Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by liquidv2 on Mon, 31 Dec 2007 16:20:01 GMT

make it so that if you wall hug too much the level eats you

i don't think vehicles are worth enough with the points fix, killing a mammy 100% gets you 147 points, and i'm not sure how they determined what they wanted vehicles to be worth
maybe they compared it to what buildings are worth, that might make sense somehow

just doesn't seem finished to me, but it definately stabilizes the game overall

so stick that in a patch