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Subject: Re: RenegadeX

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 18 Jan 2014 19:17:34 GMT

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Agent wrote on Sat, 18 January 2014 03:37 Aircraftkiller wrote on Fri, 17 January 2014 19:57 yet another generic FPS with C&C elements tacked

This differs from Renegade how exactly? I'd love some elaboration on that. Seriously, elaborate on that before responding to anything else I say.

People see the sprinting and the ADS (which is very limited, and only on some weapons) and they assume it's Call of Duty. People see vehicles, and they assume it's Battlefield. But that's like saying C&C Renegade was a "generic FPS game" too because it had reloading, finite ammo, snipers, a HUD...

Those who have actually played the game know that Renegade X is nothing like Call of Duty, and nothing like Battlefield. I won't even respond to that point, because everyone in the beta knows that it's simply untrue.

As for Ack's experience with Renegade X, the only experience he's had was trying to join our team in early 2012 and being turned down. That, and about 20 minutes of playing Black Dawn before his PC BSOD'd. Maybe the BSOD was the game's fault, but his computer crashing has inspired endless posts on several venues constantly poo-pooing a game he's never played properly.

2 years later, we produced a multiplayer game, and we're giving you a chance to try it out. If your PC can handle it, I don't see why not.

Quote: The most obnoxious part of RenX is that they chose the most uninspired art direction possible. Instead of having a FPS that actually looks like Command & Conquer, we're getting another generic FPS in the vein of Call of Modern Battlefield: Medal of Duty IX - a forgettable game with no striking visual style. When

A former Westwood Art Director seems to disagree with you:

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