutorial of sorts should be made for players to understand some of the deeper mechanics of Renegade, and to be able to pull through in dire situations. If players know they can still make some money and even possibly win under extreme circumstances, it'd make the game a hell of a lot more fun.

For two, some new methods of gaining credits with cheap units would be fairly helpful. It wouldn't really be better than if you had more expensive units, but should be an option rather than "well, this building's gone, we lose".

Dover wrote on Tue, 06 October 2009 16:49 That said, I wouldn't be against some kind of built-in donate command, especially if official ladder settings are at 0 starting credits.

That'd be great actually, but there should be a "pure mode" option then that disables this and some other things.

Again, a FAQ that lists the various Renegade functions (Including how to donate if a built in donate command is put in) would be necessary.

Quote:I'd be against that. As for not being rewarded enough, isn't it enough that the tank is being kept alive? APB doesn't give points for anything but unit/vech destruction and building damage/destruction, and they seem to be alright.

APB has vastly different gameplay mechanics than Renegade, so yeah.

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