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Subject: MP games like renegade?  
Posted by [ckain](#) on Mon, 14 Apr 2008 11:24:25 GMT  
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I was just wondering what FPS games are there where multiplayer mode works the same way as in Renegade?

I just love the idea in Renegade's mp. I want to try more games with similiar multiplayer mode.

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Subject: Re: MP games like renegade?  
Posted by [sadukar09](#) on Mon, 14 Apr 2008 12:19:02 GMT  
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Crysis, Farcry.

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Subject: Re: MP games like renegade?  
Posted by [mr£ÄŠÄ-z](#) on Mon, 14 Apr 2008 15:33:46 GMT  
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sadukar09 wrote on Mon, 14 April 2008 07:19Crysis, Farcry.  
Crysis and Farcry has Buildings ? (like WF, PP etc) ?

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Subject: Re: MP games like renegade?  
Posted by [Caveman](#) on Mon, 14 Apr 2008 17:56:31 GMT  
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There isn't, its what makes Renegade, well....Renegade.

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Subject: Re: MP games like renegade?  
Posted by [bisen11](#) on Mon, 14 Apr 2008 18:39:26 GMT  
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I haven't played Crisis but form what I remember reading, you do have some sort of base with some strong defences. And you have to go out and capture buildings that give different advantages, one which gives you experemental technology and I guess that really helps in destroying the enemy base.

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Subject: Re: MP games like renegade?  
Posted by [sadukar09](#) on Mon, 14 Apr 2008 19:18:35 GMT  
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It has a building that builds vehicles, and you need to capture buildings to give it the "energy" it needs to make them.

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Subject: Re: MP games like renegade?

Posted by [Berkut](#) on Mon, 14 Apr 2008 19:28:33 GMT

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I quit Renegade and got addicted to this. It's made from Renegade, but it's a completely new game on it's own.

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Subject: Re: MP games like renegade?

Posted by [R315r4z0r](#) on Mon, 14 Apr 2008 20:15:53 GMT

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Crysis' multiplayer mode is vastly similar to C&C mode in Renegade.

And you could also argue that Battlefield's conquest mode is also similar to Renegade, except that the game doesn't end when structures are destroyed, and they can be repaired.

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Subject: Re: MP games like renegade?

Posted by [Jerad2142](#) on Mon, 14 Apr 2008 21:33:56 GMT

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Berkut wrote on Mon, 14 April 2008 13:28 I quit Renegade and got addicted to this. It's made from Renegade, but it's a completely new game on it's own.

Its just Renegade with a different skin.

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Subject: Re: MP games like renegade?

Posted by [nopol10](#) on Tue, 15 Apr 2008 12:12:29 GMT

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Jerad Gray wrote on Tue, 15 April 2008 05:33 Berkut wrote on Mon, 14 April 2008 13:28 I quit Renegade and got addicted to this. It's made from Renegade, but it's a completely new game on it's own.

Its just Renegade with a different skin.

I've a feeling you shouldn't have said that...

Anyway, I wouldn't compare Conquest mode with C&C Mode. They are completely different. C&C Mode allows the match to define itself in the sense that chokepoints present themselves to the players instead of having a big sign that says "THIS IS A STRATEGIC POSITION! CAPTURE ME!". On larger maps, flow of the game is more dynamic when compared to Battlefield's mode.

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Subject: Re: MP games like renegade?  
Posted by [TD](#) on Tue, 15 Apr 2008 12:17:24 GMT  
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Renegade is the only Command & Conquer FPS game, which is why it still lives on after so many years of no official support, even though it still has annoying glitches, bugs, etc... in it.

