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Master of orion conquer the stars best custom race

Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Home Forums > OTHER GAMES > Other Civ-Related Games > Page 9 of 12 < Prev 1 – 7 8 9 10 11 – 12 Next > Home Forums > OTHER GAMES > Other Civ-Related Games > How about bringing back some of the options in race creation. The pre built list on the right side of the screen is nice, but you took away all the other options that I liked from the last EA. Also, when compared to the regular races, several are over 10 points, if my factoring is correct. If you are going to do that, the custom race needs to have a few points more. They have stated that it is their design to give Vanilla races more points then custom races.However, the odd thing is that some Vanilla races have less points then others. Sakkra actually have a surplus of extra points and they are the most underpowered in the game IMHO, Mrshnan are a close 2nd. Sillicoid are broken due to game mechanics and the Melkar are too (but in an overpowered way). Prsrha, on 26 July 2016 - 09:32 PM, said: They have stated that it is their design to give Vanilla races more points then custom races. However, the odd thing is that some Vanilla races have less points then others. Sakkra actually have a surplus of extra points and they are the most underpowered in the game IMHO, Mrshnan are a close 2nd. Sillicoid are broken due to game mechanics and the Melkar are too (but in an overpowered way). Why would they give the vanilla races more points? I mean, maybe give your opponents more points on very hard or extreme, but in general why make custom races less powerful? Custom races were one of my favorite features of MoO2, important enough that I wouldn't have bought MoO4 without them. The whole point is to seek out combinations that improved upon the vanilla races to give you an edge against the overpowered computers on the hardest difficulty. If by design you can't make a race that's even as good as the vanilla races, then what's the point of them at all?And yes at least the vanilla races should be balanced with each other. I remember trying out the Sakkra and realizing I could just create them as a custom race but without the uncreative trait, and it worked fine. The Meklar are way overpowered, so I stopped including them in my games. I really hope they redesign the race traits including custom races with more options and all races being balanced point wise and game mechanic wise. Get 5X - The Ultimate Balance Mod on Steam or on Nexus Mods! Spud_Dastardy, on 26 July 2016 - 09:49 PM, said: Why would they give the vanilla races more points? I mean, maybe give your opponents more points on very hard or extreme, but in general why make custom races less powerful? Custom races were one of my favorite features of MoO2, important enough that I wouldn't have bought MoO4 without them. The whole point is to seek out combinations that improved upon the vanilla races to give you an edge against the overpowered computers on the hardest difficulty. If by design you can't make a race that's even as good as the vanilla races, then what's the point of them at all? And yes at least the vanilla races should be balanced with each other. I remember trying out the Sakkra and realizing I could just create them as a custom race but without the uncreative trait, and it worked fine. The Meklar are way overpowered, so I stopped including them in my games. I really hope they redesign the race traits including custom races with more options and all races being balanced point wise and game mechanic wise. People have argued for them to make racial adjustments (myself included), however they have made an official post that they intend to have Vanilla races have more points so people choose to play their races' personalities. This is sort of sore subject for me given that Mrshnan are my favorite race and their race's personality aren't what they are supposed to be. For some reason they broke with their own lore cannon and make Mrshnan ground combat experts, not space combat experts (gunners). They have no bonus whatsoever to beam attack. In order to play them properly, I have to design a custom race... and if I do, I am outmatched by my opponent. My only hope is that someone designs a mod that corrects the stats of the races at large.This game was given to me to review so I didn't have to shell out any money to obtain it. While I am upset as a fan to see this happening, I can only imagine how EA upset buyers must feel now, so I sympathize with all of you regarding this matter. There may be hope after release however. They have said they will be releasing free patches to add many gameplay features. I always customize my races, and race traits, and balance mustn't be ignore -Tolerant is ridiculous-Just spying modifications have to come back-High G, Low G are unimpressive, lack bonuses, or are badly detailed-Natural pilots cost too much, Combat speed and travel speed should be the only thing linked to Natural pilots. -Many other things have been suggested so hopefully devs will investigateSome traits are extremely costly and offer single objects we cannot chose like before, its ok the main idea is there, but i think race traits need refining and several traits like the above should be re-implemented and/or changed. davidh7, on 26 July 2016 - 06:19 PM, said: when compared to the regular races, several are over 10 points, if my factoring is correct. If you are going to do that, the custom race needs to have a few points more. One of the great concepts behind customizing aspects is being able to look at the balance of those aspects in their current design. In Shadowrun, for instance, I liked the spell customization in 4th edition because it explicitly told you how the components worked and fit together. Even though most players don't bother making custom spells, having those options to look at helps them understand what already exists and how that can be used. The lack of this in its 5th edition is one of the reasons many people don't like it and this hurts its viability, as well as indicating internal inconsistency which further inflames fans. Prsrha, on 26 July 2016 - 09:32 PM, said: They have stated that it is their design to give Vanilla races more points then custom races. However, the