
Subject: What is Renegade.

Posted by [ben5015se](#) on Sat, 12 Nov 2005 02:44:01 GMT

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This has been bothering me for along time..

What is it about CnC Renegade that is so 'adicting'?

Why cant i just leave it and go on to diffrent games?

What am i using a 20gb hard drive when a 200gb is in my computer that was working yesterday?

How come i can replay the missions without getting bored?

Why is it more fun then hl2,bf2 etc etc?

These have been questions from people not only me.

Can anyone answer them? 1 word Westwood. Westwood the only productive creative minds that branch(ed) off of EA Games. I have never seen any game with such excitment, liveliness then command and conquer renegade. Renegade has been out for awhile. For the preformance and graphic's models etc. They were all excelent. Look now. We have all these pixxle shadder's shaddows that actualy make the model shadow.. But look renegade is still good. The reason to that is, new games go for better grphatics models maps.. They dont really take part in the gameplay part, all you do now is "OMG HE HAS WALL HAX!" or "i totally owned you!" all you do is go around and mindlessly kill other players. what a gas.

Renegade is a little more than that. It is user controled. You chose who YOU want to be. in hl2 and all those new games you are usally 1 person with the same skills as a regular.. well..human?

Renegade has had its good times and bad times. 1 bad thing and only 1 bad thing has ever happened to renegade. Think about it objects.ddb (i think tis ddb). user's could do anything if they had object in there folder. Hell, with a script i had along time ago i could get into a harvester..ofcourse the objects had limits and didnt allow me to get in it..but it had the tempting arrow telling me its aviabile. but its funny, you get the zero bug so in the end renegade **kinda** has its own anti-cheat.

Nothing else has been done to hurt CnC Renegade.

I personally think renegade is adicting. Everytrhing about it is perfect for me. The enviroment, units,vehicles,buildings, building stucter(inside and out)..everything is to much to name off. No other game has even come close characteristic that renegade has. I have never seen a game were you can go to a lil computer in the middle of a struction with a little weird cool looking gun and fix the building. Just think about it.

Has renegade ever givin games ideas/inspire programmers?

i really dont think so. I have never seen anything relevent that branches off of renegade. nothing comes close. But starcraft is relevent to the cnc collection.

I think if renegade 2 ever came out..it would eb a wast. people go for those 'fast' paced games were you blow people's heads off go by the bodie and laugh at it. It may be realism but its not what gaming should go twards."hey guys im gunna blow the head off this civilian and laugh when his brain is stuck to the wall and then im going to run his bodie over with a ?hummer?" "good stuff" (hl2) " dude LMAO i just made him stick to the wall with a cross bow!"

Renegade is a game for everyone, thats why i love it. very little violence. Ok Ok renegade has another weakpoint, and its lag.

But look at renegade opposed to any new game. Renegade has no.. NO sexual content. renegade i hate to say is probly aslot better then watching things on cartoon network. They are alwas using sexual content. there is alwas sexual refrence. except in those old ones(by old i mean about 3 years old)like tom and jerry..all those good ones..

Lets just close it up now by saying this last stuff!

Renegade opened millions of doors to game programmer's and no one took them. I am not saying game programmers should copy renegade/cnc idea but it opened many doors.

Renegade will never die, nor will any command and conquer game, altho all cnc fans hope generals will. It wont there are millions playing it now (i am not one of them) no one will listen to what veteran cncer's have to say. their to busy 'owning' 'pwning' 'newbs'. Anyway =/ hope this amde sense of what i was getting at.

This game is diffrent thats the whole point of this. Nothing will ever equal out to renegade. Nothing.

Wish ea games could read this and get it through there skulls

Renegade will never die, but internet game play may.(ryhmes "game play may")

Subject: Re: What is Renegade.
Posted by [spazbeast](#) on Sat, 12 Nov 2005 03:16:10 GMT
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I truthfully dont know why I come back.

