
Subject: What made of Renegade a good game for us?
Posted by [Renardin6](#) on Mon, 17 Dec 2007 23:23:13 GMT
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Since EA will have a look here and since we are all fans of Renegade it would be good to throw all our comments about Renegade here. What made you love the game, what could have been done better, what was horrible... Well make sure EA knows what we expect!

On my part, Renegade was a hit because of the multiplayer unique mode : "C&C Mode"

At the time it was released, I played the single player campaign I spent more time on moh because the single player campaign was shame. Then I went back and played the skirmish. There I got the feeling: I am playing a FPS where I feel I am in C&C95... Amazing. The FPS/RTS stayed and is still for me the best kind of game. Only one game gave me this : Renegade.

Knowing that Renegade 2 was cancelled, I decided to work on the next Chapter... Renegade in TS era...

The good thing about the C&C mode:

- Not KOTH game like Battlefield. You have to destroy the base of the opponent by using tactics like you would do in a fps. Rush with the team to kill base defenses. Renegade forces the teamplay!
- The RTS touch. Knowing the base of the ennemy team has to burn in hell, you have several way to do it. As an example: Attack power plant and the ennemy will lose base defenses and pay twice for his assets.
- Score system, when you help your team, it's also a way to gain more credits by repairing.
- Credit system: you have to spare your money and use the right asset at the right time in order to win a game.
- You really feel that you are in a C&C game with all aspects of the game even if Renegade isn't what c&c95 was.

I could mention a lot more of ideas but I am sure the community will do it now. Let EA knows why Renegade was so good in multiplayer and what a lot of players missed by only trying the SP mode...

Thank you for your help.

Subject: Re: What made of Renegade a good game for us?
Posted by [Canadacdn](#) on Mon, 17 Dec 2007 23:26:30 GMT
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The multiplayer is perfect, just improve the physics and graphics.

The single player needs to be less buggy than Renegade's and for god's sake, MAKE A SINGLE PLAYER NOD CAMPAIGN.

Subject: Re: What made of Renegade a good game for us?

Posted by [renalpha](#) on Mon, 17 Dec 2007 23:51:20 GMT

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auto download function

punkbuster anti cheat

C&C_mode

option to play classic gdi vs nod

and new gdi vs nod vs scrin

Subject: Re: What made of Renegade a good game for us?

Posted by [R315r4z0r](#) on Mon, 17 Dec 2007 23:57:14 GMT

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I like Renegade for the same reasons Renardin listed.

A lot of people say that what keeps people playing Renegade is the "arcady" feel of the game and how it isn't "realistic" however, no, I don't believe that is the reason.

To be honest, that is one of the aspects of Renegade that I personally don't like about the game. However I wouldn't change it because it is what makes the game what it is.

However, the reason I believe that Renegade does have that take 50 bullets kind of thing before you die is because they tried to simulate you being the soldier in an RTS. Where two soldiers would sit there for a good 20 seconds firing at each other until the other eventually died.

But the main reasons why I like Renegade, in the multiplayer aspect along is because you are in a free virtual war zone doing battle in real time where you and your team mates are working towards a specific goal of destroying the enemy base and protecting your own.

The simple fact that you can go out there and make a difference by defeating enemies both in the field and their base in real time just makes it all worth playing.

I mean still to this day after I take out a building by c4ing it.. it still makes me feel like what I did was invaluable to my team's success. And even still pains me when I lose a game even after something like that as well.

Just the overall feel of having a battle with real people both on your team and on the enemy's team in real time is what makes C&C mode so great!

EDIT:

renalpha wrote on Mon, 17 December 2007 18:51

punkbuster anti cheat

NO. Just no. Worst anti-cheat device ever made.... EVER.

This thing doesn't only not stop cheaters, but it kicks out legit players too!

Subject: Re: What made of Renegade a good game for us?

Posted by [sadukar09](#) on Tue, 18 Dec 2007 00:29:28 GMT

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VAC anti-cheat is much better.

