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Subject: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [NE]Fobby[GEN] on Tue, 26 Feb 2008 00:33:16 GMT

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Hey everyone. It's been a while since we've had an update, but we've got a pretty good one for you.

### New Ingame Video

We have just uploaded our first ever Renegade 2007 ingame video. This video features the Nod soldier, and the maps "Hourglass" and "Field".

Work In Progress. We still have not added the buildings, so we have put temporary UT3-style bases for Vehicle Capture the Flag mode.

\*\* Link now works \*\* [http://ren2007.totemarts.net/Downloads/R07\\_Trailer\\_01.wmv](http://ren2007.totemarts.net/Downloads/R07_Trailer_01.wmv)

Enjoy!

### VCTF Hourglass for UT3 Released!

The VCTF Hourglass map is complete and ready for download. This is one of the few Renegade 2007 content pieces which will be released before our first version.

<http://ren2007.totemarts.net/Downloads/VCTF-HourGlass.rar>

Map Description: According to Nod research scientists, enhancements in Tiberium mutation have been rapidly growing in this mountain area. This deadly mutation in Tiberium has desolated the region from its plant and animal life by absorbing its natural resources. After GDI discovered the spike in Tiberium mutation, they were quick to respond, and began to establish a forward base of operations. As GDI began excavating the secrets of this region, Nod forces retaliated in an effort to stop GDI from discovering the mysteries of this mutation.

Happy birthday Renegade!

On February 26th, 2002, Westwood Studios and EA Games had released Command & Conquer: Renegade. It was the first game of its kind; blending the famous C&C formula with the action of a Shooter.

Although the game was deemed a failure in recent EA interviews, it has a strong, dedicated community of servers, mod teams, clan tournaments, and more. These groups of people have kept the game alive, and in many cases it had outlived many newer games.

If C&C Renegade has taught us anything, it is that a game can live on good gameplay alone. Renegade's graphics were never great, its netcoding wasn't good, running servers wasn't user-friendly, it didn't have any built-in anti-cheat system, it did not receive much support from EA, etc. However, the gameplay alone had driven the game this far, now on its 6th birthday.

This unique multiplayer experience is something I personally look forward to carrying onto our mod, as other mods are doing the same.

## Community Game

To celebrate C&C Renegade's birthday, we will be playing VCTF Hourglass. Celebrate 6 years of Renegade by playing this latest Renegade 2007 map.

The community game will take place at 7:00pm EST on Tuesday, February the 26th.

We will be playing on the server named Ren07 Testing Server, IP 75.126.220.122:7777

Big thanks to Borgamers ([www.borgamers.com](http://www.borgamers.com)), the UT/C&C Community for hosting this server!

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