
Subject: ideas for a renegade 2
Posted by [spi-der](#) on Tue, 31 Jan 2006 07:31:39 GMT
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hi everyone im new to c and c renegade but i have a good idea for c and c renegade 2 why not make it just like renegade first person shoot up but rather that the buildings all ready there why dont they make a one that lets you build your own and put them where you want and how you want them but just like red alert 2 style looking down on them then when you finished go to renegade mode if you like and go around them and explore your surroundings like that in first person and of course have some new weapons and ppl and maybe some water too so you can buy boats and other things like that what do you think let me know plz

Subject: Re: ideas for a renegade 2
Posted by [Dr. Lithius](#) on Tue, 31 Jan 2006 09:32:51 GMT
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I think you need to be slapped around a few times.

Subject: Re: ideas for a renegade 2
Posted by [light](#) on Tue, 31 Jan 2006 09:53:14 GMT
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Ok, since your from Newcastle, i'll be nice.

Renegade 2 is dead.

There will be no Renegade 2.

There are 2 mods being made for Renegade, "A Path Beyond" and "Reborn", there is a lot of history you don't know, and your probably not ready to.

Basically, EA bought Westwood and now Renegade is a money-maker for EA, with 0 direct support from them.

(Have a look around these forums (and others), there is a LOT of history you've missed)

Welcome to C&C Renegade.

Subject: Re: ideas for a renegade 2
Posted by [TD](#) on Tue, 31 Jan 2006 11:39:21 GMT
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Why not have flying boats?

Subject: Re: ideas for a renegade 2
Posted by [DreamWraith](#) on Tue, 31 Jan 2006 11:48:58 GMT
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actually, flying boats do exist in some games. Upon investigation, one will discover that in far cry, the hang gliders are, in fact simply "flying boats", or boat entities with decreased gravity values, among a couple of other minor lua scripting differences.

Subject: Re: ideas for a renegade 2
Posted by [TD](#) on Tue, 31 Jan 2006 12:06:08 GMT
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Yeah, but how about swimming aircraft then :\

Subject: Re: ideas for a renegade 2
Posted by [Goztow](#) on Tue, 31 Jan 2006 12:43:06 GMT
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TD wrote on Tue, 31 January 2006 07:06Yeah, but how about swimming aircraft then :\
Submarines do seem like swimming aircrafts if you take the time and alcohol to think of it...

Subject: Re: ideas for a renegade 2
Posted by [TD](#) on Tue, 31 Jan 2006 13:44:16 GMT
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Goztow wrote on Tue, 31 January 2006 13:43TD wrote on Tue, 31 January 2006 07:06Yeah, but how about swimming aircraft then :\
Submarines do seem like swimming aircrafts if you take the time and alcohol to think of it...
DAAM, how about infantry flying in space in the virtual world?! Does weed help?

Subject: Re: ideas for a renegade 2
Posted by [Oblivion165](#) on Tue, 31 Jan 2006 14:13:41 GMT
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light wrote on Tue, 31 January 2006 04:53Ok, since your from Newcastle, i'll be nice.

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Welcome to C&C Renegade.

Renegade: A New Hope

Subject: Re: ideas for a renegade 2
Posted by [Kamuix](#) on Tue, 31 Jan 2006 21:52:56 GMT
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How can a game die before it comes out. Games die because they get forgotten and old. Unless i'm missing something here lol .

Subject: Re: ideas for a renegade 2
Posted by [Canadacdn](#) on Tue, 31 Jan 2006 22:03:39 GMT
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Renegade 2 died like this.

1. Demo of Renegade 2 presented to EA.
 2. EA shits all over the idea because Renegade 1 had poor sales.
 3. Renegade 2 is never made.
-

Subject: Re: ideas for a renegade 2
Posted by [Kamuix](#) on Tue, 31 Jan 2006 22:08:37 GMT
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I guess you could put it that way. But a modern version of Renegade would kick ass. Ea should sell their rights to that game. It does'nt look like they know what to do with it.

