
Subject: Re: beta test TT patch
Posted by [ChewML](#) on Fri, 18 Dec 2009 16:15:17 GMT
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EvilWhiteDragon wrote on Fri, 18 December 2009 07:12Azazel wrote on Fri, 18 December 2009 11:55Why not play Rene the way we're supposed to?

It might be 'unfair' in some people's opinions, but that's how the game as made.

No need for any addon pointfixs imo.
Yea, let's go back to v1.00 of ren, and abandon those stupid planes and what not.

And keep the PT bug (which may be a good rule to implement against into CW, idk how big of a problem it may or may not be). And keep blue hell, taunt falling, the bug that shows Nod new vehicles in the middle of most maps, and invisible C4... and any other stupid bug in Renegade that is known of... Just because it was made that way does not mean it was supposed to be that way.

GoldDrag wrote on Fri, 18 December 2009 05:15Lol the game is already shit with the graphics, making it nicer with skins is the only way to make it a cooler game imo, and skill ofc.

Anyway, I use skins to give Renegade a new look every month. So it doesn't bore me out.

This topic is about gameplay balance, not about how it looks. I use skins aswell, but that doesn't mean I don't agree with pointfix...

Spoony wrote on Fri, 18 December 2009 08:27John Doe:Wouldn't the no harv block rule make it much more difficult to camp in base with ramjets regardless of the pointsfix?
well, the reasoning behind the no-harvblock rule is along the same lines as some of the arguments in favour of the pointsfix - promotion of aggressive play rather than defensive play, which we know was supposed to be the game's general gist anyway.

on maps like field and under, it's not enough anymore for gdi to just take the field early on (usually a given unless they really fuck up the harv fight), kill the harv a few times then fall back and camp for the rest of the game with the harv blocked. previously nod had a bugger of a time just breaking even because they'd have to move all the way up instead of just MRLS at the back hills etc from gdi. now you've actually got to hold the field, and moving further up to hit buildings is much more worthwhile then staying further back to kill the harv every time - as it should be, given the greater risk and the more skill required to stay alive.

^ C&C = Command and Conquer, not Command and Camp. In the old C&C games you didn't just build a base and defend it, you didn't win till you killed the other base. The only time there were timelimits was in the story mode, but in the skirmish mode which is basically what we play in Renegade you played till one or the other was dead. Now I don't much like to play marathon, but I hate the fact that some people would rather let their base die to camp and win by points.

The only problem with turning the RTS game into a FPS is all the units have minds of their own now. So instead of one person deciding a certain tank rush, you got different people doing whatever they want. So if you say stank rush on hourglass, you may get 6 stanks together, but a lot of times 2 of them will go off to hill or other side and show themselves.