Quote:On my part, Renegade was a hit because of the multiplayer unique mode : "C&C Mode"

Same.

And I also agree with Canadacdn, no Nod Campaign = fail.

Subject: Re: What made of Renegade a good game for us?

Posted by [cmatt42](#) on Tue, 18 Dec 2007 00:41:46 GMT

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Well, of course you've covered pretty much what I'd agree about multiplayer.

For the game in general, I just love the atmosphere the game projects on us players, as if Westwood's main goal was entertainment, not just a way to make a quick buck. I'm talking about the jokes, and the little goodies hidden within always.dat, etc., it just reminds me of how great games once were.

Subject: Re: What made of Renegade a good game for us?

Posted by [Starbuzz](#) on Tue, 18 Dec 2007 01:42:16 GMT

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Pretty much everything about multiplayer has been said here!

Anyway, Renegade has appealed to me in a lot of ways. So some other reasons as to why I will never leave this game:

What I really like about Renegade was the smooth fluid interaction between outdoor and indoor environments.

There is no loading time and you can simply walk in and out of a building just like in real life. It paves the way for a more believable and realistic gameplay.

Another good thing about Renegade is the 3rd person view.

I know there are other 3rd person Role Playing Games out there but Renegade I think is the only successful 3rd person shooter game for the PC.

It is so much easier to see around corners and what not. Some hardcore FPS fans would call me a n00b but I think a 3rd person view also contributed to this game's much easier gameplay. You actually get to see YOUR character move and fight in this environment instead of just seeing through your eyes and staring at the gun.

Another thing is that this game brings together players during a game thus rapidly accelerating teamplay and friendships.

Chat boxes are color-coded according to team and there are various roles within the team. You can start a conversation, get someone to repair your tank or a building and you soon find friends.

So you are in an awesome environment where you are cooperating with your teammates, talking, fighting, and dying together. Was that necessary in a game? I don't see why not given how ridiculously boring and repetitive recent FPS games turned out to be.

I remember playing Halo...no way I can get someone to talk to me. There is no team spirit and everyone is busy out on their own trying to increase their kill count. It gets hard. You have no clue what your teammates are doing.

In Renegade, I love that feeling when people start massing or start calling for a rush or we are being attacked. It is a great feeling of butterflies in your stomach as you respond to any situation. Such conditions that have invoked the inner spirit has never been recreated in any game and this is why Westwood is so much more loved than any other company. The story and the game gets you involved.

So it's some of the smallest things that have appealed to me.

What I also liked were the story and the funny tidbits that was thrown in here and there.

Another big reason why I like Renegade was the characters especially Havoc.

Havoc was one of those extremely RARE videogame characters you simply wish he was real. The in-game movies portrayed the Havoc character as funny, full of wit, intelligent, ballsy, and not a simple brain-washed killer. Heck the guy was probably in-love with Sakura. When was the last time we had a character like that in a shooter?

Anyway, back to the gameplay:

Another thing I liked about Renegade was the amount of weapons you were able to carry. It was unreal but it brought out the game and the fun.

There are people out there who say that is far too many and will seek the Halo formula of just 2 weapons. But to those people, may I ask when did video games had to become simulators of real life? This is why Renegade is fun. How dumb will it be if you could only carry 2 weapons? Does it make you think and use your weapons wisely if you were limited to only 2? Yes but will it be fun? I don't think so.

The health bar was another good thing about Renegade.

No dumb quick kills but you have to drain the health of the enemies to get a kill (unless you are sniper). This actually made the game more gripping to me in that EVERY ENCOUNTER with the enemy player was a fascinating 50/50 struggle that made you shiver. It was just awesome.

So in summation, Renegade was about having fun as all true video games ought to be aiming for.

Unfortunately, it is a sad fate that we longer live in a time where having fun matters in a game so as along as it is kept real.

Subject: Re: What made of Renegade a good game for us?

Posted by [sadukar09](#) on Tue, 18 Dec 2007 01:54:10 GMT

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Quote:intelligent

Oh god, Havoc intellgent?

