
Subject: Re: What game do you think takes the most skill?

Posted by [Nukelt15](#) on Tue, 13 Dec 2005 16:15:31 GMT

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T:V killed the franchise for a lot of people. It made things too simple, as odd as it sounds. Several things annoyed me about T:V:

- * The base asset damage model. Attackers only had to damage an asset 50% before it was destroyed. Defenders had to repair each asset all the way back to 100%.

- * Vehicle spawning. Tribes had a very good vehicle purchase system- it did not suffer from the "mine, mine!" syndrome that many other games do. T:V eliminated that and replaced it with something reminiscent of the Battlefield series...and the people fighting over who gets the spawn were only too happy to show up as well.

- * Changing the Blaster. The Blaster shoots orbs of energy. That's how it has always been. It is not meant to be a shotgun. If they wanted to add a shotgun-style weapon, they should have added one rather than changing one of the Tribes bread-and-butter weapons.

- * The Shield pack. Since it no longer drains energy, there is no penalty for using it. That it shields from only 25% of damage in passive and 75% in active makes no difference- you can bounce around all day with your shields up and have a natural advantage just for wearing it.

- * Removal of the ammo pack. That was one of the best packs. I don't really need to go into detail about why, exactly, that was.

- * Number of weapons on each armor. Light should have 3, Medium 4, and Heavy 5. T:V gave 'em all 3.

- * No targeting laser. Most vets didn't need it anyway, but it was still a handy tool for pointing out things to your team...the location of a pesky sniper, for instance.

- * Deployables. Deployables should be available through inventory. Putting them at spawn stations introduces the same old "mine, mine!" syndrome that plagues the vehicle spawns.

- * Grappler exploit. I love the grappler. I think it is a great addition. However, there is an exploit that players can use to gain speeds well in excess of anything that was possible with the ski exploit in T1. This renders flag chasers ineffective, and makes defense difficult.

- * Whoever wrote the story sure as hell never played any of the other games in the universe- Battledrome, Earthsiege, Earthsiege II, Starsiege, Cyberstorm, Cyberstorm II, Tribes, Tribes2. It went way out on a tangent and never came back, using NONE of the established backstory.

The list goes on. The first two games will always be the best two. They were well balanced (especially base T2...there wasn't one kill-all uber ANYTHING, really), took some skill to play, and had lasting appeal as every fight was as interesting and intense as the first.
