
Subject: Re: Renegade 2 Screenshots

Posted by [Mad Ivan](#) on Wed, 03 Jan 2007 23:43:53 GMT

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Actually, the CnCNZ interview with Adam Isgreen shows that Renegade2 was PRETTY FAR in development when EA canceled it.

Quote:

Renegade 2 was a Red-Alert 2 inspired version of Renegade that embraced the C&C multiplayer game mode as the core game play. You could build defenses on build pads, destroy and rebuild buildings, and directly or indirectly command units. The story was about a renegade Soviet commander who launches an assault on U.S. soil to restore pride to his family (He was a Romanov) after their defeat in RA2.

- * There was to be some humor in the missions - you had an Idaho mission that you could knock over a giant fake potato that was the town's symbol and roll it down a hill at enemies.

- * "1941" inspired boardwalk scenario with giant ferris wheel.

- * The giant ants were back in yet another secret mission.

- * There was an entire sub-game with spies stealing enemy tech and dogs detecting them.

- * Yes, you could play as a dog. The catch was you couldn't communicate / type to your friends, but you could bark.

- * The first mission was to take place at the Marin Headlands with the Golden Gate Bridge in the background. Kirovs were bombing the city, while a giant squid took down an Allied Carrier in the bay right behind your base. Epic coolness!

iSm0k3r0x wrote on Thu, 04 January 2007 01:28 Tiberium Wars is comming out real soon (March 28th) which for sure I'm going to try. Maybe another Renegade will come out based off that, which honestly would be pretty cool.

I think that we'll have a better chance of making a Tiberium Wars TC for Renegade. I had some plans for something like that, but finding a good team these days is a real pain...

EDIT: Not to forget that i haven't modded Renegade since before jonwil started releasing the scripts.dll...