Subject: Re: What made of Renegade a good game for us?

Posted by [Starbuzz](#) on Tue, 18 Dec 2007 02:04:41 GMT

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sadukar09 wrote on Mon, 17 December 2007 19:54Quote:intelligent

Oh god, Havoc intellgent?

Absolutely. Havoc was intelligent because he did not believe in imaginary things like God.

Subject: Re: What made of Renegade a good game for us?

Posted by [nopol10](#) on Tue, 18 Dec 2007 02:39:21 GMT

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Starbuzz wrote on Tue, 18 December 2007 10:04sadukar09 wrote on Mon, 17 December 2007 19:54Quote:intelligent

Oh god, Havoc intellgent?

Absolutely. Havoc was intelligent because he did not believe in imaginary things like God.

^

Yes, I agree with Starbuzz, it is much easier to make friends in Renegade than in other online games even though Renegade is usually faster paced.

Subject: Re: What made of Renegade a good game for us?

Posted by [Lone0001](#) on Tue, 18 Dec 2007 03:42:46 GMT

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for me it is the amount of stuff you can change(mod) so many possibilities and not all of them have been tapped yet

Subject: Re: What made of Renegade a good game for us?

Posted by [BlueThen](#) on Tue, 18 Dec 2007 03:45:02 GMT

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{SB}Lone0001 wrote on Mon, 17 December 2007 21:42for me it is the amount of stuff you can change(mod) so many possibilities and not all of them have been tapped yet
It's not the quantity of the changes you can make to Renegade, it's how easily they can be done.

Subject: Re: What made of Renegade a good game for us?

Posted by [Lone0001](#) on Tue, 18 Dec 2007 03:45:58 GMT

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^^That too

Subject: Re: What made of Renegade a good game for us?

Posted by [R315r4z0r](#) on Tue, 18 Dec 2007 04:08:43 GMT

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I like mapping.

Subject: Re: What made of Renegade a good game for us?

Posted by [Viking](#) on Tue, 18 Dec 2007 06:18:56 GMT

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renalpha wrote on Mon, 17 December 2007 17:51

punkbuster anti cheat

NOOOOOOO. GOD FUCKING NO! PUNKBUSTER CAN SUCK MY BALLS!

Subject: Re: What made of Renegade a good game for us?

Posted by [Ryu](#) on Tue, 18 Dec 2007 06:21:25 GMT

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renalpha wrote on Mon, 17 December 2007 23:51punkbuster anti cheat

Say them words again and I'll back hand you so hard your whole family will feel it.

C&C Mode: As much as I'm a die hard fan of Team Fortress 2 and other FPS's, Renegade's C&C mode (Tanks, Buildings, etc.) is fun.

On a server with 15vs15, it can be a very interesting battle, and fun.

I remember playing 5 hour marathons, plenty of tank rushes, and what not, and it never gets old if your in the mood.

Modding: practically easy, Look at Role Play 2, A Path Beyond, Reborn (WIP screen shots, etc), Apoc Rising (WIP stuff), Some really kick ass stuff is still made on a aging engine, and most - if not all is pretty damn awesome.

This new C&C FPS should include both of the remarkable features, and add new features, too.

VoIP, Man, VoIP with the original C&C Mode.. god damn it man, My head would explode with the fun that would be processed.

More vehicles, again - pure awesomeness.
Improved AI - Better single player experience.
Better single player and more Joe - Awesome.
Nod campaign - awesome.

If anything, I'd suggest the Source engine, great physics, Awesome optimization, great modding features, great AI, Looks great (HL2: Ep2 and TF2 look excellent, And I'm running everything on

medium settings!!)

All in all, Keep the original C&C Mode, Build around it, try not to use a over-the-top game engine (one that needs dual core processors and a min of 2gigs of DDR2 ram and a nVidia 8600)

Subject: Re: What made of Renegade a good game for us?
Posted by [BoMbZu](#) on Tue, 18 Dec 2007 07:41:49 GMT

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The best thing I like is that destroying enemy structures really have an effect on the oponent , That way battles can turn arround so its not over untill its over. Also the excitement of beacons , tank rushes battles on the map is really nice !!

