

---

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

Posted by [Dover](#) on Tue, 06 Oct 2009 22:56:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

GEORGE ZIMMER wrote on Tue, 06 October 2009 15:44 True, but teamwork itself should be rewarded all around, not just to one guy. It'd be like if the Medic no longer got points in TF2. Almost NO ONE would play the Medic.

I haven't played TF2 to any large degree, but in a srs bizns game if one team used medics and the other did not, then the team that used medics would hypothetically win, regardless of points involved. If they didn't, then the medic isn't that useful and it's something you can get away with.

GEORGE ZIMMER wrote on Tue, 06 October 2009 15:44 They actually are, as they're now locked out from a large majority of things just because they weren't there. While I agree they shouldn't be rewarded, I'm not suggesting this either. The options that could help if you lack a building would be there even if you did have the buildings.

If an airstrip goes down, a new player who has just joined the game would not be able to buy vechs. If a barracks blows up, new GDI players won't have access to higher-level infantry. Why should the refinery be any different?

GEORGE ZIMMER wrote on Tue, 06 October 2009 15:44 And perhaps "fucking the team into the ground even more" isn't the best choice of words, but it certainly doesn't help them when they desperately need it.

I would argue that they're getting exactly what they deserve. They lost a building. This entails some sort of punishment. Yes, it's harder to win. That's the price of losing a building. That's what gives incentive for the opposing team to kill buildings.

GEORGE ZIMMER wrote on Tue, 06 October 2009 15:44 It shouldn't be softened ALOT, yeah, but the sheer fact that you lose major credit income, vehicles, or barracks should be enough of a drawback. No reason why you can't atleast have somewhat of a fighting chance.

You do have a fighting chance. Grab an engineer and repair that last medium tank or arty alive on your team. Sneak up behind those snipers and shotgun them to death. Repair a building that's under attack until you can afford a Gunner or something. All this is possible in the current confines of your standard pointfix'd server. What else do you want?

GEORGE ZIMMER wrote on Tue, 06 October 2009 15:44 Actually the differences are quite vast. For one, APB doesn't have alot of engineers running around repairing vehicles last I checked. Infact, engineers/technicians were almost exclusively for repairing buildings. So, vehicle combat was usually strictly vehicles. Which is cool in its own right, but that logic doesn't much carry over to Renegade, nor should it.

They do feature mechanics which fill a similar role. In fact, they're a ton stronger than any engineer or technician in Renegade could ever hope to be.

GEORGE ZIMMER wrote on Tue, 06 October 2009 15:44 There's alot more differences between

APB and Renegade, but just tell Chronojam APB is too much like Renegade and you'll get a 10 page paragraph listing the differences (with a couple dedicated to calling you a douche).

I don't argue that there are gameplay difference, but they aren't so vast as to invalidate similarities between them. In both games you buy a tank and go blow up your opponent's shit while preventing him from doing the same to you. I would say Renegade has a lot more in common with APB than it does with TF2, yet that analogy still stands, right?

---