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Subject: Does EA care for this game and all?

Posted by [Hydra](#) on Sun, 02 May 2004 18:02:39 GMT

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"[A-INastyDead]Im sorry AK but RenAlert isnt that fun, in fact its quit boring, for me at least the assault rifles clips burn up too easily.

Infantry are being given infinite ammo reserves, so you won't have that problem.

Quote:and there arent enough characters or vehicles.

All the units from the original Red Alert and its expansion packs, save units that are impossible to do on Renegade's engine or too hard to code, are in Renegade Alert. What more is there to add?

Quote:and the maps arent really fun. Renegade 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.

More strategy is involved for larger, more open maps. Renegade lacked a need for strategy since most of its maps were won by continuous point whoring or other strategies that have been tried time and time again.

Quote: comment I you agree that she is the hottest gamer type chick you have seen put a smily in you post!!!!

What language is that? You can't really tell since it makes no sense whatsoever :rolleyes:.

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