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Subject: Re: Why Is Renegade so Different to C&C tiberian Dawn?

Posted by [u6795](#) on Mon, 29 Dec 2008 21:19:47 GMT

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Orca234 wrote on Mon, 29 December 2008 16:17u6795 wrote on Mon, 29 December 2008 15:05The manual suggests Renegade takes place after TD, so some variance is to be expected, but yeah a lot of things are changed that just don't make sense. I guess Westwood was just being strange. Besides, I like Renegade well enough.

I always thought (and still do now) that Renegade takes place near the end of the First Tiberium War.

And It makes sense that the final GDI mission you play in C&C 1 would be near the end aswell hence around the time or Renegade.

I personally much prefer the C&C 1 Units and buildings over the Renegade ones.

Even the Tiberium looks kinda... well crap.

Agreed on the last part, I wish there had been more/larger crystals and such. Tiberium really wasn't as major a part of the game as I wish it was. Imagine if Tib spread, during a game, and had to be harvested like in TS to keep it back..

Base getting overrun by Tiberium. Shittin' awesome image.

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