
Subject: World Domination Tour for Renegade
Posted by [gam3rj](#) on Fri, 03 Feb 2006 08:29:54 GMT
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Hello, it's been awhile since I've been in the forums but it's nice to see that since my last serious playing in 2004, things are still running smoothly and the community is still strong (BHS is doing an excellent job and the XWIS support is pretty neat, even though rankings are gone).

Anyway, I've come here to propose an idea for something I have been planning for quite some time. I'm not sure if any of you out there have played Day of Defeat or Red Orchestra, but they feature a community driven tournament called 'Battle for Europe'. The basic premise is that two factions must battle on actual fronts of the world and must conquer areas of land. For those who played Tiberian Sun: Firestorm, you may remember World Domination Tour. It's a lot like that.

The feature itself would not be in game, it's all setup through a website (much like clan matches now are), you can view Red Orchestra (first link) and Day of Defeat's (second link) examples below:

<http://www.bfero.com/index.php>
<http://www.dodstournament.com/>

I can tell you participating in these tournaments is very enjoyable. I'm sure a lot of you have really gotten into clan matches, but this would vastly expand on that by adding hundreds of players who follow a military rank structure. For example, there are generals who plan the battles out, and NCO's who basically follow orders. The level of immersion is nothing short of amazing. Renegade has always had some amazing players out there, and by doing something like this, it would really add something great to the community and the game.

Like I said, I've had this on my mind for quite some time, but I really want to know what everybody out there thinks. I know clans are still active and the community is still well alive, so hopefully something will manage. Renegade has a good amount of well designed custom maps that would help prevent the same map being played in a different area of the globe.

To tie this up, I'm proposing a setup of a GDI versus Nod war on a global scale. I have many other players willing to help out, but I would actually like to have some of Renegade's veterans assume top position. Feedback would be very much appreciated! I will elaborate on any concepts or answer any questions if you have them. Thanks.

EDIT: If I have posted in the wrong section, please move it to the right section. I am also hoping that nothing like this has been proposed, if so, I am also sorry for that.

Subject: Re: World Domination Tour for Renegade
Posted by [Aircraftkiller](#) on Fri, 03 Feb 2006 08:51:40 GMT
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It makes no sense considering no levels in Renegade take place in Europe. If you want to run a World Domination Tour, set it up for Red Alert: A Path Beyond which has more than 10 levels that

all take place in different European countries.

That, and the limited amount of Renegade levels is not conducive to something like this.

Subject: Re: World Domination Tour for Renegade
Posted by [gam3rj](#) on Fri, 03 Feb 2006 08:59:25 GMT

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Well I wasn't saying that it had to be Europe. But where exactly do the Renegade maps take place?

Subject: Re: World Domination Tour for Renegade
Posted by [Dr. Lithius](#) on Fri, 03 Feb 2006 09:32:58 GMT

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Asia. From the looks of things, anyway. Maybe some in North America... South America... One or two in Antarctica...

Subject: Re: World Domination Tour for Renegade
Posted by [Mad Ivan](#) on Fri, 03 Feb 2006 20:46:18 GMT

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Actually, the entire game is in Europe.
If you remember TD, Seth wanted to attack the US, but then Kane killed him.

Not to forget that the Temple of Nod is in Sarajevo - Bosnia's Capital City. And Bosnia and Herzegovina is a country in south-eastern Europe.

Ofcourse, i can be wrong, but that is as far as i remember.

Subject: Re: World Domination Tour for Renegade
Posted by [gam3rj](#) on Sat, 04 Feb 2006 20:48:10 GMT

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Then what is Aircraftkiller talking about... Seriously, I wanted feedback guys. I have a dozen guys from BFE that really want to get this thing started.

Subject: Re: World Domination Tour for Renegade
Posted by [Ryan3k](#) on Sat, 04 Feb 2006 22:33:01 GMT

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Look, in Tiberian Dawn, the GDI campaign took place in Europe, whereas the Nod campaign was conducted throughout Africa.

Since there's really no deserts in Europe, how could you account for maps such as Walls/Walls_Flying by making the "WDT" take place in Europe? All things considered, it would have to span Europe AND Africa to account for the climate types.

Anyway, I think this is an interesting idea and I would love to see it implemented.

Subject: Re: World Domination Tour for Renegade
Posted by [rm5248](#) on Sat, 04 Feb 2006 23:51:41 GMT

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Mad Ivan wrote on Fri, 03 February 2006 14:46: Actually, the entire game is in Europe. If you remember TD, Seth wanted to attack the US, but then Kane killed him.

I'm relatively certain that some of the missions are in S. America. One of the mission briefings about the scientists says that they were taken from the research station in Bolivia or something. If I remember correctly, right after that, you have to go in nearby to try and recover the scientists.

Subject: Re: World Domination Tour for Renegade
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 05 Feb 2006 01:05:26 GMT

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The idea of a World Domination Tour for Renegade is an old one, I remember suggesting it to RA2 Vengeance a couple years ago... KGBspy was planning to script it, but too bad the mod is dead now.