And ofcourse all the teamply that is required to end a map , Timing , Coordination etc

Subject: Re: What made of Renegade a good game for us?
Posted by [Goztow](#) on Tue, 18 Dec 2007 08:07:17 GMT

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I'm not sure if any game will ever succeed in even approaching Renegade's gameplay. I sure hope it can.

I agree with a lot of things said above. What hasn't been mentioned yet: immediate join, immediate respawn and the fact you all start on an equal level! This makes the game very friendly to newcomers. Even though I may have played 15.000 games, I start every new map at the same level as the person who just bought the game. The fact I can join and leave when wanted is a great plus for a lot of casual gamers!

Balance: somehow, and i think it was more of an accident, Renegade has almost perfect balance. Surely some characters are useless but overall there's very good balance although playing styles with GDI and Nod are totally different!

Diversity: the fact you can have very good games in 3v3 as well as in 15v15. The maps were very well designed for this, IMO.

I'll make a resumee of this topic when more people replied.

Subject: Re: What made of Renegade a good game for us?
Posted by [Renardin6](#) on Tue, 18 Dec 2007 09:25:16 GMT

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Indeed mate, bets respawn logic ever

Subject: Re: What made of Renegade a good game for us?

Posted by [Spoony](#) on Tue, 18 Dec 2007 10:47:54 GMT

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The fact that strategy is based on RTS - harrassment, economy stifling, containment etc. It frankly amazes me that Westwood, the creators of RTS, incorporated better RTS strategy into the only C&C FPS than they did into any of their RTS's

Subject: Re: What made of Renegade a good game for us?

Posted by [OWA](#) on Tue, 18 Dec 2007 10:55:39 GMT

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The multiplayer mode definitely inspired me to start up RA2:AR. I still haven't played another multiplayer game like Renegade to date. It's that good. As an evolution for C&C mode, with Scrin thrown into the mix, a three teamed C&C mode as well as the normal head to head battles of old would truly be of epic proportions. As I don;t think that anyone has done anything that big before.

Subject: Re: What made of Renegade a good game for us?

Posted by [jonwil](#) on Tue, 18 Dec 2007 11:08:06 GMT

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The thing I like about Havoc is that he is like all those action heroes from movies like Die Hard who will do whatever it takes to save the day and it doesn't matter if the authorities/military get pissed off about it. (e.g. think about Bruce Willis in Die Hard 2: Die Harder where he does what he has to do to stop the bad guys even though the airport cops and authorities refuse to let him help)

Subject: Re: What made of Renegade a good game for us?

Posted by [IronWarrior](#) on Tue, 18 Dec 2007 13:29:38 GMT

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Command & Conquer Mode is what we need in a new C&C FPS.

A anti-cheat device, PunkBuster or VAC, whatever works the best and is kept updated.

Good logging and admin system for third party bot relaying.

Subject: Re: What made of Renegade a good game for us?

Posted by [DKDexter999](#) on Tue, 18 Dec 2007 14:33:39 GMT

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IronWarrior wrote on Tue, 18 December 2007 08:29 Command & Conquer Mode is what we need in a new C&C FPS.

A anti-cheat device, PunkBuster or VAC, whatever works the best and is kept updated.

Good logging and admin system for third party bot relaying.

cough cough

BIATCH

cough cough

I didn't miss anything...

must admit, didn't have any expectations to Renegade, so couldn't really be disappointing...

And yet, maybe a longer campaign, meaning more missions to complete... and actually making the difficulty "hard" HARD...

Subject: Re: What made of Renegade a good game for us?

Posted by [trooprm02](#) on Tue, 18 Dec 2007 20:21:06 GMT

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Canadacdn wrote on Mon, 17 December 2007 18:26 The multiplayer is perfect, just improve the physics and graphics.

The single player needs to be less buggy than Renegade's and for god's sake, MAKE A SINGLE PLAYER NOD CAMPAIGN.

