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

Posted by [GEORGE ZIMMER](#) on Tue, 18 Dec 2007 20:39:37 GMT

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What made Renegade fun for me was actually a large number of things. It had one of my favorite game series but in a first person view. It was also really cool to walk around bases, kill stuff, and meet some mutants, etc.

But of course, as it's been said before, the unique C&C mode. It seems simple, but for some reason, you never really see it in any other FPS. Use infantry, tanks, and a variety of weaponry to destroy the enemy base. Get about 15-20 people on each team, and you'll need a new pair of pants.

There's many different styles of play, too: Stealth, brute force, team coordination, etc... You rarely get all of that in an FPS. There's even the support role you can play.

And you didn't have just 4 infantry choices or so from start to finish. While you only have a few at the very start (Depending how many credits are given.), you eventually gain more and more unique troops and weapons and vehicles to buy. There's no limit to how many credits you can have, either- So you can just credit whore then buy your whole team a bunch of stealth tanks.

And of course the fact that it can be used for other things aswell. There's quite a few RPG type servers out there, which are a more relaxed kinda thing. Just more of a screw-around type thing. You can't really do that if you have limited time/points like in battlefield games n such.

Which brings me to another point. The battles can be slow paced and fast paced. So you have to change depending on the tide of battle. Great if you wanna kinda practice, hold duels, etc.

Then of course, the mods. Still alot in development, it's another feature of C&C games in general that also makes it great. A small mod that maybe changes some models or a few maps or adds a few new vechs to whole total conversions.

The only downside is that the physics and graphics are old, and many things Renegade WOULD have had were cut (Mannable guns, ropes, parachutes, more than one frame for firing animations, etc...).

I think that's all Renegade needs is a boost in physics and graphics. The gameplay was fine (Of course, adding MORE gameplay is welcome, so long as it actually adds on instead of replacing gameplay aspects), so that's all that really needs changing.

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