Renegade = Life

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Subject: Re: MP games like renegade?  
Posted by [trooprm02](#) on Tue, 15 Apr 2008 12:23:21 GMT  
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If there was any game with even similar game play to AOW mode, we would all be playing it, but here isn't. Crysis=farcry 2, and they are both NOTHING like renegade. The only single similarity I saw was the ability to drive vech's in third person along with control the turret

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Subject: Re: MP games like renegade?  
Posted by [sadukar09](#) on Tue, 15 Apr 2008 15:45:40 GMT  
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Jerad Gray wrote on Mon, 14 April 2008 16:33Berkut wrote on Mon, 14 April 2008 13:28I quit Renegade and got addicted to this. It's made from Renegade, but it's a completely new game on it's own.

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I don't see Renegade having Demolition Trucks, MAD Tanks, Hind, Tanya, Volkov, better balancing, do you?

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Subject: Re: MP games like renegade?  
Posted by [Goztow](#) on Tue, 15 Apr 2008 16:06:23 GMT  
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sadukar09 wrote on Tue, 15 April 2008 17:45Jerad Gray wrote on Mon, 14 April 2008 16:33Berkut wrote on Mon, 14 April 2008 13:28I quit Renegade and got addicted to this. It's made from Renegade, but it's a completely new game on it's own.

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Hind = apache, tanya = sakura, volkov = raveshaw, better balancing = with point fix, Renegade is perfectly balanced.

Yes, you'll ell me tanya has a different skin, that's what Jerad said. Yes, she has a different weapon. That's right.

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Subject: Re: MP games like renegade?  
Posted by [Renx](#) on Tue, 15 Apr 2008 16:25:48 GMT  
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PlanetSide

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Subject: Re: MP games like renegade?  
Posted by [sadukar09](#) on Tue, 15 Apr 2008 19:16:21 GMT  
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Goztow wrote on Tue, 15 April 2008 12:06sadukar09 wrote on Tue, 15 April 2008 17:45Jerad Gray wrote on Mon, 14 April 2008 16:33Berkut wrote on Mon, 14 April 2008 13:28I quit Renegade and got addicted to this. It's made from Renegade, but it's a completely new game on it's own. Its just Renegade with a different skin.

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Yes, you'll ell me tanya has a different skin, that's what Jerad said. Yes, she has a different weapon. That's right.

Apache has Rockets along with Machine guns, Hind doesn't, plus it needs to reload. Tanya has C4 charges enough to blow up a building on purchase, Sakura doesn't. Volkov has self regeneration, secondary Anti-Infantry shotgun/napalm grenades. Raveshaw doesn't. I don't see Renegade have balancing as close as this.

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Subject: Re: MP games like renegade?  
Posted by [Spoony](#) on Tue, 15 Apr 2008 19:53:56 GMT  
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sadukar09 wrote on Tue, 15 April 2008 14:16I don't see Renegade have balancing as close as this.

then you're looking in the wrong place

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Subject: Re: MP games like renegade?  
Posted by [StealthEye](#) on Tue, 15 Apr 2008 20:04:09 GMT  
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Average win ratio for renegade is 50.00xxxx. Based on ladder server stats a while ago. Those numbers are nice, but do not even come close, lol.

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Subject: Re: MP games like renegade?

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Posted by [EvilWhiteDragon](#) on Tue, 15 Apr 2008 20:14:31 GMT

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StealthEye wrote on Tue, 15 April 2008 22:04 Average win ratio for renegade is 50.00xxxx. Based on ladder server stats a while ago. Those numbers are nice, but do not even come close, lol. Indeed for all official maps it was indeed balanced to at least 2 digits after the . For fanmaps it was a bit different, but more then 5% was highly unusual

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Subject: Re: MP games like renegade?

Posted by [JPNOD](#) on Tue, 15 Apr 2008 20:23:16 GMT

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Renegade owns, Ren Alert is as close to a Renegade 2 you will ever get. If EA was to ever make a Renegade 2 it wouldn't have been better. The only people who could make a Renegade 2 was the people who worked on Renegade. There dedication and inspiration were not for nothing. This game is unique in every way.

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Subject: Re: MP games like renegade?

Posted by [mr£Ä\\$Ä-z](#) on Tue, 15 Apr 2008 20:40:31 GMT

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JPNOD has spoken.

