
Subject: Re: What makes Renegade fun?
Posted by [Crimson](#) on Wed, 10 Oct 2007 18:12:11 GMT
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For me, I think it's the complicated simplicity. (yes, I know that's an oxymoron)

To learn the game is simple. Here's your base, here's what each building does, here are 14 characters you can use, here's what they're good at and bad at. Oh, and here's 5 or 6 tanks you can use as well. The premise is pretty simple.

But then, it's complicated as well. You don't have to be in a tank all game. You don't have to snipe all game. If you're new, you can sit back and help keep things repaired.

And I think the best part is that when the map starts, everyone is on equal footing. It's not like an RPG where you are way behind when you start and there are other players running around dozens of levels above you. You can jump in, play for a half hour, then leave. No commitment.

I actually think Savage is a pretty awesome game for the premise. I still play it once in a while, especially now that it's totally free.
