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Subject: Re: TT people

Posted by [Starbuzz](#) on Sat, 08 Sep 2012 16:43:26 GMT

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I think you are misunderstanding m8.

Every video in that page except the last one for Under looks like it is quiet normal or in other words, it isn't surprising and shouldn't be for anyone new to the game even if someone told them it is possible.

Issues like outside PT's and this mine issue don't even compare to those and are not readily obvious. The videos on that page are about sneaking around while timing the next move...things like outside PT's and the mine issue and even the Arty reticle trick to hit GDI buildings on Hourglass are on a whole different level. i.e, someone must be specifically explained that it can be done.

here's the low down on these;

OUTSIDE PT's: all over the game manual, loading game screens and in the SP campaign a new Rene player is hounded over and over and educated that it is with PT's that chars/refills/vehicles/beacons can be purchased. Then he pops for the first time into a MP game and he does the same thing completely oblivious to the fact of outside PT's unless (in my case) he by chance observes someone refill themselves by slamming into the outside of a building! And goes "how the \*\*\*\*!!" and that's when the shitty outside PT's becomes obvious. What a damned game lol

I am aware of all the discussions on this matter in the TT subforum and the poll.

ARTY RETICLE/HOURGLASS: all over when playing the SP game and even MP, the new Rene player is aware that if he points and the reticle turns green, it's a confirmed hit. Then he sits there on top of the hill hitting the PP and no shit happens and he begins to get frustrated. "what!? how come others are doing it and what am I doing wrong?"...then (in my case) a friendly Spooky-driven MED that is dominating the map/hill quietly PM's me and educates me and teaches how it's done. i.e, aiming at PP and clicking and dragging the reticle so only the dot is focused on the PP.

how is a new player gonna know that?!! Of course, this issue is fixed now.

DOOR MINES ISSUE: So mines stop the rat bastards from entering in quickly and so year after year ReneFolks mine the doors completely unaware that secretive rats that really know this shitty game's inner workings can just rub themselves all over the sides of the door and make a clean faster entry. I was not aware of this issue until Hitman posted a video a few months ago showing it. It was funny Jamie replied back saying Hitman broke a "rule" by revealing to the "noobs" the door mine trick.

Not anything against these guys...however, you can begin to see the picture how this shitty game with hidden not-obvious secrets like these makes it unfair for the common casual player who has been mining as usual.

I am just saying how shitty and broken some aspects of the game was/still is and how so damned unfair it is to people without the "know-how." To make matters worse the elite Renelluminati players who know these secrets won't readily divulge (except Spooky) this to players they consider as ReneSerfs (the common casual Rene player) who make up about 98% of the remaining playerbase.

So then it becomes the duty of those who have taken responsibility for fixing these ills to either fix or offer a solution that evens the playing field for everyone. At the very least make a new loading game screen that informs players of the crappy nature of the game they are playing.

I see no legit reason to keeping the door mines as they are or have yet to hear a good solution that benefits everyone. Can't you just put some sort of invisible wall outside the sides of doors thru which no game object (the character) can penetrate to blow the mines at the door?

I hope I am not seen as being difficult and might not be aware of other dynamics...but I am just saying what I feel needs to be said and as always having an open mind. I understand this is an old game but believe it or not new players are always trickling in. In the meantime, to make it fair for everyone I am going to have this rubbish mine trick all explained in ALL CAPS on all my server set-join messages.

edit: this mines issue I feel is soooooo critical...with a game that revolves around getting into a building and blowing up the MCT, and with mines (in the absence of alert players) being the last line of defense/delay from enemy sneakers, I feel this area should have no margins for any secrets.

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