Subject: Re: What is Renegade.
Posted by [troopr02](#) on Sat, 12 Nov 2005 03:41:10 GMT
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Its all about the heart of the game, and the people who play it

Subject: Re: What is Renegade.
Posted by [Jecht](#) on Sat, 12 Nov 2005 04:44:55 GMT
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The people and probably the gameplay.

Let's face it - Real life sucks. That is why I don't like HL2's mods, or BF2. I like to have to take several headshots to someone with a machine gun before killing them. In the other games, you get shot and die. Then you sit there bored waiting to respawn.

Subject: Re: What is Renegade.
Posted by [Lijitsu](#) on Sat, 12 Nov 2005 04:51:00 GMT
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Something else, usually if you die, your team doesn't suffer. Unlike in Battlefield games, Halo, and Counter-Strike, where if you die, your team either suffers greatly, or suffers a little. Unless you're defending a flag carrier with a Rocket Launcher, you pretty much ain't gonna be able to not make your team suffer. Believe me, I've been the one with the Rocket Launcher before.

Subject: Re: What is Renegade.
Posted by [rm5248](#) on Sat, 12 Nov 2005 04:55:48 GMT
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Man, that is an excellent thought. And... It's all true!!! While it may not be the most "WOW OMG DOOD LOOK AT THAT SCHWEET GFX!!!!" game, it is most certainly a fun game. It's really only rated Teen for the violence, not for other reasons.

Quote: They don't really take part in the gameplay part, all you do now is "OMG HE HAS WALL HAX!" or "i totally owned you!" all you do is go around and mindlessly kill other players.

That's right, I don't think that there's as much real strategy now. Westwood really helped to define the entire RTS series, starting 10 years ago with C&C. They put a lot of work into their games. The units were cool, the movies were cool, and we can't forget that the music was infinitely cool. While it is not the best, it was a really good job for a company that had never made a FPS before. P.S. An article on how games are becoming easier.

While not very realistic, it is more important to have good gameplay than good graphics. When I played the demo for Half-Life 2, I noticed how all the people (mawmen?) with the alien whatchamacallits on their heads were all dressed in the exact same clothes. Of course, I don't really know if they were all supposed to have the same clothes to comply with some regulations or something, but seriously. "Look at me!!!! My physics are really sweet!!!! I'm wearing the exact same clothes as that person!!!!"

"Peace through power!"

"I've got a present for ya!"

"In the name of Kane!"

Red Alert ArchiveRed Alert shall never die, only the players...

And of course, CNC will live on.

THE TIBERIUM CAN NOT BE STOPPED.

Subject: Re: What is Renegade.
Posted by [Lijitsu](#) on Sat, 12 Nov 2005 05:00:06 GMT
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rm5248 wrote on Fri, 11 November 2005 23:55 THE TIBERIUM CAN NOT BE STOPPED. THOSE FUCKERS KILLED MY HARVESTER AGAIN!?! DAMNIT I'M GETTING SICK OF THIS SHIT! WHERE'S MY GOD DAMN TANKS!? ...Ohh, so that's what those piles of metal are.

Subject: Re: What is Renegade.
Posted by [ben5015se](#) on Sat, 12 Nov 2005 05:31:52 GMT
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guys your going off topic it was about my hard drive not working :(

you all missed my point! its not about renegade its about the hard drive..and how im stuck on a 20gig when i have a 200gig in this computer :(

just kidding just kidding..

its funny. its not like tarded games were if you make a mistake you mess everyone up. in renegade its not that.. like said above

Subject: Re: What is Renegade.
Posted by [xpontius](#) on Sat, 12 Nov 2005 07:00:40 GMT
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Quote:its not like tarded games were if you make a mistake you mess everyone up. in renegade its not that.. like said above

Mostly true... but you have never seen one guy in a massive tank rush noobishly block the entire thing have you....

Subject: Re: What is Renegade.

Posted by [Lijitsu](#) on Sat, 12 Nov 2005 07:15:00 GMT

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xpontius wrote on Sat, 12 November 2005 02:00Quote:its not like tarded games were if you make a mistake you mess everyone up. in renegade its not that.. like said above

Mostly true... but you have never seen one guy in a massive tank rush noobishly block the entire thing have you....

