
Subject: C&C_Egypt

Posted by [Aircraftkiller](#) on Wed, 24 Mar 2004 02:02:23 GMT

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No shit?

There's one deathmatch level in it... That isn't even snow. The entire point of deathmatch is to kill other soldiers.

RA and Renegade are light years apart in terms of gameplay, graphics, and replayability. Comparing what I said to RA doesn't really make much sense considering I like fast paced gameplay in Renegade to keep the n00b cannons in their base, aka the "Havocs" and "Sakuras."

Other than that, I enjoy long games in RA. The tactics required to win, not n00b cannons, are what makes it fun for me.
