
Subject: Re: renegade finally died for competitvnes?
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 14 Oct 2007 16:20:55 GMT
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KIRBY-098 wrote on Tue, 09 October 2007 10:52Oh, most certainly Ren is not even a shadow of what it was five years ago, but that's to be expected.

Let's evaluate this with the proper filter though:

How many games can we who have been here since the beginning (that's about three of you that still come here, me included)say have kept our interest as long?

I just played through SP last week again and I will always love MP. You can't get that same experience and gameplay in any other game.

I agree with Kirby... I've been playing Renegade since its demo release in late 2001, and was one of the first to buy the game in its February 2002 release. I still enjoy the game online, and I enjoy playing with my clan mates in practices, wars, and in public games. Almost 6 years of Renegade and I'm not tired of it.

I've played most of the new shooters, and I'm not very impressed with most of them. Practically no shooter in the past 6 years has brought more to the genre than Renegade, and yet there isn't a single other game that uses the Renegade formula. In fact this is the only game that I can play daily/weekly without getting bored with it - most other games only last me about 2 weeks.

I do agree though that this game's lost its competitiveness. Big time. When I started NE 4 years ago, there were very many great clans, as well as a public that actually had great teamplay. Most of the time there were no "n00b teams"; almost every fight was a good one.

Now it's easy to get MVP and hard to find a player that'll work with you. That's why I never play online by myself - I always bring at least one clan member or mod member with me.

There's also practically no AOW servers if you don't like big games. I'm the kind of person who likes traditional AOW (with the weapons drop mod) with about 16-24 players ingame. These days you can only find really big servers, or really small ones, most of which have stupid mods like adding random guard towers and different weapons for infantry.

I sure hope R2007 raises Havoc back from the dead.

Edit: Another thing that ruins this game are the idiots who convict everyone of cheating. Guess what, Renegade's cheaters are gone, and have been gone for at least a year. Sure, there is the occasional cheater you see once a week or once every two weeks, but seriously, 90% of the people convicted don't use any. It's extremely difficult for me to play a good game these days, because I am always convicted of big head, "throw hax" and other cheats.
