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

Posted by [Starbuzz](#) on Tue, 18 Dec 2007 01:42:16 GMT

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Pretty much everything about multiplayer has been said here!

Anyway, Renegade has appealed to me in a lot of ways. So some other reasons as to why I will never leave this game:

What I really like about Renegade was the smooth fluid interaction between outdoor and indoor environments.

There is no loading time and you can simply walk in and out of a building just like in real life. It paves the way for a more believable and realistic gameplay.

Another good thing about Renegade is the 3rd person view.

I know there are other 3rd person Role Playing Games out there but Renegade I think is the only successful 3rd person shooter game for the PC.

It is so much easier to see around corners and what not. Some hardcore FPS fans would call me a n00b but I think a 3rd person view also contributed to this game's much easier gameplay. You actually get to see YOUR character move and fight in this environment instead of just seeing through your eyes and staring at the gun.

Another thing is that this game brings together players during a game thus rapidly accelerating teamwork and friendships.

Chat boxes are color-coded according to team and there are various roles within the team. You can start a conversation, get someone to repair your tank or a building and you soon find friends.

So you are in an awesome environment where you are cooperating with your teammates, talking, fighting, and dying together. Was that necessary in a game? I don't see why not given how ridiculously boring and repetitive recent FPS games turned out to be.

I remember playing Halo...no way I can get someone to talk to me. There is no team spirit and everyone is busy out on their own trying to increase their kill count. It gets hard. You have no clue what your teammates are doing.

In Renegade, I love that feeling when people start massing or start calling for a rush or we are being attacked. It is a great feeling of butterflies in your stomach as you respond to any situation. Such conditions that have invoked the inner spirit has never been recreated in any game and this is why Westwood is so much more loved than any other company. The story and the game gets you involved.

So it's some of the smallest things that have appealed to me.

What I also liked were the story and the funny tidbits that was thrown in here and there.

Another big reason why I like Renegade was the characters especially Havoc.

Havoc was one of those extremely RARE videogame characters you simply wish he was real. The in-game movies portrayed the Havoc character as funny, full of wit, intelligent, ballsy, and not a simple brain-washed killer. Heck the guy was probably in-love with Sakura. When was the last time we had a character like that in a shooter?

Anyway, back to the gameplay:

Another thing I liked about Renegade was the amount of weapons you were able to carry. It was unreal but it brought out the game and the fun.

There are people out there who say that is far too many and will seek the Halo formula of just 2 weapons. But to those people, may I ask when did video games had to become simulators of real life? This is why Renegade is fun. How dumb will it be if you could only carry 2 weapons? Does it make you think and use your weapons wisely if you were limited to only 2? Yes but will it be fun? I don't think so.

The health bar was another good thing about Renegade.

No dumb quick kills but you have to drain the health of the enemies to get a kill (unless you are sniper). This actually made the game more gripping to me in that EVERY ENCOUNTER with the enemy player was a fascinating 50/50 struggle that made you shiver. It was just awesome.

So in summation, Renegade was about having fun as all true video games ought to be aiming for.

Unfortunately, it is a sad fate that we longer live in a time where having fun matters in a game so as along as it is kept real.