I have. I've been the one in the second position, and the one to push my way through his dumbass. I think we teamkilled him a few hundred times.

Subject: Re: What is Renegade.

Posted by [Goztow](#) on Sat, 12 Nov 2005 09:09:59 GMT

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All so true. This game is unique and that's why you don't flow away from it. No other game ever came close to it.

Subject: Re: What is Renegade.

Posted by [Renerage](#) on Sat, 12 Nov 2005 16:20:02 GMT

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Because-

(starts touchy speach)

Made up guns rock.

Knowing you can survive a head shot- Rocks

Being able to blwo up a noob teammate- Rocks

Actually having to think instead of just going in there like rambo- Rocks

I dont know what it is about it...its just better then all of the games out there that cost a fortune. WestWood are geniouses.

Its hard to explain.

Kinda like saying- why do i still like my sister after shes broken 4 of my computers....its more then blood...and its more then westwood in this case.

It doesnt matter what anyone else thinks, the Renegade players in here, are like a big family.

And all you guys rock.

(ends touchy speach)

Subject: Re: What is Renegade.
Posted by [Try_lee](#) on Sat, 12 Nov 2005 16:21:06 GMT
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Awwwwwww...

I thought this thread was gunna link to a ytmnd.com site.

Subject: Re: What is Renegade.
Posted by [Renx](#) on Sat, 12 Nov 2005 16:41:18 GMT
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gbull wrote on Sat, 12 November 2005 00:44The people and probably the gameplay

The people? Yeah right. 90% of the people in renegade are complete morons, and will exploit any little thing they can find to gain the advantage. The only places you'll find teamwork is on clan servers and server with 2 or 3 veterans on the same team(in which case the team without the clan or veterans get pounded).

Subject: Re: What is Renegade.
Posted by [RTsa](#) on Sat, 12 Nov 2005 17:05:43 GMT
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Quote:The people? Yeah right. 90% of the people in renegade are complete morons, and will exploit any little thing they can find to gain the advantage.
Maybe not 90% though? I don't know where you're playing, but maybe something like 70% would be more accurate. But, the thing is, the rest of the players (30%!) are good teamplayers and such, and it's so much fun to play with them.

Subject: Re: What is Renegade.
Posted by [Jecht](#) on Sat, 12 Nov 2005 17:38:54 GMT
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Renx wrote on Sat, 12 November 2005 10:41gbull wrote on Sat, 12 November 2005 00:44The people and probably the gameplay

The people? Yeah right. 90% of the people in renegade are complete morons, and will exploit any little thing they can find to gain the advantage. The only places you'll find teamwork is on clan servers and server with 2 or 3 veterans on the same team(in which case the team without the clan or veterans get pounded).

The 10% make all the difference. In a game like BF2, you play people once and never see them again.

Subject: Re: What is Renegade.
Posted by [mrpirate](#) on Sat, 12 Nov 2005 17:50:01 GMT
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I'd say it's more like 99% of the people in Renegade are brain dead, and are only enjoyable in that they get mad and think I cheat when I kill them.

Subject: Re: What is Renegade.
Posted by [csskiller](#) on Sun, 13 Nov 2005 00:08:23 GMT
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I used to play Renegade and CS: Source interchangeably and I gave up Renegade for a while.

The thing with renegade is that ever single game you play is going to be a brand new one. Even if it's the same team, map, server, etc very little will be the same.

Counter Strike Source on the ohter hand, to me is extremely repetiitive.

Boom! Band! Fire in the Hole!..... Counter Terrorists win.

This thread actually made me start to play Renegade again

and btw my name is a bit ironic, but I made that up before I knew Counter Strike Source existed.

Subject: Re: What is Renegade.
Posted by [icedog90](#) on Sun, 13 Nov 2005 00:09:33 GMT
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Once Renegade: A New Hope is out I'll probably be playing Renegade again. Mostly the mod though.

