Subject: Re: Ideas to help newcomers/people joining a server mid-game Posted by Wiener on Thu, 08 Oct 2009 09:09:17 GMT View Forum Message <> Reply to Message

additional, you lose sight of the main target when making repairing (defensive gameplay) more attractive: "its destroy the enemy base" and not "keep your base alive"

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums