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Subject: A solution for buildings in C&C mode

Posted by [Anonymous](#) on Fri, 08 Mar 2002 05:46:00 GMT

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Its fairly obvious that being able to rebuild (or build) buildings would be a nice addition to the game. It is however a problem of how to place them and pay for them. Not actually playing the game with more than 2 ppl in i dont have much knowledge on the subject but... I would say that instead of having a pool for buildings you could just have a vote system in the purchase menu. When u go there you vote for a powerplant, once the votes become enough (ie over half the players) then the building is payed for out of everyones money (an equal amount from each) this could also be just from the ppl who voted. The buildings could be placed by the computer (in the c&c games the computer seems to place buildings fairly well). Being able to replace buildings would change the game quite a lot however due to the fact that taking out someones powerplant must cripple the base quite a lot ( i am guessing) as well as taking out a refinery. If you then have the ability to replace them the games will last a hell of a lot longer! Renegade is a cool game but i feel that there is still a lot of room for imprpovement, even just by adding more options, like the ability to replace buildings, bots, orders etc. Thats my view anyway.

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