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Subject: To win or to pound that is the question...  
Posted by [Anonymous](#) on Fri, 21 Feb 2003 03:36:00 GMT  
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Basically on many games I seem to have seen two types of people one type the Victors who love to just run in to the game go rush the base and get it all done before they know what hit them then there's the Brutes who just sit there finding different ways to pound the base and have fun baiting off people who try to stop them riding out the time...Now the obvious advantage for the Brutes is that they get lots more points and end up getting a better rank but for the Victors their advantage is not giving the enemy any time to hit back...So I am sitting there wondering what the community think so tell which do you prefer as for me I have no preference I just go with the flow...So please post saying which method you prefer.OT: Also I would like to take the opportunity to ask if anybody actually knows how many copies Renegade sold in comparison to others and if they lost money because I have got a friend who keeps nagging my ear off saying that Tiberian Dawn was better than Renegade...Thanks in advance.-Sk8rRIMuk [ February 25, 2003, 08:42: Message edited by: Sk8rRIMuk ]

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Subject: To win or to pound that is the question...  
Posted by [Anonymous](#) on Sat, 22 Feb 2003 09:46:00 GMT  
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Why, what else? point whoring

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Subject: To win or to pound that is the question...  
Posted by [Anonymous](#) on Sat, 22 Feb 2003 09:54:00 GMT  
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quote:Originally posted by imdgr8one:Why, what else? point whoringlolpoint whoring is a good way to put it

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Subject: To win or to pound that is the question...  
Posted by [Anonymous](#) on Sat, 22 Feb 2003 16:09:00 GMT  
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Point whoring games are a waste of time IMO. If we are down to the last few mins etc then I can understand a point win. But to have 20mins etc left and to try for a point win VS. base destruction / base defense destruction is WEAKNESS. Only settle for the point win if the game is close in points and coming to an end. Anything else is a waste of time.

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Subject: To win or to pound that is the question...  
Posted by [Anonymous](#) on Sat, 22 Feb 2003 18:49:00 GMT  
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I only point wh0re if I'm on gdi because they almost never win by base destruction. Nod has the flame tank and stank which can easily kill buildings.P.S. AMD 850mhz256MB PC133 RAMNvidia TNT2 AGP4x 32mb RAMYou can actually run renegade on that?

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Subject: To win or to pound that is the question...  
Posted by [Anonymous](#) on Sun, 23 Feb 2003 19:52:00 GMT  
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quote:Originally posted by dead4ayear2:P.S. AMD 850mhz256MB PC133 RAMNvidia TNT2 AGP4x 32mb RAMYou can actually run renegade on that? Yup. I use to run Rene on a 550mhz machine.The only issue is the total # of players in the game. With my 850mhz once the total # of ppl is > 23 or so I take big FPS/gameplay hit. Basicly faster MHZ = greater # of ppl u can play with. the0ne [ February 23, 2003, 19:52: Message edited by: [sg]the0ne ]

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