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Subject: Re: MP games like renegade?

Posted by [Blazer](#) on Tue, 15 Apr 2008 21:08:52 GMT

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The game that is most like Renegade as far as gameplay that I have seen, is Savage. I think it's even a free download now.

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Subject: Re: MP games like renegade?

Posted by [OWA](#) on Wed, 16 Apr 2008 00:04:01 GMT

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Renegade is a great game, although it's not perfect. APB isn't perfect either but it's great to see Renegade approached in a slightly different way. Red alert 2: Apocalypse Rising will introduce a lot of interesting new gameplay features which we hope will drum up more support for our great community. The aim is to out-live Tiberium (the game). I reckon we can do it

Also, sadukar09 put down your shovel. NOW.

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Subject: Re: MP games like renegade?

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 16 Apr 2008 00:51:14 GMT

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You don't even need to mod Renegade for it to outlive Tiberium imho.

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Subject: Re: MP games like renegade?

Posted by [Starbuzz](#) on Wed, 16 Apr 2008 01:17:34 GMT

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[NEFobby[GEN] wrote on Tue, 15 April 2008 19:51]You don't even need to mod Renegade for it to outlive Tiberium imho.

A fantastic choice of words. One of the most empowering and logically sound statements ever written.

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Subject: Re: MP games like renegade?

Posted by [EvilWhiteDragon](#) on Wed, 16 Apr 2008 08:05:35 GMT

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In my opinion, Renegade doesn't need mods to survive. Hell, though mods are fun, it would be better if they didn't exist. This may sound weird, but take in to consideration that everyone that plays a mod:

1. has Renegade
2. does not actually play renegade.

for this reason we could argue that mods actually causes the community to split and thus will further increase the chances of it dieing.

Note that I am not saying that the mods are bad or anything, they are surely enjoyable for one or two times (IMHO), but still...

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Subject: Re: MP games like renegade?

Posted by [Speedy059](#) on Wed, 16 Apr 2008 09:06:12 GMT

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Frontlines: Fuel of War is pretty close to Renegade. That game was just released and I enjoy it a lot.

---

Subject: Re: MP games like renegade?

Posted by [nopol10](#) on Wed, 16 Apr 2008 12:19:07 GMT

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EvilWhiteDragon wrote on Wed, 16 April 2008 16:05 In my opinion, Renegade doesn't need mods to survive. Hell, though mods are fun, it would be better if they didn't exist. This may sound weird, but take in to consideration that everyone that plays a mod:

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Note that I am not saying that the mods are bad or anything, they are surely enjoyable for one or two times (IMHO), but still...

That is quite true. You can already see this from the way APB players refer to Renegade (Renegay?). Some people are just obsessed with the mods (actually, there's only one big mod out now).

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Subject: Re: MP games like renegade?

Posted by [CarrierII](#) on Wed, 16 Apr 2008 12:29:15 GMT

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Unless Tiberium is seriously good, we will outlive it, so long as we can get Renegade to work on Vista (Done) and with newer hardware (X9, X10 - also done).

Tiberium is going to have to be good, or else we'll all just register on the Tiberium official forums and point out that Renegade is cheaper and better.

Edit - EvilWhiteDragon, what is your sig about?!

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Subject: Re: MP games like renegade?

Posted by [EvilWhiteDragon](#) on Wed, 16 Apr 2008 12:58:19 GMT

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CarrierII wrote on Wed, 16 April 2008 14:29 Unless Tiberium is seriously good, we will outlive it, so long as we can get Renegade to work on Vista (Done) and with newer hardware (X9, X10 - also done).

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Edit - EvilWhiteDragon, what is your sig about?!

About tiberium, I expect it to be another BF clone, so that should be no problem then.

And my signature is based on the banner of some cheat site, and I found the cheat ftw or something funny, but since I am against online cheating (offline is your own bussiness) I changed it a bit. Specially in such a way that it would better display the gayness of cheating.

