Subject: It's about time...
Posted by IRON FART on Mon, 02 May 2005 22:35:57 GMT
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My clan kinda feels the same way, but not as much.

We installed CP1 etc, but disabled most crates except for the money, points and equipment (some weapons, armor/health upgrade, repair gun).

We sort of favor the destroyed vehicle thing. It makes the game a little more interesting. With it enabled, it is MUCH easier to steal enemy vehicles and makes the game more fun. If a vehicle gets destroyed, then that just kills the game. If we can repair it, though, we can get more money and even attack.

On some maps if you lose your airstrip/weapons factory, then you are basically a sitting duck and can't to anything but try to defend. If you can steal vehicles, it will give you the chance to turn the tables at any point.

We also enabled some of the commands like !donate, !forcetc and some others. Frankly, I think those should have been in the original version of Renegade.

These new updates are good in moderation. I understand about things like the god crate and the crates that give you vehicles; they are just too much.