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Subject: Command & Conquer Renegade: Sole Survivor Goes Live!

Posted by [Aircraftkiller](#) on Tue, 15 Jun 2004 16:26:39 GMT

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RA is totally different than Renegade. The similarities end at some unit names and the style of gameplay, because it's C&C - you can't expect it to be something other than C&C.

SS is different, yet it misses out on the point of "Sole Survivor." That game sucked to begin with, but SS doesn't capture its essence, or how it was played. Basically you get a few levels with a bunch of different game modes, and only a few of them are fun.

I did enjoy playing with the velociraptor for a few minutes, and that extras Buggy with the first person view, but that's about it. The rest is pretty unbalanced, and most of the players I've seen in-game are saying the same things I am.

SR usually does better work than this, but then again, he did do most of this by himself. At the very least, he did try, but from what I know he's not going to patch it.

Which sucks. If he replaced the vehicles with some decent models, replaced the characters, gave it C&C gameplay and such, it'd be a lot more fun.

I personally don't like fucking invincible Tiberium Silos or MCVs. I don't know of anyone else who does, either.

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