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Subject: Re: MP games like renegade?  
Posted by [CarrierII](#) on Wed, 16 Apr 2008 14:10:52 GMT  
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I just got confused with the fact it had blankintel.org written on it. Ah well.

Edit - You're right, I did have a hard time spotting that pink writing. lol

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Subject: Re: MP games like renegade?  
Posted by [LR01](#) on Wed, 16 Apr 2008 15:50:45 GMT  
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CarrierII wrote on Wed, 16 April 2008 14:29 Unless Tiberium is seriously good, we will outlive it, so long as we can get Renegade to work on Vista (Done) and with newer hardware (X9, X10 - also done).

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Edit - EvilWhiteDragon, what is your sig about?!

"iberium is going to have to be good, or else we'll all just register on the Tiberium official forums and point out that Renegade is cheaper and better. :)"

that woud be fun

---

Subject: Re: MP games like renegade?  
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 16 Apr 2008 20:36:55 GMT  
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I just don't like the fact that the developers of Tiberium are ignoring and even criticizing C&C mode. I remember reading in an interview with EA about Tiberium, where one of them said Renegade was not even a true C&C game.

Well I think Renegade's multiplayer is a lot closer to C&C than Tiberium is... from the interviews it sounds like a Battlefield 2142 clone. So that kind of rules it out from being a Renegade-type game. I just hope EA makes another C&C-mode game later on, but I imagine that wouldn't be for a long time.

---

Subject: Re: MP games like renegade?  
Posted by [Spoony](#) on Wed, 16 Apr 2008 20:40:50 GMT  
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EvilWhiteDragon wrote on Wed, 16 April 2008 03:05 This may sound weird, but take in to

consideration that everyone that plays a mod:

1. has Renegade
2. does not actually play renegade.

for this reason we could argue that mods actually causes the community to split and thus will further increase the chances of it dieing.  
that's an excellent point.

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Subject: Re: MP games like renegade?

Posted by [EvilWhiteDragon](#) on Wed, 16 Apr 2008 22:12:26 GMT

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[NEFobby[GEN] wrote on Wed, 16 April 2008 22:36] I just don't like the fact that the developers of Tiberium are ignoring and even criticizing C&C mode. I remember reading in an interview with EA about Tiberium, where one of them said Renegade was not even a true C&C game.

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They themselves also said that they wouldn't call Tiberium a C&C game, so they are probably not being total hypocrites. I just hope that they understand that games like Generals and IMHO C&C3 should not have been called C&C games.

/me is still waiting for a proper C&C game, either RTS or FPS, but don't believe Tiberium will be one.

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Subject: Re: MP games like renegade?

Posted by [nikki6ixx](#) on Wed, 16 Apr 2008 22:49:39 GMT

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I'm just curious. I'm sure this has been debated plenty of times already, but what exactly does constitute a proper C&C Game?

And that's an interesting point raised earlier about the Mod's possibly causing a rift within the community. I just lumped the mods in with Renegade because they were spurred by Ren, and run on its engine; just a slightly different flavor.

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Subject: Re: MP games like renegade?

Posted by [Spoony](#) on Wed, 16 Apr 2008 23:25:19 GMT

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EvilWhiteDragon wrote on Wed, 16 April 2008 17:12 They themselves also said that they wouldn't call Tiberium a C&C game, so they are probably not being total hypocrites. I just hope that they understand that games like Generals and IMHO C&C3 should not have been called C&C games.

---

/me is still waiting for a proper C&C game, ether RTS or FPS, but don't believe Tberium will be one.  
by what argument is C&C3 not a C&C game?

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Subject: Re: MP games like renegade?  
Posted by [Chuck Norris](#) on Thu, 17 Apr 2008 02:13:37 GMT  
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Someone else already said this, but THERE IS NONE. This is why we all stick to Renegade. It's old, buggy, and not graphically superior, but it has what matters. Gameplay. It's gaeplay isn't only there, but it's the best. It's surprising developers don't note this. Sure, the playerbase isn't millions, and there are games that TRY to immiate it in small ways (and fail making the developer think the idea is bad), but I'm waiting for the real successor with real support done the real way (preferably in the form of Renegade 2). THAT WOULDN'T FAIL.

