

---

Subject: Breaking News Regarding RenAlert!

Posted by [Aircraftkiller](#) on Tue, 08 Mar 2005 03:16:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

So what if it's a FPS? Red Alert would still play exactly like Red Alert even if infantry could climb over the ridges and swim through the water. Gunboats would still shoot them if they swam in the water, and vehicles would still shoot them if they climbed over ridges.

You only use that argument because you have no logical reason as to why you can't keep C&C gameplay. Renegade would have been a lot more fun if someone was controlling your team and giving you orders of where to go and how to do it.

How fun is it? Well seeing as how Renegade Alert kept around 2,000 unique players a month with the n00bstories server totally full most of the time, or at least with over 10 people, I'd say it was a lot better than Reborn ever could have been.

People dropped Rebran: The Ultimate Bran Cereal not even two weeks after it was released. No patches, no support, no nothing after the release. When we saw something was wrong, we patched it, and thus people played. They enjoyed C&C, and they enjoyed Red Alert. Why wouldn't they enjoy Renegade Alert when the gameplay balance is exactly like Red Alert? That's the point of converting something. Even if it's in first person and not an overhead view, you don't have to be a pinhead idiot about it and change everything so that it doesn't feel like Command & Conquer anymore.

So fucking what if it wouldn't be fun to you if a commander was there? Do you instantly assume that since people like C&C gameplay, that they have to be controlled by someone else to get all the benefits of C&C balance, units, and damages? There is absolutely no reason why you can't take Tiberian Sun's rules.ini and translate it over to Renegade. There's no reason why you can't use TS units and structures without adding ones that make no fucking sense whatsoever.

What you would have people do is take a legendary game like the original Command & Conquer and turn it into another Renegade... Something that died within two years of its initial release, losing 95% of its players within that timeframe. Going from over 70,000 players to having less than 3,000 as the numbers playing it continue to dwindle. People like you are most likely a reason why EA will not make another game like Renegade, because it sucked and did not create a substantial profit.

Sure it might be fun to have flying penis mobiles, and totally rape the story and gameplay of what you're trying to recreate... But guess what, it wouldn't be fucking Command & Conquer anymore after you did it.

---