
Subject: Repair-whores ruined the game
Posted by [lpityU](#) on Tue, 22 Mar 2011 17:27:28 GMT
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I quit Rene-gay'd about a year ago because I was tired of n00b engineers delaying the game. Even worse was the n00b server admins who would boot you for 'team hinder' when you tried to stop the whores.
Here is what I mean;

Barraks is gone, wf is gone, ref is gone, all vehicles an special inf are gone... and you have 8 techies and engees repairing the pp for no good reason. The game is effin over losers - lets roll to a new one. But these tards are repairing away as if shooting the gizmo gun is the best part of their day. OK, maybe there is a miniscule chance for a miracle - but it aint worth waiting for 20 effin minutes. Ffs! What is fun about that!?!?

Meanwhile the other team has switched ro snipers and are just phukin around. Then after waiting just short of a half hour you decide enough is enough and you try to stop the repair-tards... So the lame-ass server mod kicks you for 'team hinder'. Why not kick the point whores delaying the effin game? This became the norm for 50% or more of the games I played.

I also got a bit irritated with the noob-servers with 200 mines and base defenses galore. Also the maps with 80 or so people playing - enough to assure that there are never enough vehicles and the map never ends. It almost becomes a mmog! Those servers were lame, but at least those games I could choose not to join.

I am wondering lately if the community finally wized up to the fact that repair whoreing is not fun and ruins the game for everyone. I suspect not and wouldnt be suprized if the community is a fraction of what it once was. Too bad if so - it used to be fun before the whores took over.

Subject: Re: Repair-whores ruined the game
Posted by [Omar007](#) on Tue, 22 Mar 2011 17:34:01 GMT
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Well ofcourse there are still people who keep repairing, though if the enemy team was a bit smart they would place nukes/ions and gg in 10 secs

AFAIK the highest max player count currently used is 64 so 32vs32.

Some servers increased the vehicle limit and/or C4 limit but I don't think that much due to server crashing possibility.

Subject: Re: Repair-whores ruined the game
Posted by [Aircraftkiller](#) on Tue, 22 Mar 2011 17:54:16 GMT
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Why do people insist on adding "d" to everything that could just as easily (and correctly) use "ed" instead?

I'll let Bob explain it better than I can.

Also, you keep using that word, "whoring", I do not think it means what you think it means.

Subject: Re: Repair-whores ruined the game
Posted by [R315r4z0r](#) on Tue, 22 Mar 2011 18:42:07 GMT
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I totally disagree with this OP. I hated it when people would give up and stop playing because they can't fathom any way to win the match.

A match isn't over until the end-game scoreboard shows up. Any time before that, anything can happen. I don't care if the enemy has their entire base left while we only have a no-power base defense structure and no credits. Until they make the final blow, the game is still on.

It isn't about "whoring" points by repairing, it's about trying to think of a way to pull a miracle come-from-behind attack in those losing moments. I absolutely cannot stand the short-attention span people who get bored and hinder everyone else from trying to continue the game because they want to play the next map.

Subject: Re: Repair-whores ruined the game
Posted by [JohnDoe](#) on Tue, 22 Mar 2011 19:28:51 GMT
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im glad u got that off your chest

Subject: Re: Repair-whores ruined the game
Posted by [_SSnipe_](#) on Tue, 22 Mar 2011 19:29:55 GMT
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R315r4z0r wrote on Tue, 22 March 2011 11:42 I totally disagree with this OP. I hated it when people would give up and stop playing because they can't fathom any way to win the match.

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span people who get bored and hinder everyone else from trying to continue the game because they want to play the next map.
Agreed, but this is renegade.

you will see:

Harvey whores
Repair whores (the non productive ones)
N00bjet Sniper Whoring off basic infantry
SBH's who don't do anything

but whats why its all the more fun

Subject: Re: Repair-whores ruined the game
Posted by [lpityU](#) on Tue, 22 Mar 2011 19:59:41 GMT
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Thats an idiotic hope - for a 'miracle comeback'. It does not happen often enough to warrant the effort (maybe you did it once out of how many games???). More to the point - what about repairing is so fun that you would want to do it for 20 minutes? Usually the other team stops attacking with heavies or nukes and just snipes. The payoff for the extraordinarily rare 'miracle come back" just isn't worth 100 drawn out losses. Yet the repair-tards just keep on going.

