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Subject: Re: Renegade 2 FPS

Posted by [Chuck Norris](#) on Tue, 25 Sep 2007 04:16:24 GMT

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I'd like a 2v2 idea, but it would have to be more than just one team versus the other with two bases per side. There'd have to be limits place on those two allies that they'd normally have as a team. For example, you couldn't buy characters or anything at their base. You couldn't hear their radio commands either, so screaming "Defend the base" wouldn't let your ally hear it. Good idea, but it just equals the same thing we have now, one team versus the other, but with two bases. There'd have to be limits between the allies for the reason of making them seem like seperate entities to make it really feel like it was two teams verus two teams, and not one verus another with two bases per side. Maybe give each team something unique or something, I don't know. I just know you'd have to do something to make it feel like 2v2 and not 1v1 with two bases per side.

The 1v1v1 idea is nice, but it wold become 2v1 alot. Maybe make maps with a base per all three teams, and the game randomly "disclodes" one at the start and puts players on the other two, so it could end GDI vs NOD, or Scrin vs GDI, whatever the game decides (of course the server should be able to override this to choose, should they, say, want to disclude Scrin at all).

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