
Subject: Re: What made of Renegade a good game for us?
Posted by [DKDexter999](#) on Tue, 18 Dec 2007 14:33:39 GMT
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IronWarrior wrote on Tue, 18 December 2007 08:29 Command & Conquer Mode is what we need in a new C&C FPS.

A anti-cheat device, PunkBuster or VAC, whatever works the best and is kept updated.

Good logging and admin system for third party bot relaying.

cough cough

BIATCH

cough cough

I didn't miss anything...

must admit, didn't have any expectations to Renegade, so couldn't really be disappointing...

And yet, maybe a longer campaign, meaning more missions to complete... and actually making the difficulty "hard" HARD...
