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

Posted by [trooprm02](#) on Tue, 18 Dec 2007 20:21:06 GMT

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Canadacdn wrote on Mon, 17 December 2007 18:26 The multiplayer is perfect, just improve the physics and graphics.

The single player needs to be less buggy than Renegade's and for god's sake, MAKE A SINGLE PLAYER NOD CAMPAIGN.

^Best possible outcome. No punkbuster bullshit, EA usually doesn't make anti-cheat stuff for the games that they release, if they don't, we all know BHS will step up.

If I hear this game has a "C&C Like Mode", im going to preorder 3 copies, no joke.

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