Subject: Unit Balance
Posted by htmlgod on Sun, 02 May 2004 20:38:05 GMT

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Not to butt in or anything, but I really think you should strengthen your support base before you go off making significant changes that will probably not help broaden your support. Lately n00bstories servers have all been requiring rengaurd, and in the last week I have never once seen a single play in the n00bstories servers. Instead of immediately rebalancing the game, or at least while you rework some balancing problems, you should make some new implementations, like the Taunts featured by BC servers, and the emoticons, which I know you have already worked on, to attract more players. Then, once you have the support of the majority of the players, even the ones who don't normally download maps and mods when they're available, then you start trying to get your balancing ideas supported. I know that just about everyone who actively posts in this forum supports renguard, but look at the thousands of players who don't. If the masses supported renguard, the renguard servers would not be running empty. In the words of Proximo, "Win the crowd and you will win your freedom."