Chuck Norris wrote on Wed, 19 May 2010 05:15Now it's free without requiring a separate game, and will have a, even if one, single player mission!?

The singleplayer mission will be coming out first, and soon, before we start sharing news on the multiplayer. It'll act as a demonstration of the standalone version, and cool things like morph targets, dynamic audio, new visuals, new HUD, etc.

For the team, it's a step towards the multiplayer release, which is the core of Renegade X. Since many important things needed to be recoded anyway (example: weapon reloading), we thought, why not throw out a mission when we've got the basic things coded? This is also an important step towards the implementation of AI into Renegade X, and later, a C&C Assault game mode. On top of that, it will give us a good idea of how many downloads the multiplayer release will get, how to improve our PR, performance, etc.