
Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by [SlikRik](#) on Mon, 19 Feb 2007 14:16:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Mon, 19 February 2007 06:23 Can someone please explain me the concept of RPG in Renegade again? I'm a bit lost on that.

The term "Roleplay" or "RPG" (role-playing game, not rocket propelled grenade) is used somewhat loosely here, especially with this map, Roleplay 2. If you are not already aware, the previous map made by Blazea58 was Roleplay.mix. It had a small city or 2, a car dealership, some houses, a hospital, etc. The point of this, as someone explained, was so that people who wanted to play an RPG could do so, with jobs and cars and homes and such. However the typical RPG in Renegade has grown a smidge more than that in the past years. RPG can now often refer to a game where people are just messing around, such as trying things that ought not to be tried (like driving vehicles inside buildings, or attempting outrageous jumps with vehicles (as you see in my motorcycle movie(yes, parenthesis within parenthesis within parenthesis))). RPG can also be used for people who just wanna come to hang out somewhere online other than AIM or a forum. Other RPG games can be used to make movies (as I do, btw, please look for upcoming movie about ninjas).

Now you're probably thinking, well why would you want to do all that in a game that's meant for sniping and base-destroying? There are games for that, right?

Well you're right about there being other games for it, however sometimes not all your friends have games, and sometimes these games even cost a monthly fee to play on (aka MMO). Also, sometimes the standard, shoot kill explode gameplay of Renegade, to some people, can get a bit monotonous after a while. For example, me. Don't get me wrong, I love the occasional competitive game, but after a long while of it, it just grows tiresome. Plus I hate dealing with n00b teammates who use up all their money on a n00bjet, a beacon, and a mammoth tank, rush in by themselves, think they can take on the world, and end up dying, losing 3500 credits in the process. To some, RPG is like breaking the rules. Like I said above, for example, just messing around and seeing which little bumps in the map make the best for spectacular jumps.

RPG is all in the beholder's eye. It is what you make of it. To some, it's fun. To others, like you Goztow, you may find it quite boring. (Nothing personal, just making a statement based on your posts.)

About the work: Thanks, we like it too!
