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

Posted by [Dover](#) on Tue, 06 Oct 2009 22:27:50 GMT

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CarrierII wrote on Tue, 06 October 2009 15:12 Yes, but players who play for ladder (and I imagine there are many) will not be interested in filling that role because the reward they get is too small, and therefore won't fill that role, leading to a vacancy in that role...

If nobody is interested, then teamwork is obviously not very high and that team deserves to lose. If one team repairs their tanks and the other does not, the team that does repair will win, and will be rewarded for it. I don't see anything wrong with the situation.

GEORGE ZIMMER wrote on Tue, 06 October 2009 15:19 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.

They aren't being punished. They simply aren't being rewarded just because they weren't there for something. And I don't see how that fucks the team into the ground even more, since after the player leaves they would be in the exact same situation that they were in before he joined.

GEORGE ZIMMER wrote on Tue, 06 October 2009 15:19 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.

I'd support making a better Multiplayer Practice, if that would be a good enough tutorial.

GEORGE ZIMMER wrote on Tue, 06 October 2009 15:19 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".

This I disagree with. Building destruction should not be softened at all. We already have silly stupid tactics where people let buildings die intentionally on some maps. If anything, the penalty for a destroyed building needs to be increased (Perhaps stopping the PTs in that building from working, or something).

GEORGE ZIMMER wrote on Tue, 06 October 2009 15:19 That'd be great actually, but there should be a "pure mode" option then that disables this and some other things.

I'm suggesting the donate be incorporated into "pure" Renegade. I'm hard-pressed to think of one major server that doesn't offer it anyway.

GEORGE ZIMMER wrote on Tue, 06 October 2009 15:19 APB has vastly different gameplay mechanics than Renegade, so yeah.

I wouldn't say the differences are so vast as to invalidate my point.

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