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Subject: Re: C&C 4 Coming!!!!

Posted by [Herr Surth](#) on Sat, 25 Jul 2009 20:54:03 GMT

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Dover wrote on Sat, 25 July 2009 15:18so say we all. wrote on Sat, 25 July 2009 13:01what? using the underpowered race when your skill is exactly or a bit above the enemies skill means EXACTLY that you can't win.

No, it doesn't. Everything has a counter, and if the game is truly that imbalanced then nobody would play it. Watch the videos. In each the unfavored player comes out on top by playing unconventionally or pre-empting is opponent. Why would nobody play it? practically every rts out there is somewhat imbalance and favors one race or another. ZH was just a bit more extreme, nothing major. Im playing WiC on a competitive level and its quite imbalanced. it still was played on CPL. (granted, CPL died shortly after, but anyway)

Quote:

so say we all. wrote on Sat, 25 July 2009 13:01

Man is that a stupid attitude or what.

Basically you say "Sorry TT, but I dont want you to implement the pointfix (man this is gonna turn into a pointfix debate in a matter of an hour hopefully!) because Westwood was too stupid/lazy to do it.

Btw, Highlevelplayers usually have a much higher understanding of the game mechanics than the developers.

btw#2, the patch got approved by EA iirc.

That's difference. From an update perspective, Renegade is a dead game. If the developers have given up on a game, then the community can step in. Otherwise it's just self-serving.

As for high-level players having a better understanding, they are also self-serving and have a vested interest in things changing to favor their faction/unit/tactic/whatever. Balancing a game requires you to be impartial, which game developers are and players may or may not be. SO WAS ZH. EA had abandoned it.

I'm a highlevel WiC Airplayer and I still condoned a change that nerfed air in the beta for patch 11. Is your theory disproved now?

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