You don't need the end game screen to know when you have lost. It is a small minded person who does not know this - and a complete moron who takes pleasure in extending the duration of a lost game.

Subject: Re: Repair-whores ruined the game
Posted by [R315r4z0r](#) on Tue, 22 Mar 2011 20:11:47 GMT
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No, it's a small minded person that gives up before considering all the options left. The fact you feel that the game has ended and there are no options left exemplifies the meaning of having a narrow mind.

The fun of Renegade does not come from winning games but from doing all that you can by working with your team to defeat the enemy. Whether you succeeded or not isn't what makes the game fun. Knowing that you put up a fight until the end is what makes the game.

Giving up makes the game boring. It makes winning games lose their luster and it makes losing games a frustrating mess.

I would much prefer to sit there repairing for 20 minutes because I know that someone else on my team is using the time I'm buying for them to try and strike back.

I've had many victories like this, not just one. But that isn't even why I think it's worth hanging on until the end. Losing a match you gave your all in is just as fun as winning a match. If you can't comprehend that, then perhaps it was good you stopped playing.

Subject: Re: Repair-whores ruined the game
Posted by [Dover](#) on Tue, 22 Mar 2011 20:14:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

R315r4z0r wrote on Tue, 22 March 2011 11:42I totally disagree with this OP. I hated it when people would give up and stop playing because they can't fathom any way to win the match.

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I bet you were the type that, when losing in StarCraft, likes to lift off buildings and float them in corners to delay the inevitable or hoping your opponent disconnects.

If you're in an irreversibly-losing situation, you deserve to lose. Hoping for a miracle undeserved win is not okay. Hope-based play in general is not okay. Yeah, you might get a win if lightning strikes every member on the other team, but does that make you the better player? Does that make you feel like you deserve a win?

Subject: Re: Repair-whores ruined the game
Posted by [Spoony](#) on Tue, 22 Mar 2011 20:46:14 GMT
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if the enemy are all sniping, what is there to repair?

Quote:Also, you keep using that word, "whoring", I do not think it means what you think it means. i have had issues with renegade forums' word filters, but if there's one word in renegade that really should be censored, it's that.

Subject: Re: Repair-whores ruined the game
Posted by [R315r4z0r](#) on Tue, 22 Mar 2011 20:59:05 GMT
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Dover wrote on Tue, 22 March 2011 16:14I bet you were the type that, when losing in StarCraft,

likes to lift off buildings and float them in corners to delay the inevitable or hoping your opponent disconnects.

No, I was the type of StarCraft player that left their copy of the game in the store because I had better things to spend money on.

There are times in Renegade where, yes, you are simply unable to pull a win out no matter what you do. But that doesn't come as commonly as people tend to think.

There is a difference between delaying the inevitable and giving your all. Just because a situation seems hopeless doesn't mean it is and you should stop playing and get on with the next map. A lot of fun in Renegade comes out of those little surprises that happen from time to time.

Running away from losing is annoying. I think that's what you think I'm describing, Dover. A person in Starcraft that has their buildings take off and hide is not the same as what I'm talking about. They are running away and looking for some miracle that wont ever come. What I'm talking about is going down fighting. If there are still things that can be done, no matter how small, they at least deserve an attempt.

Subject: Re: Repair-whores ruined the game
Posted by [Dover](#) on Tue, 22 Mar 2011 23:11:30 GMT
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R315r4z0r wrote on Tue, 22 March 2011 13:59]No, I was the type of StarCraft player that left their copy of the game in the store because I had better things to spend money on.

Given your opinion on shooters and Halo 2, this shouldn't surprise me. I bet you prefer RA2/3 instead.

