Subject: Universe at War (Petroglyph)
Posted by olddust on Wed, 23 Jan 2008 06:03:53 GMT
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Has anyone bought this game or does anyone use their forums? They just started their first RTS series, which is quite good.

There's a thread a little bit old regarding Renegade / Renegade 2. They haven't said much if they plan to eventually create a FPS version for this series, but these people DO listen to what everyone has to say and have responded earlier in this thread to questions regarding Ren/Ren2. This would be a good place to request or "petition" a new FPS C&C mode type game. While it wouldn't be Renegade 2 they could make a C&C mode FPS for their RTS series, which in my opinion could be quite good. A lot of the units in this game are really innovative and just thinking about driving them is quite exciting.

http://www.petroglyphgames.com/forums/index.php?showtopic=1732&st=80

Subject: Re: Universe at War (Petroglyph)
Posted by renohol on Wed, 23 Jan 2008 06:43:24 GMT
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http://www.gamespot.com/pc/strategy/universeatwarearthassault/review.html?sid=61 84162

this is the only info on the game I got, and since I basically burned out on RTS game after Star Craft was released and have an old comp that won't run it well my dreams of the next better Renegade are about nil.

PS. I still think a Total Innialation movie or FPS C&C Mode type game would rock, and is there a better place to get the latest PC game info at besides Gamespot?

Subject: Re: Universe at War (Petroglyph)
Posted by Starbuzz on Wed, 23 Jan 2008 11:57:38 GMT
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That would be sick if Petroglyph decides to make a FPS with a gameplay similar to Renegade. So far, they have been concentrating on RTS.

Subject: Re: Universe at War (Petroglyph)
Posted by JPNOD on Wed, 23 Jan 2008 14:04:01 GMT
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Yeah imagine, AT-AT pounding at the entrance instead of mammoth tanks.
AT-ST as medium tank

Tie-Interceptor as Apache
X-Wing as Orca

Superweapons--> ION Cannon--> Deathstar

2 Bases. Each protected by a Shield Generator in the field.
Rebels vs Empire

Ofcourse would need to have the abillity to blow up buildings. The Shield Generators should de blowable up from the Inside.

You start of with a normal rebel soldier or Empire soldier.
Can upgrade to characters like The Wookie, Empire technician. Trooper heavy assault.

Have the units of Star wars Battlfront sort of, but the C&C Mode of Renegade. The flying units based on Star Wars Rogue Sqaudron

Only thing that worries me is the economics. Does anyone have good solution?

.... forget it Renegade 2 would be alot more for the win

Now that I think of it there used to be some kind of Star Wars mod for Renegade? I wonder what happened.

Subject: Re: Universe at War (Petroglyph)
Posted by [NE]Fobby[GEN] on Wed, 23 Jan 2008 16:04:50 GMT
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I actually used to have high hopes for Petroglyph in the past. I thought "woah, it's Westwood!" and a lot of people follow Petroglyph for that reason. Take a visit to the Petroglyph forums and you'll see a lot of die-hard C&C fans.

However I didn't like Empire at War or Universe at War. They're way too different from the Westwood games which I had immediately loved. I feel that people only follow them because they're former Westwood, but the only reason why I liked Westwood was because I loved their style of games. I liked the sidebar, engineers, construction yard system, the storylines, etc. They completely let go of what made them unique. So considering they turned around 180 degrees on their own RTS style, it makes their games barely worth playing to me.

I actually enjoyed C&C3 a lot more than the Petroglyph games, despite its storyline inconsistencies.

Subject: Re: Universe at War (Petroglyph)
Posted by R315r4z0r on Wed, 23 Jan 2008 17:12:59 GMT
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I like Empire at War, but I really don't like Universe at war. Just the concept of it made me decide it wasn't worth it.