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Subject: Re: What made of Renegade a good game for us?

Posted by [R315r4z0r](#) on Mon, 17 Dec 2007 23:57:14 GMT

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I like Renegade for the same reasons Renardin listed.

A lot of people say that what keeps people playing Renegade is the "arcady" feel of the game and how it isn't "realistic" however, no, I don't believe that is the reason.

To be honest, that is one of the aspects of Renegade that I personally don't like about the game. However I wouldn't change it because it is what makes the game what it is.

However, the reason I believe that Renegade does have that take 50 bullets kind of thing before you die is because they tried to simulate you being the soldier in an RTS. Where two soldiers would sit there for a good 20 seconds firing at each other until the other eventually died.

But the main reasons why I like Renegade, in the multiplayer aspect along is because you are in a free virtual war zone doing battle in real time where you and your team mates are working towards a specific goal of destroying the enemy base and protecting your own.

The simple fact that you can go out there and make a difference by defeating enemies both in the field and their base in real time just makes it all worth playing.

I mean still to this day after I take out a building by c4ing it.. it still makes me feel like what I did was invaluable to my team's success. And even still pains me when I lose a game even after something like that as well.

Just the overall feel of having a battle with real people both on your team and on the enemy's team in real time is what makes C&C mode so great!

EDIT:

renalphi wrote on Mon, 17 December 2007 18:51

punkbuster anti cheat

NO. Just no. Worst anti-cheat device ever made.... EVER.

This thing doesn't only not stop cheaters, but it kicks out legit players too!

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