R315r4z0r wrote on Tue, 22 March 2011 13:59There are times in Renegade where, yes, you are simply unable to pull a win out no matter what you do. But that doesn't come as commonly as people tend to think.

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It's a matter of what constitutes a victory. Sitting and delaying in a game and hoping for a miracle isn't a valid strategy. If you're down to an unpowered base defense with no credits and the enemy has their entire base, you're in checkmate for all intents and purposes. Any hope-based play that relies on dumb luck or your enemy handing you a win is not the way the game is meant to be played.

That's why in any game with a shred of professionalism and manners (StarCraft, Chess), the loser surrenders far before the actual conditions of defeat are met. It's a pointless waste of time to go through the motions of dancing around waiting to be checkmated if you have three pawns and a knight left and your opponent has almost all his pieces, or to hide pylons around the map hoping your opponent will nuke himself or something. It's not somehow honorable to stay in the game and hope you can escort a pawn across and promote it or something like that. In fact it's rather rude and shows how lowly you think of your opponent if you really believe you still have a chance at that point.

Even physical sports have mercy rules where enough is enough. If you're losing you throw in the towel and move on, not worry about "going down fighting".

Running away from losing is exactly what you're describing. "I know we're down to one building and basically have nothing and our opponent has everything. We're actually in pretty much the worst position possible, but let's stay in the game and hope they all simultaneously disconnect, or that they all get out of their tanks and we steal them all!". If there's no reasonable plan for winning (Winning, not just not-losing), you've lost. Accept it and move on.

Subject: Re: Repair-whores ruined the game
Posted by [Gen_Blacky](#) on Tue, 22 Mar 2011 23:29:10 GMT
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Repair whores are my best friends. I always try to find that one guy that will repair me all game. Its called team work stop crying if you cant handle it play smaller games.

Subject: Re: Repair-whores ruined the game
Posted by [Crimson](#) on Wed, 23 Mar 2011 00:44:01 GMT
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This mentality was born of servers without the points fix. Repair whores, as you call them, would keep the last building alive while snipers and minigunners would amass ridiculous points on the tanks laying siege and that team would win instead of the team that dominated the map and played with more skill.

Such a thing happens less on servers with the correct points system that doesn't reward such ineffectual behavior and gives the win to the dominating team where it belongs.

Subject: Re: Repair-whores ruined the game
Posted by [snpr1101](#) on Wed, 23 Mar 2011 02:37:55 GMT
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Guy quits renegade 1 year ago, creates thread now to explain why. The problem is - as you said -

that you have one team working together for one common objective - Keep the PP alive. Then you have the other team sniping / messing around. One team is working for one objective, the other is doing many things. So you really can't do much, TP in Rene is dead. Try your best to get an Ion/Nuke down and pray the abundance of snipers pays off.

Subject: Re: Repair-whores ruined the game
Posted by [R315r4z0r](#) on Wed, 23 Mar 2011 03:03:05 GMT
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STARCRAFT!

Dover wrote on Tue, 22 March 2011 19:11 Running away from losing is exactly what you're describing. "I know we're down to one building and basically have nothing and our opponent has everything. We're actually in pretty much the worst position possible, but let's stay in the game and hope they all simultaneously disconnect, or that they all get out of their tanks and we steal them all!". If there's no reasonable plan for winning (Winning, not just not-losing), you've lost. Accept it and move on.

No, it is not the same. Prolonging your inevitable loss simply means dragging the game out pointlessly. The losing side merely looking for a new chance to appear to win that in all likelihood will never happen. That isn't what I'm talking about. I'm talking about having a few ideas left to try but in order to attempt them, you have to first fend off the enemy attack.

Also, keep in mind I'm talking strictly about base destruction victories. If it's a match where points are involved, it's an entirely different story.

