
Subject: Savage RTS/FPS game

Posted by [WL_Ratkiler4](#) on Mon, 25 Aug 2003 15:39:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

This game isnt ment to be similar to Renegade, Savage has much more useful things then Renegade ever had.

In this game you have a commander to help you out and play the RTS style, and if your commander sucks you can put up a poll to vote kick him out, also if your base is under attack and no one is there the commander can stop being a commander and switch to player and defend his base.

Also the weapons have to be set by the story, this is centuries in the future when earth got all fucked up and now there is only man and beast around, and the humans just have limited technology and beasts are a developing race, who are being taught by a human that can talk to beasts, so i guess that female leader is teaching them powerful thing, so they have what i say nature weapons, they have staffs that shoot fire or fire balls or lightning, also they have other upgrades like carnivor that when you kill someone you get health. Only thing i can think of right now that is magic magic is when beast can get item to make him go invisible for like 15-20 seconds or 30 cant remember.

This game is alot of fun and i suggest people try it more then once, coz you cant be a new to the game and play it once to give up, because the people who been playing long, will tear you up good.

Also concerning about buildings, yes it is alot harder to take them down in Savage, thats because anyone can heal them by useing there main attack on the building, also if you use seige properly you can take them down faster....But this game is also going to be 32v32 players, so having building that can be taken out very fast isnt very good for such large amount of players.

All i can say is this game is good and will keep getting better because the Dev team are great and are not in it for the sole purpose of money.
