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Subject: Re: Renegade 2???

Posted by [OWA](#) on Sun, 03 Jun 2007 00:09:12 GMT

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MaidenTy1 wrote on Sat, 02 June 2007 17:34

RA2's "story" is banging it out to the dim-witted, overly patriotic American audience. It constantly portrays the USA as the force who bravely took the Soviets down first time around, and Europe as being whiny surrender-monkeys who can't achieve anything without American help.

Didn't you listen to the installer.

RA2 InstallerThe European Allies Rallied, eventually smashing the communist war machine.

No sight of OMGUSA in that sentence. Also bearing in mind that the USA get driven out of their own country by the Reds and have to look to the Europeans for help.

Generals has nothing C&C about it apart from perhaps the Overlord Tank an it's meager resemblance to the Mammoth Tank. RA2 has Tesla Coils, the Chronosphere, the Iron Curtain and the Pillbox. All of which draw parallels to RA1. Generals doesn't seem to fit anywhere. At least RA2 trys. You can't accuse it of not being a C&C Game.

The graphics on RA2 and TS were better than Generals' graphics as well. Shps and voxels just looked so much better than Generals' crappy attempt at 3d graphics.

And yes, there is a Ren2 mod in development. Check the renegade section of Moddb to find my good friend BogdanV securely at the wheel of that mod.

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