Subject: Any RenGuard servers running only maps with defenses?
Posted by m1a1_abrams on Tue, 01 Jun 2004 03:14:19 GMT
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I know what you mean. It's hardly a game at all when it ends that quickly. It wouldn't be so bad if the tactics were diverse, but it's the same thing every game... drive a Buggy full of Engineers into the enemy base, or go through the tunnels. It's not exactly imaginative, neither does it require much skill to throw some C4 on the MCT and run around distracting people until it blows up. Nobody likes it in the RTS games when someone sends some Engineers into your base at the start of the game and captures all your buildings. You might win, but at the cost of having anything like an interesting game.