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Subject: Re: Red Alert 2: Apocalypse Rising Recruitment

Posted by [OWA](#) on Sat, 24 Feb 2007 15:44:35 GMT

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JasonKnight wrote on Sat, 24 February 2007 03:31 One Winged Angel wrote on Fri, 23 February 2007 19:40 JasonKnight wrote on Sat, 24 February 2007 00:35

have a max build limit for yuri.

easy fix.

Or keep it true to the Red Alert 2

you plan to have servers with 100+ poeple for each team?

its almost impossible to make a RTS into a FPS be true to its counterpart due to balance issues. Look how close A Path Beyond is to it's RTS counterpart. Besides, Yuri is weak against Robot Tanks because of his inability to control them. If we limited Yuri, what about those poor sods playing 1v1? Balancing will be tweaked so it plays well in an FPS environment.

All the units that the Allies and Soviets had for Yuri's Revenge will be in Apocalypse Rising, don't expect to see Yuri's Army anytime soon though.

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