Subject: Re: What is Renegade.
Posted by [ben5015se](#) on Sun, 13 Nov 2005 04:43:03 GMT
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wow a post i mkade that people actualy agree with <3

Subject: Re: What is Renegade.
Posted by [Luigi30](#) on Wed, 16 Nov 2005 14:51:52 GMT
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CS gets repetitive. Boom headshot, Ts win. Over. And over. And over. And over. In Renegade, GDI can be winning for the whole game, then a sneak attack can kill a building and Nod will pull ahead. You never know who will win until the game ends. CS a winner is determined within 2 minutes.

Subject: Re: What is Renegade.
Posted by [Lijitsu](#) on Wed, 16 Nov 2005 15:25:11 GMT
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Luigi30 wrote on Wed, 16 November 2005 09:51CS a winner is determined within 2 minutes. Not always. I've played several matches where I was the last one on my team, I had to kill three people, I was almost out of life, and I won. Mostly through cheap tactics. Jump on a crate in front of doorway and lay waste to whatever moves, hide behind a box and lay waste to whatever moves, lay waste to whatever moves.

Subject: Re: What is Renegade.
Posted by [DaveGMM](#) on Wed, 16 Nov 2005 17:31:27 GMT
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What is Renegade?

Renegade is the only online game I've played over almost three years (I guess at the length of time).

Renegade has given me a couple real life friends (Alicia and co)

And Renegade is the only place you'll always find a fully stocked bar when Gizzy's in town

Subject: Re: What is Renegade.
Posted by [Lijitsu](#) on Wed, 16 Nov 2005 18:15:00 GMT
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Speaking of Renegade... Wait, we weren't we? Crap I hate tiredness and brain farts. Anyway, I've just played it twice for atleast an hour each time. I think I'll be getting back into Renegade. The music sucks, though, so I'm keeping Winamp open in the background.

Oh, and I'm officially jumpy, twitchy, tired, and frickan out of my mind. All at the same time. Woo, accomplishment from hell!

Subject: Re: What is Renegade.
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 16 Nov 2005 20:30:26 GMT
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Renegade is popular because of its unique style of gameplay.

In many other games, the object is to kill. Get the highest kills and win. You're relying much on your own skill and aim in the game.

On the other hand, CnC Renegade puts a whole new meaning. It's one of the only games where you need good teamwork to win. You have a base, a team, and a collection of different vehicles and weapons for different purposes.

The game doesn't revolve around fragging. In fact, getting most kills in an AOW game doesn't mean too much. In this game, you will be repairing buildings, supporting vehicles, flanking positions, defending, sniping, using superweapons, rushing with vehicles, etc. There is an unlimited combination of attacks and defense strategies in Renegade. Many games will play out differently.

Also unlike any other game- A team of newbies who can play well together will definitely win against a team of experts who cannot play well together. This game revolves around teamwork. Whether that's making distractions, organized attacks, rushes, or defense strategies. Instead of relying on the guy with perfect aim, you will be relying on your team to support the base and keep a steady flow of attacks.

Subject: Re: What is Renegade.
Posted by [ben5015se](#) on Sun, 20 Nov 2005 17:53:18 GMT
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BUMP!

Subject: Re: What is Renegade.
Posted by [Renardin6](#) on Sun, 27 Nov 2005 00:57:38 GMT
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I love Renegade.

When I bought doom3 or hl2 or far cry... One or 2 weeks after, I went back to Renegade. I can't tell why. I love it.

Subject: Re: What is Renegade.
Posted by [ben5015se](#) on Fri, 20 Jan 2006 17:38:31 GMT
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dont lock this topic please for bumping

Subject: Re: What is Renegade.
Posted by [Ryan3k](#) on Fri, 20 Jan 2006 18:40:23 GMT
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WHY DON'T YOU ADD SUBSTANCE TO THE DAMN CONVERSATION, THEN?

