
Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [Aircraftkiller](#) on Tue, 21 Dec 2004 01:43:30 GMT
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dal11I'm sorry but CS was and still is geared to DM people. Run, shoot, kill, dearm bomb\plant bomb, kill the hostage\save the hostage, wash rinse repeat. And you talk about a game being boring? So please stop with the "CS is better game cause it has more people playing it" syndrome.

One reason I still play renegade and sometimes BF1942 , is the vehicle warfare part of it. Add building kills and it adds another level of uniqueness NOT found in the supposed uber leet CS. Is this a knock against CS? From me personaly, yes I don't like FPS DM games with the exeption of Ureal Tourney, a knock against the game it self? No, it remains popular because of one reason, It was designed by fans for fans and Seirra was smart enough to not mess with its formula when they started publishing it.

And remember this when you talk about how ugly renegade looks, CS looks ugly because it used old tech when it was made. But you still like to play it right? Or are you playing just because it looks pretty now?

Did I say CS was better? I said it has 500x the amount of players that Renegade does. CS is not a deathmatch game. It's tactical strategy in close quarters combat. Deathmatch is HL2DM, running around killing people while respawning and having no objective but to kill.

CS requires you to do more. Be it rescue hostages or plant bombs, it's not deathmatch.

CS:S is just like CS, except it looks amazing and plays great. Something Renegade doesn't do.