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Subject: Re: MP games like renegade?  
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 17 Apr 2008 02:35:58 GMT  
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Chuck Norris got it right.

It's actually uncommon for a community from a game that had poor sales is still around, with things like regulators, mods, patches, anti-cheat systems, etc. Renegade never sold too many copies, but it has such a dedicated fanbase, which has outlived so many others games.

Just shows you that gameplay alone can carry a game community a long way.

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Subject: Re: MP games like renegade?  
Posted by [BOINKNESS](#) on Thu, 17 Apr 2008 03:36:34 GMT  
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Just shows you that gameplay alone can carry a game community a long way.

Perfectly stated.

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Subject: Re: MP games like renegade?

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Posted by [Goztow](#) on Thu, 17 Apr 2008 07:00:51 GMT

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Don't forget we also have rene drama!

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Subject: Re: MP games like renegade?

Posted by [Carrierll](#) on Thu, 17 Apr 2008 08:40:17 GMT

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I think that's more of a hindrance Goztow....

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Subject: Re: MP games like renegade?

Posted by [Starbuzz](#) on Thu, 17 Apr 2008 14:15:30 GMT

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Goztow wrote on Thu, 17 April 2008 02:00Don't forget we also have rene drama!

I think Renedramas are ok to have as long as it is kept under control; like my recent "Banned for aimbot LMFAO" topic. Sure, it was drama allright about a game but it was fun.

It is only when people start to flame and post lolcats that it turns to an inferior quality drama.

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Subject: Re: MP games like renegade?

Posted by [OWA](#) on Fri, 18 Apr 2008 11:34:44 GMT

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EvilWhiteDragon wrote on Wed, 16 April 2008 09:05In my opinion, Renegade doesn't need mods to survive. Hell, though mods are fun, it would be better if they didn't exist. This may sound weird, but take in to consideration that everyone that plays a mod:

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Note that I am not saying that the mods are bad or anything, they are surely enjoyable for one or two times (IMHO), but still...

Yeah well, to many people, Renegade is old news, the mods provide something new and fresh to bring the punters back to the community as well as spawn a load of new ones. I wouldn't even class some of the mod as even part for the renegade community anymore since everything went standalone.

---

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Posted by [EvilWhiteDragon](#) on Fri, 18 Apr 2008 15:13:30 GMT

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Even for the "standalone" stuff you still need a valid serial to play online by WOL, thus it is still not a standalone IMHO.

And as some people stated, they do not play ren anymore because they think a mod is better. While they are allowed to have their own opinions, it does make clear that the chances are that they would play ren, if it wasn't for some mod.

Thus we have to conclude that the mods do certainly have a negative effect on renegade. You may argue about the size of the negative effect, but it is certainly there.

---

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Posted by [OWA](#) on Mon, 21 Apr 2008 14:49:55 GMT

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I agree, the negative effect is certainly there. Your statement about needing WOL to connect is false, since everyone direct connects these days, which skips the verification, therefore you don't need a serial.

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Subject: Re: MP games like renegade?

Posted by [EvilWhiteDragon](#) on Tue, 22 Apr 2008 06:55:10 GMT

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I agree, the negative effect is certainly there. Your statement about needing WOL to connect is false, since everyone direct connects these days, which skips the verification, therefore you don't need a serial.

Perhaps everyone uses DC with some mods, but it is certainly not the only thing. I know for 100% sure that WOL/XWIS is still very much alive and being used. Our server for ex. only allows XWIS players to join, simply because only by XWIS serials can be validated. Without that validation it makes cheating so much easier, and you can wait till the day comes that cheaters find out that the

mods are really totally defenceless against even the most stupid and simple kind of cheats:  
damage hacks.

With the serial validation you have at least 1 thing you can ban on for sure, and it won't change, or  
it won't change often.

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