Subject: Re: What is Renegade.
Posted by [GoTWhiskÉY](#) on Fri, 20 Jan 2006 19:29:27 GMT
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In my opinion, Renegade clanwars own all. The only other game i've found that I like almost* as much is Wolfenstein:ET Territory. I don't think I'll be quitting Renegade until ET:QuakeWars comes out

Subject: Re: What is Renegade.
Posted by [Dr. Lithius](#) on Fri, 20 Jan 2006 22:09:36 GMT
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I bet Enemy Territory: QuakeWars isn't going to be anything like Renegade. It's probably going to be like a futuristic Battlefield 2, which is absolutely fine by me, considering the demo for said game has got me hooked.

So...what makes Renegade so interesting? For me, it's the fact that it's Command & Conquer from an entirely new perspective; it combines two deep-rooted loves -- Command & Conquer and first-person shooters -- into one solid, beautiful game. Despite its flaws(such as the fact there appears to be no latency auto-balancing like in other games such as Unreal), it's an absolutely wonderful game with tons of unique units, weapons, and vehicles, both familiar and brand new! As mentioned before, the game is also more about tactics than about jumping into the fray and blasting the dogcrap out of the other side, as is the case in a lot of other games.(Even in Starsiege: Tribes, you could win the game by primarily destroying the other guys. And I mean in Capture the Flag mode!) It's a damned shame EA didn't let Westwood finish the game with a true C&C Mode... I would've loved to have seen that...played that... I bet it would've been great! Plus, I bet there would've been a Nod campaign, too. Not sure who you would'a played as, but still. In addition, this game has rekindled my love for gathering technical data on things, such as firing rates, destruction times, damage, and things like that.(For example, did you know the Beacon weapons do over 1,800 damage at zero-point range?) I love collecting technical data on this game...

Subject: Re: What is Renegade.
Posted by [superj69](#) on Fri, 20 Jan 2006 23:24:14 GMT
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renegade is the best online game i have ever played,it might not have the best graphics but it wins all the time for gameplay .

Subject: Re: What is Renegade.
Posted by [mrchance1](#) on Sun, 22 Jan 2006 21:55:46 GMT
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the best part of the game is the *boink*.

Subject: Re: What is Renegade.
Posted by [SCOTT9](#) on Tue, 24 Jan 2006 15:54:52 GMT
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superj69 wrote on Fri, 20 January 2006 17:24renegade is the best online game i have ever played,it might not have the best graphics but it wins all the time for gameplay .
if ya want good graphics get of for gameplay stay with renegade!

Subject: Re: What is Renegade.
Posted by [Jecht](#) on Tue, 24 Jan 2006 17:09:37 GMT
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Translation: If you would like good graphics, get off! If you would like good gameplay, stay with Renegade.

Subject: Re: What is Renegade.
Posted by [Lijitsu](#) on Tue, 24 Jan 2006 17:26:12 GMT
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gbull wrote on Tue, 24 January 2006 12:09Translation: If you would like good graphics, get off! If you would like good gameplay, stay with Renegade.
Ohhh... I didn't know what the hell he said.

Subject: Re: What is Renegade.
Posted by [Jecht](#) on Tue, 24 Jan 2006 17:50:50 GMT
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Yeah, it took a second for me too. I figured I'd save others in this forum a headache. E-Martyrdom for the win!

Subject: Re: What is Renegade.
Posted by [=HT=T-Bird](#) on Tue, 24 Jan 2006 21:22:19 GMT
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All Ren needs is re-worked netcode and good AI...then it would be a truly superb game...

Subject: Re: What is Renegade.
Posted by [SCOTT9](#) on Sat, 28 Jan 2006 22:17:10 GMT
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of operation flashpoint dumbass

Subject: Re: What is Renegade.
Posted by [Lijitsu](#) on Sat, 28 Jan 2006 23:07:08 GMT
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SCOTT9 wrote on Sat, 28 January 2006 17:17of operation flashpoint dumbass
Well excuse us for not being able to understand illiterates.