Subject: Re: Repair-whores ruined the game
Posted by [Dover](#) on Wed, 23 Mar 2011 04:21:06 GMT
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Oh, whoops. And "looking for a chance to appear" sure sounds similar to

R315r4z0r wrote on Tue, 22 March 2011 11:42It isn't about "whoring" points by repairing, it's about trying to think of a way to pull a miracle come-from-behind attack in those losing moments.

Subject: Re: Repair-whores ruined the game
Posted by [z310](#) on Wed, 23 Mar 2011 06:59:37 GMT
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Dover wrote on Tue, 22 March 2011 13:14I bet you were the type that, when losing in StarCraft, likes to lift off buildings and float them in corners to delay the inevitable or hoping your opponent disconnects.

Good luck finding my Stealth Tank. You won't win until you kill it.

Subject: Re: Repair-whores ruined the game
Posted by [MUDKIPS](#) on Wed, 23 Mar 2011 10:54:29 GMT
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people just call whatever they don't like whoring, simply because they can't stand it, can't beat it, can't do anything about it.

OH LOL I CAN'T KILL HIS TANK, HE IS POINTWHORING!

OH LOL I CAN'T KILL THIS SNIPER, HE IS KILLWHORING!

OH LOL THIS SBH KEEPS STEALING MY TANK, HE IS SBH WHORING!

OH LOL I CAN'T BE BOTHERED TO DO ANYTHING, WHILE MY TEAMMATES ARE GIVING ME THE OPPORTUNITY, THEY ARE REPAIR WHORING!

etc.

Subject: Re: Repair-whores ruined the game
Posted by [EvilWhiteDragon](#) on Wed, 23 Mar 2011 13:11:51 GMT
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Weren't you the guy with the "play to win" articles? Or was that George Zimmer?...

Subject: Re: Repair-whores ruined the game
Posted by [Herr Surth](#) on Wed, 23 Mar 2011 13:15:27 GMT
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I bet you were the type that, when losing in StarCraft, likes to lift off buildings and float them in corners to delay the inevitable or hoping your opponent disconnects.

Duuude, I got mules, i can come back from anything

Subject: Re: Repair-whores ruined the game
Posted by [Dover](#) on Wed, 23 Mar 2011 13:48:48 GMT
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EvilWhiteDragon wrote on Wed, 23 March 2011 06:11Dover wrote on Wed, 23 March 2011 05:21R315r4z0r wrote on Tue, 22 March 2011 20:03Dover wrote on Tue, 22 March 2011 19:11Running away from losing is exactly what you're describing. "I know we're down to one building and basically have nothing and our opponent has everything. We're actually in pretty much the worst position possible, but let's stay in the game and hope they all simultaneously disconnect, or that they all get out of their tanks and we steal them all!". If there's no reasonable plan for winning (Winning, not just not-losing), you've lost. Accept it and move on. No, it is not the same. Prolonging your inevitable loss simply means dragging the game out pointlessly. The losing side merely looking for a new chance to appear to win that in all likelihood will never happen. That isn't what I'm talking about. I'm talking about having a few ideas left to try but in order to attempt them, you have to first fend off the enemy attack.

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If you're in a situation where there's some reasonable plan to win, by all means go for it. I'm not saying you should auto-quit the minute your harvester dies and your behind. Merely to be realistic and know a checkmate when you see one.

Professional Chess and StarCraft players do play to win. But they're also skilled enough in their craft that they know when they're done.

Subject: Re: Repair-whores ruined the game
Posted by [EvilWhiteDragon](#) on Wed, 23 Mar 2011 14:49:46 GMT
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Dover wrote on Wed, 23 March 2011 14:48 EvilWhiteDragon wrote on Wed, 23 March 2011 06:11 Dover wrote on Wed, 23 March 2011 05:21 R315r4z0r wrote on Tue, 22 March 2011 20:03 Dover wrote on Tue, 22 March 2011 19:11 Running away from losing is exactly what you're describing. "I know we're down to one building and basically have nothing and our opponent has everything. We're actually in pretty much the worst position possible, but let's stay in the game and hope they all simultaneously disconnect, or that they all get out of their tanks and we steal them all!". If there's no reasonable plan for winning (Winning, not just not-losing), you've lost. Accept it and move on.

