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Subject: Renegade on mtv...

Posted by [boma57](#) on Mon, 18 Aug 2003 05:47:02 GMT

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Wow, I was just reading through the Penny Arcade archives and just happened to stumble upon a news post that contains information from when they say Renegade at E3...I figured it belonged in this thread mostly.

Quote:

Command & Conquer - Renegade: The night before E3, I tried (however unsuccessfully) to enamor Gabe with this game. He's one of very few people I know who hates Command & Conquer as a hard and fast rule, principally because his great grandmother died in a freak accident while commanding and conquering one year on the roof. He's never really gotten over it. Since this game was almost directly inside the doors though, he couldn't exactly avoid looking at it. Graphically, the game looks better than I had even expected - and (at least in the areas I was privy too) scripted events were used to create the atmosphere of a conflict much bigger than your one character. I wasn't sure how they'd communicate that you were in the middle of a full-on game of C&C, but I should have just taken them at their word. The man giving the demo did everything in his power to hammer home the fact that the game operates very much along the lines drawn in its Real-Time Strategy predecessors. Let me give an example of what he means: He came up over a ridge, and below an engineer ran frantically back and forth between two turrets on the shore, keeping a group of destroyers at bay. You could see these massive ships in the distance, firing on targets out of your line of sight. After dealing with the engineer, the person showing off the game destroyed the big guns on the shore with C4 (a more than familiar tactic) which in turn allowed two allied watercraft to pull up, one full of troops and the other full of a drivable tank. In fact, you'll be able to (ahem) Command many of the vehicles people associate with the C&C Universe in the single player campaign - as well as take a look inside the now legendary structures. What's even more intriguing is that the multiplayer component should play out like a team-based action/strategy game, the classic play shifted in scale to make each player an individual unit. Understandably, the guy showing things off wasn't at liberty to discuss many specifics about it yet. I'll say this, though: The commando planted a beacon for the Ion Cannon - a gun so big, they had to put it in space - and a shaft of white fire fell from the sky like God's middle finger. It was always fabulous to molest your opponents via a powerful orbital platform, but to see that evil column of hate from first person satisfied like a hot meal.

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