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Subject: Does EA care for this game and all?

Posted by [SuperFlyingEngi](#) on Sun, 02 May 2004 01:15:46 GMT

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"NastyDeadRenegade maps are made so that you have a chance to not get run over by vehicles through the use of tunnels and other places vehicles cant get too, Renalert the maps are like hella open.

So Renegade maps are more fun because they have random, unorganized tunnel networks tahat you would never find in real life and don't add much of anything to a game? With all the tight areas in Renegade, the maps really aren't designed to handle 30+ players. Anyway, if you think, you won't be run over by a vehicle. Just play ring around the rosy with trees or something. Open maps are a whole lot more fun than confined canyon maps in the original Renegade, because you can have big rolling tank engagements where strategy is more important than just blasting stuff that comes through choke points where poor driviers hold everyone up so you can't have big groups move through those places.

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