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Subject: Re: What is this game like these days?

Posted by [PackHunter](#) on Tue, 17 Jan 2006 22:58:15 GMT

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Aircraftkiller wrote on Mon, 16 January 2006 13:30 If you call jumping around with a weapon that has no recoil, and does absurd damage, being a sniper: go play BF2 and find out what it takes to actually be a sniper in a video game.

In Renegade the only difference between you and every other character is that your weapon kills instantly and has a magnification ability, and that you flicker at warp speed due to a client-server bug when you magnify in your scope. So I don't honestly think anyone deserves the name "sniper" in this game, unless your definition of it includes jumping around without any concealment with a huge rifle you'd never be able to fire in that position.

Yeah well, I play BF2 most of the time these days, and I agree it takes loads of skill. But I still love to play Renegade from time to time. Ever think the charm of Renegade is that very same simplicity? And that that simplicity is what keeps people coming back? Maybe not everybody wants games that are almost realistic? I just love the long Renegade duels and that you can see how damaged your opponend is. Renegade duels are way more exciting, and still make my palms swetty even after 5 years of playing. BF2 just doesn't have that. It is 3 shots and you are dead in 2 seconds. And you just can't beat the 'poing' when you kill someone. I could name 10 more such little things that make Renegade just a really fun game, even without the realism.

These little things are the real secret behind Renegade. If you really want to do a good Renegade mod you need to keep that simplicity intact, and just make the graphics look better.

(dunno if someone said this already, but I was too lazy to read the whole thread )

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