^^Best possible outcome. No punkbuster bullshit, EA usually doesn't make anti-cheat stuff for the games that they release, if they don't, we all know BHS will step up.

If I hear this game has a "C&C Like Mode", im going to preorder 3 copies, no joke.

Subject: Re: What made of Renegade a good game for us?

Posted by [GEORGE ZIMMER](#) on Tue, 18 Dec 2007 20:39:37 GMT

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What made Renegade fun for me was actually a large number of things. It had one of my favorite game series but in a first person view. It was also really cool to walk around bases, kill stuff, and

meet some mutants, etc.

But of course, as it's been said before, the unique C&C mode. It seems simple, but for some reason, you never really see it in any other FPS. Use infantry, tanks, and a variety of weaponry to destroy the enemy base. Get about 15-20 people on each team, and you'll need a new pair of pants.

There's many different styles of play, too: Stealth, brute force, team coordination, etc... You rarely get all of that in an FPS. There's even the support role you can play.

And you didn't have just 4 infantry choices or so from start to finish. While you only have a few at the very start (Depending how many credits are given.), you eventually gain more and more unique troops and weapons and vehicles to buy. There's no limit to how many credits you can have, either- So you can just credit whore then buy your whole team a bunch of stealth tanks.

And of course the fact that it can be used for other things aswell. There's quite a few RPG type servers out there, which are a more relaxed kinda thing. Just more of a screw-around type thing. You can't really do that if you have limited time/points like in battlefield games n such.

Which brings me to another point. The battles can be slow paced and fast paced. So you have to change depending on the tide of battle. Great if you wanna kinda practice, hold duels, etc.

Then of course, the mods. Still alot in development, it's another feature of C&C games in general that also makes it great. A small mod that maybe changes some models or a few maps or adds a few new vechs to whole total conversions.

The only downside is that the physics and graphics are old, and many things Renegade WOULD have had were cut (Mannable guns, ropes, parachutes, more than one frame for firing animations, etc...).

I think that's all Renegade needs is a boost in physics and graphics. The gameplay was fine (Of course, adding MORE gameplay is welcome, so long as it actually adds on instead of replacing gameplay aspects), so that's all that really needs changing.

Subject: Re: What made of Renegade a good game for us?

Posted by [PlastoJoe](#) on Tue, 18 Dec 2007 22:48:08 GMT

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C&C Mode = yes
engine upgrade = yes

I'd be in favor of either live-action cutscenes or the motion-capture ones used in Renegade.

Also, I personally MUST see Nod somewhere in the game. A Tiberium universe game absolutely must include Nod.

And a reference or two to Renegade (major or minor) in the course of the storyline or as an easter

egg would be great.

Subject: Re: What made of Renegade a good game for us?

Posted by [BlueThen](#) on Tue, 18 Dec 2007 22:51:53 GMT

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I'd like to see a expansion pack for Renegade, fixing up the graphics and the physics, then they could do whatever the hell they want with their Tiberian game.

Subject: Re: What made of Renegade a good game for us?

Posted by [The Elite Officer](#) on Wed, 19 Dec 2007 17:31:12 GMT

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Hasent this been covered a couple of months ago?

Subject: Re: What made of Renegade a good game for us?

Posted by [GEORGE ZIMMER](#) on Wed, 19 Dec 2007 18:08:34 GMT

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Yeah, EA made an expansion for everyone that fixes the bugs in Renegade. Except you.

Subject: Re: What made of Renegade a good game for us?

Posted by [Goztow](#) on Wed, 19 Dec 2007 21:25:25 GMT

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What makes Renegade great

Small overview of this topic

1. Foremost: C&C mode

C&C mode is unique. There is no other games where this unique FPS/RTS-interface has been implemented. Here's some comments that we read about C&C-mode:

The FPS/RTS stayed and is still for me the best kind of game. Only one game gave me this : Renegade.

