
Subject: Re: I have a few questions... (A lot of cool and/or weird ideas)

Posted by [F1AScroll](#) on Sat, 03 Mar 2007 04:29:17 GMT

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Another 2 ideas.

18. Chrono harvesters. Like in RA: Yuri's Revenge 2 (or something). They can hold half the ore/tiberium/tiberian/whatever as a Soviet/NOD/Hussan/whatever one, but they teleport back to base when they're full. Course, there may be problems with AI not knowing that they teleported and RenGuard may think that "OMG! YOU'RE CHEATING! DIE BOOT BAN FISH!!!" and kill/boot/ban/whatever(!) you, but if you do enough stuff, something might work. Course, people might think GDI *is* cheating, and in all truth, they sorta are. GDI could easily leave the harvester there and Repair it. Then again, they get half the money. Course, all this assumes that the harvesters have manual driving enabled, which would require barrel/bail/fish(?)/whatever checks to see if you have any stuff. If you didn't, you could just go back and forth a small distance in your base and get \$2.1 jigodollars (since BTTF has been mentioned and so has the word chrono, which means time, which means Westwood screwed up naming it the *chrono*harvester).

19. And while we're talking Yuri's Fish: Red Alert 7, how about Yuri stuff.

20. Chicken. Before you say I suffer from severe mental retardation, Westwood thought of it, too. 'Course, it crashes the game. Really, this is just a joke. But I know one day someone will make a totally great hack, err... mod off it 'cause that's the way the world works. Someone thinks up the *worst idea ever* (like Sole Survivor) and turns it into the *coolest thing since sliced bread* (as in Renegade).

21. Guard dogs (Both teams). Come on! Who doesn't love 'em! I played the entire Allied campaign with 'em. (Cookie to whoever figures out how I played with Guard Dogs with the Allies. Hint: I made it so I was the Soviets during those missions.)

22. Spys (Both teams). And The Sole Reason (NOTE TO SELF: Quit Capitalizing Every Word.) the guard dogs are there. To detect spies. Allies (the term, not the team) always see you as "<you> (Spy)", enemies see you as one of them, which sucks for you if the guy you are sees you. Really sucks for you if they have a flame/mammoth tank. Also, you are shown as yourself if you a guard dog is near you.

And don't forget, Mr. Monk ain't Dale Butterworth. If you get that reference (that's totally unreal to CnC, harvesters, and BTTF), I'll give you a cookie.

EDIT: Why's this post have an edit button and the one above it not?
