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Subject: Saturday at midnight (my time) kicks off themed events!

Posted by [NHJ BV](#) on Sun, 23 Nov 2003 18:40:16 GMT

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AircraftkillerI have a better idea, keep most of the week standard, so it isn't full of gimmicks...

I always hated gimmicks in servers. Most of it isn't fun, like Saturday, the levels ended in five minutes... There was no time to do anything fun except shoot at the Harvester for points and see who got the most at the end, on each level...

A better idea would be to start running fan levels full time mixed in with standard levels, so the game's longevity isn't based on five minute rushing, or sniping only...

I wasn't there, but can see that five minutes won't do much, especially on maps with base defenses. The other variations look good to me; it adds variation to the gameplay, therefore prolonging Renegade's lifetime

I dislike the idea of fan maps mixed with regular maps; I often search for fan maps being played, and then end up in a game on a fan map that ends in a minute, after which a map like Volcano starts...I'd rather have fan maps only in a server's rotation.

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