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Subject: Re: A NEW TYPE OF RENEGADE!

Posted by [KIRBY-098](#) on Wed, 13 Sep 2006 20:40:10 GMT

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MaidenTy1 wrote on Wed, 13 September 2006 04:16 Stop evading my question and answer it plainly.

Quote: Only if you are technically an idiot. You in general know exactly what people are referring to when they use that acronym to describe their server. Don't even try to turn it into anything else or push it out of their vocabulary. All Out War means everything fair goes. And if people want to use it, what the Hell concern is it of yours?

Don't dodge the question again, keep the insults to yourself, just provide a plain answer to a perfectly simple question.

Who is the judge of what is fair?

He's not dodging anything. It is so simply evident even you should know it.

There aren't 5,000 gameplay modes based on each and every little tweak, mod or exploit.

There are really only three, and he helped create one of them.

Single player

Command and Conquer mode commonly called AOW

Capture the flag

Everything else including "Sniper only" are deviations off those three.

Not that they are any less "Fun" or any other thing you care to argue. That's just the way it is, and AOW is the common term for C&C mode like "Map" is a common name for Level or Car is a common name for every vehicle with four wheels below a gross tonnage of 10,000 lbs.

His point is that you're arguing semantics, and when you do that you are showing a clear lack of comprehension of the topic.

Westwood did not design the game for play with exploits in mind. And if C&C mode or AOW was supposed to have extras as a standard, you wouldn't have to hit ALT to use them and they'd be in the manual. Do you think the Nod extra veh is an elite go kart? It was used in Alpha to test level playability before vehs were implemented.

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