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

Posted by [OWA](#) on Sun, 04 Mar 2007 18:05:13 GMT

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f1ascroll wrote on Sat, 03 March 2007 04:29Another 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 BTF 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.

Just look at Red Alert 2: Apocalypse Rising