odd thing is that some Vanilla races have less points then others. Sakkra actually have a surplus of extra points and they are the most underpowered in the game I agree that all of the vanilla races should be balanced - if I may bring up my Shadowrun example again, the varied costs of the different metatypes is something that's been argued for a long time, but for Shadowrun it doesn't matter if an Ork costs more than a Human because those points come out of a character creation pool and everything will even out before the game begins. Imbalance occurs if you have vanilla races that are not balanced with each other, and this indicates a lack of care and could be seen as a lack of professionalism. RuNeZz, on 27 July 2016 - 05:22 PM, said: I always customize my races, and race traits, and balance mustn't be ignored -High G, Low G are unimpressive, lack bonuses, or are badly detailed -Natural pilots cost too much, Combat speed and travel speed should be the only thing linked to Natural pilots. Some traits are extremely costly and offer single objects we cannot chose like before, its ok the main idea is there, but i think race traits need refining and several traits like the above should be re-implemented and/or changed. It's all well and good to say that the developers want the vanilla races to be preferred, but that's only valid if those races are balanced. Custom races being minor derivatives means art and personality will be shared (though I think that customizing diplomatic inclinations and such should be options as well). Creating more races to lend different challenges to different games is one of the things I loved so much about my first 4X game, Pax Imperia, and why I still play it. Sure, we end-users can mod things to "fix the races" or potentially race customization, but that's the developers leaving an incomplete product for fans to finish for them. At the very least the races should be balanced against each other, even if custom races have the exact same number of points as vanilla ones, the pre-set-up nature of vanilla races will create that inclination.I think that it's important to note to the developers that long-term longevity of the game would be greatly aided by having custom races that are not hampered. This would encourage us to experiment and explore new combinations. If all possible custom options are inevitably weaker than the vanilla packages (which as of now are already imbalanced just against each other), that will result in fans getting bored with the game and recommending their friends not bother picking up and playing. Create-a-warrior has padded play value of games like Dynasty Warriors by giving the exact same options as prebuilt characters, that same boon should be something fans of MoO can look forward to.In short, I would not penalize custom races. Even more, I would not move on to release with vanilla races that aren't balanced with each other (though tweaks to maintain lore consistency like the Mrshnan having skilled gunners instead of ground troops would be nice). More works needs to be done. Hopefully, they will downgrade the vanilla races a bit, or make customization a bit stronger in the first expansion release. This gets people used to using the stock races and understanding their play styles. This is a plus or the newer generations that didn't grow up with our awesome MOO2 1996 game. I remember suggesting this is the MOO2 forums years ago, but adding more traits and Huge (-1) and Tiny (-2) would be nice.Huge, would mean that your race is so enormous that it could not design fighters. It would never fit into one (think King Kong in a human fighter). So, your race would never get the fighter techs, nor be able to build them or trade such worthless technology used by the puny races.Tiny would mean that your race is so small, that it could not design Doom Stars. It could not conceive of building anything so enormous (think ants building a small moon). So, your race would never get the Doom Star tech, nor be able to build them or trade such lofty inconceivable ideas. MOO1 Fan, MOO2 Fan, MOO3 needed too many changes = hopeless, MOO4 trending downward, getting older waiting for a MOO5 (a modern version of mostly MOO2). I've seen more than a dozen people on youtube comments alone (more than twice that in different forums and chatrooms) say that they're leaving for different games (such as Stellaris) and recommending their friends do the same because they are more focused on custom races. Custom races are enabling, restricting them to less powerful than the already needs-to-be-balanced vanilla races hurts game appeal and long-term viability because as soon as you get a feel for the vanilla races you've got that much less in the game to explore. If custom races can do anything vanilla can (and the trait point costs are balanced, some like the starting tech, gravity tolerance or trade good bonus are overvalued), people will play the game again and again just to see how the experience differs with a new race with a different focus.You'd get even more people coming back if you can not only play as a custom race, but against them as well. This is another field that Stellaris has a big advantage: you can create a race and guarantee it will spawn in your next map. Yes creating my own race should be flexible, more interesting and should most definitely offer the same amount of points as the vanilla races. It is imperative that creating my own race be an important and developed game play option. And Guys at least get rid of the All g 8 points trait if tolerant offers and will only offer the same thing for 7 points. I mean common, seems like race traits and creating my own race part of this game was abandoned, at least save yourselves the absurdity and humiliation of having the same trait twice with different names. Do it for your selves. Edited by RuNeZz, 08 August 2016 - 03:18 AM. I think that custom and vanilla races should be balanced (and traits should be re-priced more according to long-term effectiveness) because if they aren't, it's going to be the first thing modders change and then it's going to be fans fixing a "broken game", eroding good will instead of generating lasting buzz and interest from being able to make and play balanced derivative races.

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