Subject: Re: ideas for a renegade 2
Posted by [terminator 101](#) on Tue, 31 Jan 2006 22:41:01 GMT
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Oblivion165 wrote on Tue, 31 January 2006 09:13light wrote on Tue, 31 January 2006 04:53Ok, since your from Newcastle, i'll be nice.

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Welcome to C&C Renegade.

Renegade: A New Hope

I think that by Renegade 2, most people mean a game in new engine, new structures, new graphics and so on. New Hope is just a mod(a very good looking one that is)

Subject: Re: ideas for a renegade 2

Posted by [light](#) on Wed, 01 Feb 2006 08:31:04 GMT

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Apologies, I left A New Hope out as it is not C&C themed, and because I haven't been force-fed details of it on these forums.

Subject: Re: ideas for a renegade 2

Posted by [trooprm02](#) on Wed, 01 Feb 2006 14:26:58 GMT

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Dr. Lithius wrote on Tue, 31 January 2006 10:32I think you need to be slapped around a few times.

Agreed

And does anyone have a copy of the Renegade 2 demo?

Has anyone here ever played it?

Or where could I download myself a copy?

Subject: Re: ideas for a renegade 2

Posted by [Oblivion165](#) on Wed, 01 Feb 2006 15:26:02 GMT

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EA wont release it. Its just sitting on some hard drive somewhere. Collecting cyber dust.

Subject: Re: ideas for a renegade 2

Posted by [{EMD}keeg9](#) on Thu, 02 Feb 2006 00:11:47 GMT

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The Germans thought about that in WWII, a little late you think (or do you?).

Subject: Re: ideas for a renegade 2

Posted by [{EMD}keeg9](#) on Thu, 02 Feb 2006 00:14:41 GMT

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If you look at the number of people that play "Renegade 2" could be a money maker (maybe not the biggest one though, but it would still make money).

Subject: Re: ideas for a renegade 2

Posted by [spi-der](#) on Sat, 04 Feb 2006 07:45:01 GMT

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sorry if that made you angry everyone its just some ideas for it soz

Subject: Re: ideas for a renegade 2

Posted by [Aprime](#) on Sat, 04 Feb 2006 20:03:14 GMT

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light wrote on Tue, 31 January 2006 04:53Ok, since your from Newcastle, i'll be nice. There are 2 mods being made for Renegade, "A Path Beyond" and "Reborn", there is a lot of history you don't know, and your probably not ready to.

3 modifications, fool (well, that are worth mentioning).

Subject: Re: ideas for a renegade 2

Posted by [csskiller](#) on Sat, 04 Feb 2006 20:06:02 GMT

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Isn't this what this mod is doing?

<http://www.renegadeforums.com/index.php?t=msg&th=18534&start=0&rid=2347>

Subject: Re: ideas for a renegade 2

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 05 Feb 2006 01:10:59 GMT

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It's a real shame Renegade 2 died. If the first Renegade was used as something to be improved upon, a sequel would be really good.

Subject: Re: ideas for a renegade 2

Posted by [Canadacdn](#) on Sun, 05 Feb 2006 06:01:52 GMT

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With a more modern engine and graphics, I think Renegade 2 would have sold really well.

Subject: Re: ideas for a renegade 2

Posted by [{EMD}keeg9](#) on Wed, 22 Feb 2006 18:07:51 GMT

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Judging by the amount of people on this forums and in the game Renegade 2 would have a lot of support.

Subject: Re: ideas for a renegade 2

Posted by [nopol10](#) on Sat, 25 Feb 2006 06:22:32 GMT

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From what I saw, Renegade 2 has some story about a Nod funded group called the Scavengers or something.

You know, maybe with the mod teams now, they could cook up something as near as Renegade 2. check out http://en.wikipedia.org/wiki/Command_%26_Conquer:_Tiberian_Series#Command_.26_Conquer:_Renegade_2_.28Cancelled.29