The multiplayer is perfect, just improve the physics and graphics.C&C Mode: As much as I'm a die hard fan of Team Fortress 2 and other FPS's, Renegade's C&C mode (Tanks, Buildings, etc.) is fun.

I'm not sure if any game will ever succeed in even approaching Renegade's gameplay.

The fact that strategy is based on RTS - harrassment, economy stifling, containment etc. It frankly amazes me that Westwood, the creators of RTS, incorporated better RTS strategy into the only C&C FPS than they did into any of their RTS's

Command & Conquer Mode is what we need in a new C&C FPS.

But of course, as it's been said before, the unique C&C mode. It seems simple, but for some reason, you never really see it in any other FPS. Use infantry, tanks, and a variety of weaponry to destroy the enemy base. Get about 15-20 people on each team, and you'll need a new pair of pants.

All in all, Keep the original C&C Mode

2. A bit more in-depth

- Score and credits system, when you help your team, it's also a way to gain more credits by repairing. you have to spare your money and use the right asset at the right time in order to win a game.

- smooth fluid interaction between outdoor and indoor environments

- 3rd person view

Some hardcore FPS fans would call me a n00b but I think a 3rd person view also contributed to this game's much easier gameplay.

- health bar: No dumb quick kills but you have to drain the health of the enemies to get a kill (unless you are sniper).

- The best thing I like is that destroying enemy structures really have an effect on the oponent , That way battles can turn arround so its not over untill its over.

- immediate join, immediate respawn and the fact you all start on an equal level! This makes the game very friendly to newcomers. Even though I may have played 15.000 games, I start every new map at the same level as the person who just bought the game.

- Balance: somehow, and i think it was more of an accident, Renegade has almost perfect balance.

- There's many different styles of play, too: Stealth, brute force, team coordination, etc... You rarely get all of that in an FPS. There's even the support role you can play.

3. Modding

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It's not the quantity of the changes you can make to Renegade, it's how easily they can be done.

Then of course, the mods. Still alot in development, it's another feature of C&C games in general that also makes it great. A small mod that maybe changes some models or a few maps or adds a few new vechs to whole total conversions.

Subject: Re: What made of Renegade a good game for us?

Posted by [Titan1x77](#) on Wed, 19 Dec 2007 21:38:00 GMT

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Goz, you mentioned 3rd person view, this is used more and more for cover systems giving you a larger view in games like GoW and Rainbow 6...except those can only be toggled when next to walls...renegade let you use it at anytime.

I think 3rd person was a big reason among many other things.

Subject: Re: What made of Renegade a good game for us?

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 19 Dec 2007 22:23:09 GMT

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Quote:What made Renegade a good game for us?

- C&C Mode
 - Fast, fluid, and fun arcade gameplay
 - C&C universe
-

Subject: Re: What made of Renegade a good game for us?

Posted by [Ethenal](#) on Thu, 20 Dec 2007 06:21:38 GMT

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newcheese wrote on Wed, 19 December 2007 23:42Imofa u guys r fucking loserssz

You're pretty cool yourself, asshole. Don't let the door hit you on the way out.

Subject: Re: What made of Renegade a good game for us?

Posted by [Ryu](#) on Thu, 20 Dec 2007 06:29:39 GMT

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Ethenal wrote on Thu, 20 December 2007 06:21newcheese wrote on Wed, 19 December 2007 23:42Imofa u guys r fucking loserssz

You're pretty cool yourself, asshole. Don't let the door hit you on the way out.

Zing!

Subject: Re: What made of Renegade a good game for us?

Posted by [trooprm02](#) on Thu, 20 Dec 2007 20:35:06 GMT

[NEFobby[GEN] wrote on Wed, 19 December 2007 16:23]Quote:What made Renegade a good game for us?

- C&C Mode
- Fast, fluid, and fun arcade gameplay
- C&C universe

Arcade? I really don't see it as fast paced or "arcade like". The maps are big, most vechiles are slow, infantry are slow, the gameplay, yes it I guess quite quick, but not full, you login play uncommitemly, leave when you want, like an arcade game.