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Professional Chess and StarCraft players do play to win. But they're also skilled enough in their craft that they know when they're done.

Considering that I've seen single engineers changing the course of a whole game, I wouldn't call it pointless. Certainly not when you "play to win". Admittedly, if you only have ref or PP left, winning should be next to impossible, but then again the enemy should be able to kill you off in 3 minutes. If it takes longer it means you still got vehicles or high-lvl infantry, which means you're not yet lost. That, or the enemy shows that it killed the other buildings because of a shitload of luck, not because of skill.

Subject: Re: Repair-whores ruined the game

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 23 Mar 2011 16:32:25 GMT

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If everyone is in the last building repairing it, just plant a nuke outside. They'll be forced to come out, and then you can either kill them all and defend the nuke, or destroy the building while they're not repairing.

Or, just go to the endgame beacon if the server allows that.

Or, just bust in.

There is always a way.

Subject: Re: Repair-whores ruined the game

Posted by [liquidv2](#) on Wed, 23 Mar 2011 22:33:15 GMT

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you cannot crush the human spirit; games of renegade sometimes bring out peoples' survival instincts

i personally do everything i can to make it harder for the other team to win if my team is not going to earn that shit, quit your bitching

Subject: Re: Repair-whores ruined the game

Posted by [bmr_71](#) on Thu, 24 Mar 2011 00:32:50 GMT

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this game really isnt made for more than like 8v8, only n00bs say otherwise.

ive never really enjoyed playing in servers more than 20 people, thats why i miss the good old rene days.

Subject: Re: Repair-whores ruined the game

Posted by [GEORGE ZIMMER](#) on Thu, 24 Mar 2011 02:57:10 GMT

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bmr_71 wrote on Wed, 23 March 2011 17:32this game really isnt made for more than like 8v8, only n00bs say otherwise.

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8v8+ is when it's best. Anything below 4v4 is crap.

Subject: Re: Repair-whores ruined the game
Posted by [Herr Surth](#) on Thu, 24 Mar 2011 08:11:59 GMT
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2v2-4v4 is so much more fun than 8v8.

3v3 with two people you've known and played with for years = best thing ever

Subject: Re: Repair-whores ruined the game
Posted by [EvilWhiteDragon](#) on Thu, 24 Mar 2011 09:05:13 GMT
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I would say 4vs4 to 8vs8 would be best, as this means manageable teams while still having plenty of action.

Subject: Re: Repair-whores ruined the game
Posted by [JohnDoe](#) on Thu, 24 Mar 2011 19:14:15 GMT
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8v8 is the max amount of players where every guy can drive a vehicle with the ref still alive, right? Games get exponentially dumber after that mark. An organized 8v8 like the old gamespy/esl clanwars is the best, but you can have epic games of any smaller size down to 1v1s.

e: the retardation curve is actually a logistic function now that I think about it

Subject: Re: Repair-whores ruined the game
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 25 Mar 2011 16:38:46 GMT
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I think 8v8 is perfect. The vehicle limit is 7, not 2.

Subject: Re: Repair-whores ruined the game
Posted by [Herr Surth](#) on Fri, 25 Mar 2011 17:24:21 GMT
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just because the tankbattle is larger doesnt mean its better

Subject: Re: Repair-whores ruined the game
Posted by [GEORGE ZIMMER](#) on Fri, 25 Mar 2011 17:35:44 GMT
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Herr Surth wrote on Fri, 25 March 2011 10:24just because the tankbattle is larger doesnt mean its better

I disagree- having lots of tanks going at it is pretty much the spirit of Renegade.

It's nice when there's a raised vehicle limit, though, for bigger games. Otherwise, it CAN get stalemate-y when people are only being engies/techs/hotwires.

