
Subject: Re: barn Loves You!

Posted by [flyingfox](#) on Sat, 17 Jul 2004 10:56:22 GMT

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I play RenAlert sometimes, but it could do with a lot of improving. Most if not all the levels are wide open and bland. There aren't enough soldiers to choose from, and from the ones that are there, there's only 1 anti-tank soldier for the Allies. There are only 2 basic characters too. I find most of the characters a bit boring and unappealing, although some of the texture work is accurate (like the allied officer). Nuclear strikes can take out as much as 3 buildings... the characters run faster to make up for the huge levels, which only creates even less C&C style to one-on-one battles, where people jump like they're on a really good dose of acid. Tanya is way overpowered.. I was wiping out soldiers with her like a knife to butter the last time I played, and Volkov has that "whatever" aura to him too, firing one explosive at a time while jumping and dodging like #\$\$^*.

I think the difference between Renegade and RenAlert, is that Renegade has more appeal to it, and I personally think it's more original and fun to play. I'd like to see more added into RenAlert levels, such as more WW2-era bunkers and imagery. More than 3D bushes to hide behind would be nice too. Attack dogs would be great. Characters that make you want to come back and play it again and again, such as (to compare) the laser chaingunner for Nod, the GDI officer, hotwire, the flamethrower, stealth black hand.. timed C4 coming back would be great, as well as remote C4 being able to actually damage vehicles, and the 2 extra basic slots filled up. A good example of character look is the GDI rocketeer officer in my avatar.. come on, a guy like that makes you want to use him.

The RenAlert levels are just too big, and I don't find it fun to run across a level with a soldier, reach the enemy base, and think "Whee, I'll go into the refinery and fire clips and clips of ammo at the MCT.. or, you know, I'll come back with a vehicle and engage in a generally unlopperskating battle with another."
