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Subject: What makes Renegade fun?

Posted by [spreegem](#) on Wed, 10 Oct 2007 17:34:27 GMT

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I had an crazy thought. What exactly is it that makes Renegade so fun and addictive, despite the flaws, outdated graphics, and cheaters?

Is it the fast gameplay because the bases are prebuilt for you?

Is it the abundance of different weapons and vehicles?

Being forced to actually play to be able to buy better weapons and vehicles?

No spawning vehicles all over where bad players can steal them. (BattleField).

Not having to rely on a commander to build your base and research weapons (Savage).

Anything else that people think makes the Renegade gameplay what it is and how fun it is?

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