Subject: Re: Repair-whores ruined the game
Posted by [Starbuzz](#) on Fri, 25 Mar 2011 18:26:56 GMT
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GEORGE ZIMMER wrote on Fri, 25 March 2011 10:35Herr Surth wrote on Fri, 25 March 2011 10:24just because the tankbattle is larger doesnt mean its better

I disagree- having lots of tanks going at it is pretty much the spirit of Renegade.

It's nice when there's a raised vehicle limit, though, for bigger games. Otherwise, it CAN get stalemate-y when people are only being engies/techs/hotwires.

I think Surth was saying something else. The best tank battles are the ones where there aren't too many of them; just enough to maintain the intense fights/quickie repairs going. It's really adrenaline rushy compared to just a spam of tanks just outnumbering and ganging up.

This goes for the whole game as well. The more players there are, the lesser the responsibility and the game simply doesn't feel as satisfying. However, with lesser players, the game becomes more focused and intense; the butterflies really go mad lol.

Subject: Re: Repair-whores ruined the game
Posted by [JohnDoe](#) on Fri, 25 Mar 2011 23:13:08 GMT
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[NEFobby[GEN] wrote on Fri, 25 March 2011 09:38]I think 8v8 is perfect. The vehicle limit is 7, not 2.

7v7 is perfect, then

Subject: Re: Repair-whores ruined the game
Posted by [Jerad2142](#) on Mon, 28 Mar 2011 17:10:21 GMT
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I don't play to win, I play because I enjoy the struggle between the teams, and if one team is losing that way, I'd rather be on that team than be on the one that's rolling over them. The challenge makes it fun, if I didn't want a challenge I'd go play something like cod.
GEORGE ZIMMER wrote on Wed, 23 March 2011 20:57bmr_71 wrote on Wed, 23 March 2011 17:32this game really isn't made for more than like 8v8, only noobs say otherwise.

I've never really enjoyed playing in servers more than 20 people, that's why I miss the good old rene days.
8v8+ is when it's best. Anything below 4v4 is crap.
63v63+(128 bots on each team) is the best!!!!

Subject: Re: Repair-whores ruined the game
Posted by [newcheese](#) on Mon, 28 Mar 2011 20:03:43 GMT
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nothing against you fellas, I stick to my original statement.
y'all are noobs

Subject: Re: Repair-whores ruined the game
Posted by [Spoony](#) on Mon, 28 Mar 2011 22:12:06 GMT
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try renegade with infinite infantry ammo, boomer.

Subject: Re: Repair-whores ruined the game
Posted by [liquidv2](#) on Mon, 28 Mar 2011 22:36:26 GMT
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I've found the most exciting games to be 12v12 or more where both teams actually knew what was going on and worked together
it's like your 4v4s but scaled up, involving more players to cover and fill the maps, pushing them closer to their intended capacities
it's rare to see it nowadays and used to happen more often

Subject: Re: Repair-whores ruined the game
Posted by [Gen_Blacky](#) on Mon, 28 Mar 2011 23:04:29 GMT
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liquidv2 wrote on Mon, 28 March 2011 15:36
it's rare to see it nowadays and used to happen more often

Like everyday now its once every month lol.

Subject: Re: Repair-whores ruined the game
Posted by [bmr_71](#) on Tue, 29 Mar 2011 23:29:58 GMT
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i dont even know what ure talking about spooner

Subject: Re: Repair-whores ruined the game
Posted by [Rocko](#) on Wed, 30 Mar 2011 03:35:16 GMT
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boomer is the worst wannabe troll in history

Subject: Re: Repair-whores ruined the game
Posted by [GEORGE ZIMMER](#) on Wed, 30 Mar 2011 03:43:26 GMT
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liquidv2 wrote on Mon, 28 March 2011 15:36i've found the most exciting games to be 12v12 or more where both teams actually knew what was going on and worked together it's like your 4v4s but scaled up, involving more players to cover and fill the maps, pushing them closer to their intended capacities it's rare to see it nowadays and used to happen more often Yeah, this.

A random 12v12 isn't nearly as fun as a good 4v4, but a 12v12 or so of organized people... it's awesome.
