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Subject: Re: What is Renegade.

Posted by [rm5248](#) on Sat, 12 Nov 2005 04:55:48 GMT

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Man, that is an excellent thought. And... It's all true!!! While it may not be the most "WOW OMG DOOD LOOK AT THAT SCHWEET GFX!!!!" game, it is most certainly a fun game. It's really only rated Teen for the violence, not for other reasons.

Quote: They dont really take part in the gameplay part, all you do now is "OMG HE HAS WALL HAX!" or "i totally owned you!" all you do is go around and mindlessly kill other players.

That's right, I don't think that there's as much real strategy now. Westwood really helped to define the entire RTS series, starting 10 years ago with C&C. They put a lot of work into their games. The units were cool, the movies were cool, and we can't forget that the music was infinitely cool. While it is not the best, it was a really good job for a company that had never made a FPS before. P.S. An article on how games are becoming easier.

While not very realistic, it is more important to have good gameplay than good graphics. When I played the demo for Half-Life 2, I noticed how all the people (mawmen?) with the alien whatchamacallits on their heads were all dressed in the exact same clothes. Of course, I don't really know if they were all supposed to have the same clothes to comply with some regulations or something, but seriously. "Look at me!!!! My physics are really sweet!!!! I'm wearing the exact same clothes as that person!!!"

"Peace through power!"

"I've got a present for ya!"

"In the name of Kane!"

Red Alert ArchiveRed Alert shall never die, only the players...

And of course, CNC will live on.

THE TIBERIUM CAN NOT BE STOPPED.

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