

---

Subject: Sole Survivor

Posted by [Joey232k1](#) on Mon, 14 Jun 2004 18:53:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

hey i saw in a other thread that sole survivor is gonna release soon COOL!  
can you give a ruugh estimate of when it will release?

---

---

Subject: Sole Survivor

Posted by [xptek\\_disabled](#) on Mon, 14 Jun 2004 19:23:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have the final on my desktop right now.

It will be released when enough mirrors are gathered.

---

---

Subject: Sole Survivor

Posted by [NeoX](#) on Mon, 14 Jun 2004 19:30:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

And that is when? I can mirror.

---

---

Subject: Sole Survivor

Posted by [Aircraftkiller](#) on Mon, 14 Jun 2004 19:30:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It'll be fun for a bit, but it honestly needs a lot of work that I don't think SR & company are going to do.

---

---

Subject: Sole Survivor

Posted by [gendres](#) on Mon, 14 Jun 2004 21:02:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The last beta was really good, in gameplay and but graphics need some work

---

---

Subject: Sole Survivor

Posted by [Panther](#) on Mon, 14 Jun 2004 21:25:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Aircraftkiller!It'll be fun for a bit, but it honestly needs a lot of work that I don't think SR & company are going to do.

---

We understand that there may be some problems, but as i see it it's good.

Though i really dont like the single player mission :/

---

---

Subject: Sole Survivor

Posted by [xptek\\_disabled](#) on Mon, 14 Jun 2004 22:23:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It's very good.

The single player mission is challenging... 50+ bots running at you is a bit interesting.

---

---

Subject: Sole Survivor

Posted by [Aircraftkiller](#) on Mon, 14 Jun 2004 22:24:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The SP isn't all that fun, there are no building interiors at all, nothing to really explore.

All it offers is a bunch of AI running at you with incredibly accurate weapons.

---

---

Subject: Sole Survivor

Posted by [xptek\\_disabled](#) on Mon, 14 Jun 2004 22:26:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

So? The thing that keeps people going is the multiplayer. I actually enjoyed the SP missions.

---

---

Subject: Sole Survivor

Posted by [Renx](#) on Mon, 14 Jun 2004 22:26:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

MP is fairly fun. Hell, at least you know SR, bigwig and them were trying their best, they worked a lot on this. That's more then you can say for a lot of mods.

---

---

Subject: Sole Survivor

Posted by [xptek\\_disabled](#) on Mon, 14 Jun 2004 22:28:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I love MP. Capture the flag is a blast.

---

---

Subject: Sole Survivor  
Posted by [Renardin6](#) on Mon, 14 Jun 2004 22:46:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Aircraftkiller!It'll be fun for a bit, but it honestly needs a lot of work that I don't think SR & company are going to do.

Yeah sure... only your mod owns. I am the biggest RenAlert fan. The rest is shit. It's not Renegade community, it's RenAlert Community.

LONG LIVE TO RENALERT.

( just take that as humor and not flame )

---

---

Subject: Sole Survivor  
Posted by [Aircraftkiller](#) on Mon, 14 Jun 2004 23:08:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

xptekSo? The thing that keeps people going is the multiplayer. I actually enjoyed the SP missions.

There's only one mission.

Some of the MP is pretty innovative, like the Crates, but some of it really blows. The convoy mode comes to mind, having them driving around on a set path really doesn't add much strategy.

---

---

Subject: Sole Survivor  
Posted by [Renardin6](#) on Mon, 14 Jun 2004 23:09:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

where do you downloaded it ?

---

---

Subject: Sole Survivor  
Posted by [xptek\\_disabled](#) on Mon, 14 Jun 2004 23:10:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It's in private beta.

---

---

Subject: Sole Survivor  
Posted by [Renardin6](#) on Mon, 14 Jun 2004 23:16:51 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

oh ok. thx

---

---

Subject: Sole Survivor

Posted by [Joey232k1](#) on Mon, 14 Jun 2004 23:20:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i thought it was ready

---

---

Subject: Sole Survivor

Posted by [Panther](#) on Tue, 15 Jun 2004 03:29:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

AircraftkillerspexSo? The thing that keeps people going is the multiplayer. I actually enjoyed the SP missions.

There's only one mission.

Some of the MP is pretty innovative, like the Crates, but some of it really blows. The convoy mode comes to mind, having them driving around on a set path really doesn't add much strategy.

of course, this is coming from the leader of a mod with just C&C mode..

It adds variety, which is what a mod needs to survive.

---

---

Subject: Sole Survivor

Posted by [Aircraftkiller](#) on Tue, 15 Jun 2004 04:49:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

And you, of course, forget all about deathmatch, CTF, Defend the MCV, assault... yeah, it's just Red Alert multiplayer mode. :rolleyes:

Whatever that had to do with what I was saying...

---

---

Subject: Sole Survivor

Posted by [Joey232k1](#) on Tue, 15 Jun 2004 04:55:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

which mod has assault mode!

---

---

Subject: Sole Survivor  
Posted by [flyingfox](#) on Tue, 15 Jun 2004 04:57:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

<http://www.renalert.com>

I don't think they've implemented it yet though

---

---

Subject: Sole Survivor  
Posted by [Panther](#) on Tue, 15 Jun 2004 05:26:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

AircraftkillerAnd you, of course, forget all about deathmatch, CTF, Defend the MCV, assault...  
yeah, it's just Red Alert multiplayer mode. :rolleyes:

Whatever that had to do with what I was saying...

yes, but i'd like to see how you execute these game modes.  
I hope they're good.

---