Subject: Unit Balance
Posted by Aircraftkiller on Sun, 25 Apr 2004 22:26:48 GMT

Quote:I hardly think what Ren is now is "bullshit" as you so succintly put it. It may not be literal 100% true to C&C gameplay, but for me I prefer it that way because it's faster-paced. Ren is one of the slowest-paced FPSes out there, and the only reason I DO still play it when better games are out there is because of the C&C mode and the way the whole theme is carried out. Some of your proposed changes will make the game quite a bit slower, and I hope you realize this before you do it.

Of course it is, because it's based on real time strategy. It's not a fucking deathmatch, why even bring that up? Renegade is less of a FPS and more of a RTS\FPS hybrid, when it should be a RTS gameplay converted to FPS.

Once again, if you want a fast paced game, C&C isn't your style. At least not a C&C FPS. If you want Unreal style games, the best solution is to go play Unreal.

C&C is about strategy, not about how fast you can win - unless you're playing tournament games. There's little strategy when a lot of the Renegade units are dumbed down so there's only a few good ones that kill everything, real fun that is...

People play RA because they enjoy it. Because it's Red Alert in first person. People who aren't playing it usually don't know what RA is, simply because they haven't been able to see it before. There's a lot of communication lapses between this community and 50% of the players on WOL.